Table of Contents

1 Music definitions ..................................................... 2
  1.1 Music expressions .................................................. 2
    1.1.1 AbsoluteDynamicEvent ....................................... 2
    1.1.2 AlternativeEvent ............................................ 2
    1.1.3 AnnotateOutputEvent ......................................... 2
    1.1.4 ApplyContext ................................................ 3
    1.1.5 ApplyOutputEvent ............................................ 3
    1.1.6 ArpeggioEvent ................................................ 4
    1.1.7 ArticulationEvent ............................................. 4
    1.1.8 AutoChangeMusic .............................................. 5
    1.1.9 BarCheck .................................................... 5
    1.1.10 BassFigureEvent ............................................. 5
    1.1.11 BeamEvent .................................................. 5
    1.1.12 BeamForbidEvent ............................................. 6
    1.1.13 BendAfterEvent ............................................... 6
    1.1.14 BreakDynamicSpanEvent ..................................... 6
    1.1.15 BreathingEvent ............................................... 7
    1.1.16 ClusterNoteEvent ............................................. 7
    1.1.17 CompletizeExtenderEvent .................................... 8
    1.1.18 ContextChange ............................................... 8
    1.1.19 ContextSpeccedMusic ......................................... 8
    1.1.20 CrescendoEvent .............................................. 9
    1.1.21 DecrescendoEvent .......................................... 10
    1.1.22 DoublePercentEvent ......................................... 10
    1.1.23 EpisemaEvent ............................................... 10
    1.1.24 Event ..................................................... 10
    1.1.25 EventChord .................................................. 11
    1.1.26 ExtenderEvent ............................................... 11
    1.1.27 FingeringEvent ............................................. 12
    1.1.28 FootnoteEvent ............................................... 12
    1.1.29 GlissandoEvent ............................................. 12
    1.1.30 GraceMusic ................................................ 13
    1.1.31 HarmonicEvent .............................................. 13
    1.1.32 HyphenEvent ................................................ 13
    1.1.33 KeyChangeEvent ............................................. 14
    1.1.34 LabelEvent ................................................ 14
    1.1.35 LaissezVibrierEvent ......................................... 14
    1.1.36 LigatureEvent ............................................... 15
    1.1.37 LineBreakEvent ............................................. 15
    1.1.38 LyricCombineMusic ......................................... 15
    1.1.39 LyricEvent ................................................ 16
    1.1.40 MarkEvent .................................................. 16
    1.1.41 MeasureCounterEvent ....................................... 17
    1.1.42 MultiMeasureRestEvent ..................................... 17
    1.1.43 MultiMeasureRestMusic ...................................... 17
    1.1.44 MultiMeasureTextEvent ..................................... 18
    1.1.45 Music ..................................................... 18
    1.1.46 NoteEvent .................................................. 18
1.2 Music classes ................................................. 41
  1.2.1 absolute-dynamic-event ................................ 41
  1.2.2 alternative-event ................................ .... 41
  1.2.3 annotate-output-event ................................... 41
  1.2.4 apply-output-event ................................ ... 42
  1.2.5 arpeggio-event ......................................... 42
  1.2.6 articulation-event ..................................... 42
  1.2.7 bass-figure-event ..................................... 42
  1.2.8 beam-event ............................................ 42
  1.2.9 beam-forbid-event ..................................... 42
  1.2.10 bend-after-event ...................................... 42
  1.2.11 break-dynamic-span-event ............................. 42
  1.2.12 break-event .......................................... 42
  1.2.13 break-span-event .................................... 43
  1.2.14 breathing-event ...................................... 43
  1.2.15 cluster-note-event .................................... 43
  1.2.16 completize-extender-event ............................ 43
  1.2.17 crescendo-event ..................................... 43
  1.2.18 decrescendo-event ................................... 43
  1.2.19 double-percent-event ................................ 43
  1.2.20 dynamic-event ....................................... 43
  1.2.21 episema-event ........................................ 43
  1.2.22 extender-event ....................................... 43
  1.2.23 fingering-event ....................................... 44
  1.2.24 footnote-event ....................................... 44
  1.2.25 glissando-event ...................................... 44
  1.2.26 harmonic-event ....................................... 44
  1.2.27 hyphen-event ......................................... 44
  1.2.28 key-change-event .................................... 44
  1.2.29 label-event .......................................... 44
  1.2.30 laissez-vibrer-event ................................ 44
  1.2.31 layout-instruction-event .............................. 44
  1.2.32 ligature-event ....................................... 45
  1.2.33 line-break-event ..................................... 45
  1.2.34 lyric-event .......................................... 45
  1.2.35 mark-event ........................................... 45
  1.2.36 measure-counter-event ................................ 45
  1.2.37 melodic-event ........................................ 45
  1.2.38 multi-measure-rest-event ............................... 45
  1.2.39 multi-measure-text-event .............................. 45
  1.2.40 music-event .......................................... 45
  1.2.41 note-event ............................................ 46
  1.2.42 note-grouping-event .................................. 46
  1.2.43 page-break-event ..................................... 46
  1.2.44 page-turn-event ....................................... 46
  1.2.45 part-combine-event ................................... 47
  1.2.46 pedal-event .......................................... 47
  1.2.47 percent-event ......................................... 47
  1.2.48 pes-or-flexa-event .................................... 47
  1.2.49 phrasing-slap-event .................................. 47
  1.2.50 repeat-slash-event ................................... 47
<table>
<thead>
<tr>
<th>Section</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.2.51</td>
<td>repeat-tie-event</td>
</tr>
<tr>
<td>1.2.52</td>
<td>rest-event</td>
</tr>
<tr>
<td>1.2.53</td>
<td>rhythmic-event</td>
</tr>
<tr>
<td>1.2.54</td>
<td>script-event</td>
</tr>
<tr>
<td>1.2.55</td>
<td>skip-event</td>
</tr>
<tr>
<td>1.2.56</td>
<td>slur-event</td>
</tr>
<tr>
<td>1.2.57</td>
<td>solo-one-event</td>
</tr>
<tr>
<td>1.2.58</td>
<td>solo-two-event</td>
</tr>
<tr>
<td>1.2.59</td>
<td>sostenuto-event</td>
</tr>
<tr>
<td>1.2.60</td>
<td>spacing-section-event</td>
</tr>
<tr>
<td>1.2.61</td>
<td>span-dynamic-event</td>
</tr>
<tr>
<td>1.2.62</td>
<td>span-event</td>
</tr>
<tr>
<td>1.2.63</td>
<td>staff-span-event</td>
</tr>
<tr>
<td>1.2.64</td>
<td>StreamEvent</td>
</tr>
<tr>
<td>1.2.65</td>
<td>string-number-event</td>
</tr>
<tr>
<td>1.2.66</td>
<td>stroke-finger-event</td>
</tr>
<tr>
<td>1.2.67</td>
<td>sustain-event</td>
</tr>
<tr>
<td>1.2.68</td>
<td>tempo-change-event</td>
</tr>
<tr>
<td>1.2.69</td>
<td>text-script-event</td>
</tr>
<tr>
<td>1.2.70</td>
<td>text-span-event</td>
</tr>
<tr>
<td>1.2.71</td>
<td>tie-event</td>
</tr>
<tr>
<td>1.2.72</td>
<td>time-signature-event</td>
</tr>
<tr>
<td>1.2.73</td>
<td>tremolo-event</td>
</tr>
<tr>
<td>1.2.74</td>
<td>tremolo-signature-event</td>
</tr>
<tr>
<td>1.2.75</td>
<td>trill-span-event</td>
</tr>
<tr>
<td>1.2.76</td>
<td>tuplet-span-event</td>
</tr>
<tr>
<td>1.2.77</td>
<td>una-corda-event</td>
</tr>
<tr>
<td>1.2.78</td>
<td>unisono-event</td>
</tr>
<tr>
<td>1.3</td>
<td>Music properties</td>
</tr>
</tbody>
</table>

2 Translation

2.1 Contexts

2.1.1 ChoirStaff
2.1.2 ChordNames
2.1.3 CueVoice
2.1.4 Devnull
2.1.5 DrumStaff
2.1.6 DrumVoice
2.1.7 Dynamics
2.1.8 FiguredBass
2.1.9 FretBoards
2.1.10 Global
2.1.11 GrandStaff
2.1.12 GregorianTranscriptionStaff
2.1.13 GregorianTranscriptionVoice
2.1.14 KievanStaff
2.1.15 KievanVoice
2.1.16 Lyrics
2.1.17 MensuralStaff
2.1.18 MensuralVoice
2.1.19 NoteNames
2.1.20 NullVoice
2.1.21 OneStaff
2.1.22 PetrucciStaff

57
<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.1.23</td>
<td>PetrucciVoice</td>
<td>196</td>
</tr>
<tr>
<td>2.1.24</td>
<td>PianoStaff</td>
<td>209</td>
</tr>
<tr>
<td>2.1.25</td>
<td>RhythmicStaff</td>
<td>212</td>
</tr>
<tr>
<td>2.1.26</td>
<td>Score</td>
<td>215</td>
</tr>
<tr>
<td>2.1.27</td>
<td>Staff</td>
<td>237</td>
</tr>
<tr>
<td>2.1.28</td>
<td>StaffGroup</td>
<td>247</td>
</tr>
<tr>
<td>2.1.29</td>
<td>TabStaff</td>
<td>250</td>
</tr>
<tr>
<td>2.1.30</td>
<td>TabVoice</td>
<td>259</td>
</tr>
<tr>
<td>2.1.31</td>
<td>VaticanaStaff</td>
<td>272</td>
</tr>
<tr>
<td>2.1.32</td>
<td>VaticanaVoice</td>
<td>283</td>
</tr>
<tr>
<td>2.1.33</td>
<td>Voice</td>
<td>295</td>
</tr>
<tr>
<td>2.2</td>
<td>Engravers and Performers</td>
<td>308</td>
</tr>
<tr>
<td>2.2.1</td>
<td>Accidental_engraver</td>
<td>308</td>
</tr>
<tr>
<td>2.2.2</td>
<td>Ambitus_engraver</td>
<td>310</td>
</tr>
<tr>
<td>2.2.3</td>
<td>Arpeggio_engraver</td>
<td>310</td>
</tr>
<tr>
<td>2.2.4</td>
<td>Auto_beam_engraver</td>
<td>311</td>
</tr>
<tr>
<td>2.2.5</td>
<td>Axis_group_engraver</td>
<td>311</td>
</tr>
<tr>
<td>2.2.6</td>
<td>Balloon_engraver</td>
<td>312</td>
</tr>
<tr>
<td>2.2.7</td>
<td>Bar_engraver</td>
<td>312</td>
</tr>
<tr>
<td>2.2.8</td>
<td>Bar_number_engraver</td>
<td>312</td>
</tr>
<tr>
<td>2.2.9</td>
<td>Beam_collision_engraver</td>
<td>314</td>
</tr>
<tr>
<td>2.2.10</td>
<td>Beam_engraver</td>
<td>314</td>
</tr>
<tr>
<td>2.2.11</td>
<td>Beam_performer</td>
<td>314</td>
</tr>
<tr>
<td>2.2.12</td>
<td>Bend_engraver</td>
<td>315</td>
</tr>
<tr>
<td>2.2.13</td>
<td>Break_align_engraver</td>
<td>315</td>
</tr>
<tr>
<td>2.2.14</td>
<td>Breathing_sign_engraver</td>
<td>315</td>
</tr>
<tr>
<td>2.2.15</td>
<td>Chord_name_engraver</td>
<td>315</td>
</tr>
<tr>
<td>2.2.16</td>
<td>Chord_tremolo_engraver</td>
<td>316</td>
</tr>
<tr>
<td>2.2.17</td>
<td>Clef_engraver</td>
<td>316</td>
</tr>
<tr>
<td>2.2.18</td>
<td>Cluster_spanner_engraver</td>
<td>317</td>
</tr>
<tr>
<td>2.2.19</td>
<td>Collision_engraver</td>
<td>317</td>
</tr>
<tr>
<td>2.2.20</td>
<td>Completion_heads_engraver</td>
<td>317</td>
</tr>
<tr>
<td>2.2.21</td>
<td>Completion_rest_engraver</td>
<td>318</td>
</tr>
<tr>
<td>2.2.22</td>
<td>Concurrent_hairpin_engraver</td>
<td>319</td>
</tr>
<tr>
<td>2.2.23</td>
<td>Control_track_performer</td>
<td>319</td>
</tr>
<tr>
<td>2.2.24</td>
<td>Cue_clef_engraver</td>
<td>319</td>
</tr>
<tr>
<td>2.2.25</td>
<td>Custos_engraver</td>
<td>320</td>
</tr>
<tr>
<td>2.2.26</td>
<td>Default_bar_line_engraver</td>
<td>320</td>
</tr>
<tr>
<td>2.2.27</td>
<td>Dot_column_engraver</td>
<td>321</td>
</tr>
<tr>
<td>2.2.28</td>
<td>Dots_engraver</td>
<td>321</td>
</tr>
<tr>
<td>2.2.29</td>
<td>Double_percent_repeat_engraver</td>
<td>321</td>
</tr>
<tr>
<td>2.2.30</td>
<td>Drum_note_performer</td>
<td>322</td>
</tr>
<tr>
<td>2.2.31</td>
<td>Drum_notes_engraver</td>
<td>322</td>
</tr>
<tr>
<td>2.2.32</td>
<td>Dynamic_align_engraver</td>
<td>322</td>
</tr>
<tr>
<td>2.2.33</td>
<td>Dynamic_engraver</td>
<td>322</td>
</tr>
<tr>
<td>2.2.34</td>
<td>Dynamic_performer</td>
<td>323</td>
</tr>
<tr>
<td>2.2.35</td>
<td>Episema_engraver</td>
<td>323</td>
</tr>
<tr>
<td>2.2.36</td>
<td>Extender_engraver</td>
<td>324</td>
</tr>
<tr>
<td>2.2.37</td>
<td>Figured_bass_engraver</td>
<td>324</td>
</tr>
<tr>
<td>2.2.38</td>
<td>Figured_bass_position_engraver</td>
<td>325</td>
</tr>
<tr>
<td>2.2.39</td>
<td>Fingering_column_engraver</td>
<td>325</td>
</tr>
<tr>
<td>2.2.40</td>
<td>Fingering_engraver</td>
<td>325</td>
</tr>
<tr>
<td>2.2.41</td>
<td>Font_size_engraver</td>
<td>325</td>
</tr>
<tr>
<td>2.2.42</td>
<td>Footnote_engraver</td>
<td>326</td>
</tr>
<tr>
<td>2.2.43</td>
<td>Forbid_line_break_engraver .................................................. 326</td>
<td></td>
</tr>
<tr>
<td>2.2.44</td>
<td>Fretboard_engraver .............................................................. 326</td>
<td></td>
</tr>
<tr>
<td>2.2.45</td>
<td>Glissando_engraver .............................................................. 327</td>
<td></td>
</tr>
<tr>
<td>2.2.46</td>
<td>Grace_auto_beam_engraver ....................................................... 327</td>
<td></td>
</tr>
<tr>
<td>2.2.47</td>
<td>Grace_beam_engraver .............................................................. 328</td>
<td></td>
</tr>
<tr>
<td>2.2.48</td>
<td>Grace_engraver ................................................................. 328</td>
<td></td>
</tr>
<tr>
<td>2.2.49</td>
<td>Grace_spacing_engraver ......................................................... 329</td>
<td></td>
</tr>
<tr>
<td>2.2.50</td>
<td>Grid_line_span_engraver ......................................................... 329</td>
<td></td>
</tr>
<tr>
<td>2.2.51</td>
<td>Grid_point_engraver .............................................................. 329</td>
<td></td>
</tr>
<tr>
<td>2.2.52</td>
<td>Grob_pq_engraver ................................................................. 329</td>
<td></td>
</tr>
<tr>
<td>2.2.53</td>
<td>Horizontal_bracket_engraver ................................................... 330</td>
<td></td>
</tr>
<tr>
<td>2.2.54</td>
<td>Hyphen_engraver ................................................................. 330</td>
<td></td>
</tr>
<tr>
<td>2.2.55</td>
<td>Instrument_name_engraver ....................................................... 330</td>
<td></td>
</tr>
<tr>
<td>2.2.56</td>
<td>Instrument_switch_engraver ..................................................... 331</td>
<td></td>
</tr>
<tr>
<td>2.2.57</td>
<td>Keep_alive_together_engraver .................................................. 331</td>
<td></td>
</tr>
<tr>
<td>2.2.58</td>
<td>Key_engraver .......................................................... 331</td>
<td></td>
</tr>
<tr>
<td>2.2.59</td>
<td>Key_performer ................................................................. 332</td>
<td></td>
</tr>
<tr>
<td>2.2.60</td>
<td>Kievan_ligature_engraver ....................................................... 332</td>
<td></td>
</tr>
<tr>
<td>2.2.61</td>
<td>Laissez_vibrer_engraver ........................................................ 332</td>
<td></td>
</tr>
<tr>
<td>2.2.62</td>
<td>Ledger_line_engraver ............................................................ 333</td>
<td></td>
</tr>
<tr>
<td>2.2.63</td>
<td>Ligature_bracket_engraver ...................................................... 333</td>
<td></td>
</tr>
<tr>
<td>2.2.64</td>
<td>Lyric_engraver ................................................................. 333</td>
<td></td>
</tr>
<tr>
<td>2.2.65</td>
<td>Lyric_performer ................................................................. 334</td>
<td></td>
</tr>
<tr>
<td>2.2.66</td>
<td>Mark_engraver ................................................................. 334</td>
<td></td>
</tr>
<tr>
<td>2.2.67</td>
<td>Measure_counter_engraver ....................................................... 334</td>
<td></td>
</tr>
<tr>
<td>2.2.68</td>
<td>Measure_grouping_engraver ..................................................... 335</td>
<td></td>
</tr>
<tr>
<td>2.2.69</td>
<td>Melody_engraver ................................................................. 335</td>
<td></td>
</tr>
<tr>
<td>2.2.70</td>
<td>Mensural_ligature_engraver ..................................................... 335</td>
<td></td>
</tr>
<tr>
<td>2.2.71</td>
<td>Merge_rests_engraver ............................................................ 335</td>
<td></td>
</tr>
<tr>
<td>2.2.72</td>
<td>Metronome_mark_engraver ....................................................... 336</td>
<td></td>
</tr>
<tr>
<td>2.2.73</td>
<td>Midi_control_change_performer ................................................ 336</td>
<td></td>
</tr>
<tr>
<td>2.2.74</td>
<td>Multi_measure_rest_engraver .................................................. 337</td>
<td></td>
</tr>
<tr>
<td>2.2.75</td>
<td>New_fingering_engraver ........................................................ 337</td>
<td></td>
</tr>
<tr>
<td>2.2.76</td>
<td>Note_head_line_engraver ........................................................ 338</td>
<td></td>
</tr>
<tr>
<td>2.2.77</td>
<td>Note_heads_engraver ......................................................... 338</td>
<td></td>
</tr>
<tr>
<td>2.2.78</td>
<td>Note_name_engraver ............................................................. 339</td>
<td></td>
</tr>
<tr>
<td>2.2.79</td>
<td>Note_performer ................................................................. 339</td>
<td></td>
</tr>
<tr>
<td>2.2.80</td>
<td>Note_spacing_engraver .......................................................... 339</td>
<td></td>
</tr>
<tr>
<td>2.2.81</td>
<td>Ottava_spanner_engraver ....................................................... 339</td>
<td></td>
</tr>
<tr>
<td>2.2.82</td>
<td>Output_property_engraver ........................................................ 340</td>
<td></td>
</tr>
<tr>
<td>2.2.83</td>
<td>Page_turn_engraver ............................................................. 340</td>
<td></td>
</tr>
<tr>
<td>2.2.84</td>
<td>Paper_column_engraver ........................................................ 340</td>
<td></td>
</tr>
<tr>
<td>2.2.85</td>
<td>Parenthesis_engraver ........................................................... 341</td>
<td></td>
</tr>
<tr>
<td>2.2.86</td>
<td>Part_combine_engraver .......................................................... 341</td>
<td></td>
</tr>
<tr>
<td>2.2.87</td>
<td>Percent_repeat_engraver ........................................................ 341</td>
<td></td>
</tr>
<tr>
<td>2.2.88</td>
<td>Phrasing_slur_engraver .......................................................... 342</td>
<td></td>
</tr>
<tr>
<td>2.2.89</td>
<td>Piano_pedal_align_engraver .................................................... 342</td>
<td></td>
</tr>
<tr>
<td>2.2.90</td>
<td>Piano_pedal_engraver ........................................................... 342</td>
<td></td>
</tr>
<tr>
<td>2.2.91</td>
<td>Piano_pedal_performer .......................................................... 343</td>
<td></td>
</tr>
<tr>
<td>2.2.92</td>
<td>Pitch_squash_engraver .......................................................... 343</td>
<td></td>
</tr>
<tr>
<td>2.2.93</td>
<td>Pitched_trill_engraver .......................................................... 344</td>
<td></td>
</tr>
<tr>
<td>2.2.94</td>
<td>Pure_from_neighbor_engraver .................................................. 344</td>
<td></td>
</tr>
<tr>
<td>2.2.95</td>
<td>Repeat_acknowledge_engraver ................................................ 344</td>
<td></td>
</tr>
<tr>
<td>2.2.96</td>
<td>Repeat_tie_engraver ............................................................ 345</td>
<td></td>
</tr>
<tr>
<td>Section</td>
<td>Page</td>
<td></td>
</tr>
<tr>
<td>---------</td>
<td>------</td>
<td></td>
</tr>
<tr>
<td>2.2.97</td>
<td>Rest_collision_engraver</td>
<td>345</td>
</tr>
<tr>
<td>2.2.98</td>
<td>Rest_engraver</td>
<td>345</td>
</tr>
<tr>
<td>2.2.99</td>
<td>Rhythmic_column_engraver</td>
<td>346</td>
</tr>
<tr>
<td>2.2.100</td>
<td>Script_column_engraver</td>
<td>346</td>
</tr>
<tr>
<td>2.2.101</td>
<td>Script_engraver</td>
<td>346</td>
</tr>
<tr>
<td>2.2.102</td>
<td>Script_row_engraver</td>
<td>346</td>
</tr>
<tr>
<td>2.2.103</td>
<td>Separating_line_group_engraver</td>
<td>347</td>
</tr>
<tr>
<td>2.2.104</td>
<td>Slash_repeat_engraver</td>
<td>347</td>
</tr>
<tr>
<td>2.2.105</td>
<td>Shur_engraver</td>
<td>347</td>
</tr>
<tr>
<td>2.2.106</td>
<td>Shur_performer</td>
<td>348</td>
</tr>
<tr>
<td>2.2.107</td>
<td>Spacing_engraver</td>
<td>348</td>
</tr>
<tr>
<td>2.2.108</td>
<td>Span_arpeggio_engraver</td>
<td>348</td>
</tr>
<tr>
<td>2.2.109</td>
<td>Span_bar_engraver</td>
<td>348</td>
</tr>
<tr>
<td>2.2.110</td>
<td>Span_bar_stub_engraver</td>
<td>349</td>
</tr>
<tr>
<td>2.2.111</td>
<td>Span_stem_engraver</td>
<td>349</td>
</tr>
<tr>
<td>2.2.112</td>
<td>Spanner_break_forbid_engraver</td>
<td>349</td>
</tr>
<tr>
<td>2.2.113</td>
<td>Staff_collecting_engraver</td>
<td>349</td>
</tr>
<tr>
<td>2.2.114</td>
<td>Staff_performer</td>
<td>349</td>
</tr>
<tr>
<td>2.2.115</td>
<td>Staff_symbol_engraver</td>
<td>349</td>
</tr>
<tr>
<td>2.2.116</td>
<td>Stanza_number_align_engraver</td>
<td>350</td>
</tr>
<tr>
<td>2.2.117</td>
<td>Stanza_number_engraver</td>
<td>350</td>
</tr>
<tr>
<td>2.2.118</td>
<td>Stem_engraver</td>
<td>350</td>
</tr>
<tr>
<td>2.2.119</td>
<td>System_start_delimiter_engraver</td>
<td>351</td>
</tr>
<tr>
<td>2.2.120</td>
<td>Tab_note_heads_engraver</td>
<td>351</td>
</tr>
<tr>
<td>2.2.121</td>
<td>Tab_staff_symbol_engraver</td>
<td>352</td>
</tr>
<tr>
<td>2.2.122</td>
<td>Tab_tie_follow_engraver</td>
<td>352</td>
</tr>
<tr>
<td>2.2.123</td>
<td>Tempo_performer</td>
<td>352</td>
</tr>
<tr>
<td>2.2.124</td>
<td>Text_engraver</td>
<td>352</td>
</tr>
<tr>
<td>2.2.125</td>
<td>Text_spanner_engraver</td>
<td>353</td>
</tr>
<tr>
<td>2.2.126</td>
<td>Tie_engraver</td>
<td>353</td>
</tr>
<tr>
<td>2.2.127</td>
<td>Tie_performer</td>
<td>354</td>
</tr>
<tr>
<td>2.2.128</td>
<td>Time_signature_engraver</td>
<td>354</td>
</tr>
<tr>
<td>2.2.129</td>
<td>Time_signature_performer</td>
<td>354</td>
</tr>
<tr>
<td>2.2.130</td>
<td>Timing_translator</td>
<td>354</td>
</tr>
<tr>
<td>2.2.131</td>
<td>Trill_spanner_engraver</td>
<td>355</td>
</tr>
<tr>
<td>2.2.132</td>
<td>Tuplet_engraver</td>
<td>356</td>
</tr>
<tr>
<td>2.2.133</td>
<td>Tweak_engraver</td>
<td>356</td>
</tr>
<tr>
<td>2.2.134</td>
<td>Vaticana_ligature_engraver</td>
<td>356</td>
</tr>
<tr>
<td>2.2.135</td>
<td>Vertical_align_engraver</td>
<td>356</td>
</tr>
<tr>
<td>2.2.136</td>
<td>Volta_engraver</td>
<td>357</td>
</tr>
</tbody>
</table>

3 Backend .................................................. 372

3.1 All layout objects ........................................ 372
  3.1.1 Accidental ............................................. 372
  3.1.2 AccidentalCautionary .................................. 373
  3.1.3 AccidentalPlacement .................................... 374
  3.1.4 AccidentalSuggestion ................................... 375
  3.1.5 Ambitus .................................................. 377
  3.1.6 AmbitusAccidental ....................................... 378
  3.1.7 AmbitusLine .............................................. 379
  3.1.8 AmbitusNoteHead ......................................... 380
  3.1.9 Arpeggio ................................................ 381

3.3 Tunable context properties ................................ 374
3.4 Internal context properties ................................ 375
<table>
<thead>
<tr>
<th>Section</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.1.64</td>
<td>LigatureBracket</td>
<td>450</td>
</tr>
<tr>
<td>3.1.65</td>
<td>LyricExtender</td>
<td>452</td>
</tr>
<tr>
<td>3.1.66</td>
<td>LyricHyphen</td>
<td>452</td>
</tr>
<tr>
<td>3.1.67</td>
<td>LyricSpace</td>
<td>454</td>
</tr>
<tr>
<td>3.1.68</td>
<td>LyricText</td>
<td>454</td>
</tr>
<tr>
<td>3.1.69</td>
<td>MeasureCounter</td>
<td>456</td>
</tr>
<tr>
<td>3.1.70</td>
<td>MeasureGrouping</td>
<td>457</td>
</tr>
<tr>
<td>3.1.71</td>
<td>MelodyItem</td>
<td>458</td>
</tr>
<tr>
<td>3.1.72</td>
<td>MensuralLigature</td>
<td>458</td>
</tr>
<tr>
<td>3.1.73</td>
<td>MetronomeMark</td>
<td>459</td>
</tr>
<tr>
<td>3.1.74</td>
<td>MultiMeasureRest</td>
<td>461</td>
</tr>
<tr>
<td>3.1.75</td>
<td>MultiMeasureRestNumber</td>
<td>462</td>
</tr>
<tr>
<td>3.1.76</td>
<td>MultiMeasureRestText</td>
<td>464</td>
</tr>
<tr>
<td>3.1.77</td>
<td>NonMusicalPaperColumn</td>
<td>465</td>
</tr>
<tr>
<td>3.1.78</td>
<td>NoteCollision</td>
<td>467</td>
</tr>
<tr>
<td>3.1.79</td>
<td>NoteColumn</td>
<td>467</td>
</tr>
<tr>
<td>3.1.80</td>
<td>NoteHead</td>
<td>468</td>
</tr>
<tr>
<td>3.1.81</td>
<td>NoteName</td>
<td>469</td>
</tr>
<tr>
<td>3.1.82</td>
<td>NoteSpacing</td>
<td>469</td>
</tr>
<tr>
<td>3.1.83</td>
<td>OttavaBracket</td>
<td>470</td>
</tr>
<tr>
<td>3.1.84</td>
<td>PaperColumn</td>
<td>472</td>
</tr>
<tr>
<td>3.1.85</td>
<td>ParenthesesItem</td>
<td>473</td>
</tr>
<tr>
<td>3.1.86</td>
<td>PercentRepeat</td>
<td>473</td>
</tr>
<tr>
<td>3.1.87</td>
<td>PercentRepeatCounter</td>
<td>474</td>
</tr>
<tr>
<td>3.1.88</td>
<td>PhrasingSlur</td>
<td>476</td>
</tr>
<tr>
<td>3.1.89</td>
<td>PianoPedalBracket</td>
<td>477</td>
</tr>
<tr>
<td>3.1.90</td>
<td>RehearsalMark</td>
<td>479</td>
</tr>
<tr>
<td>3.1.91</td>
<td>RepeatSlash</td>
<td>480</td>
</tr>
<tr>
<td>3.1.92</td>
<td>RepeatTie</td>
<td>481</td>
</tr>
<tr>
<td>3.1.93</td>
<td>RepeatTieColumn</td>
<td>482</td>
</tr>
<tr>
<td>3.1.94</td>
<td>Rest</td>
<td>483</td>
</tr>
<tr>
<td>3.1.95</td>
<td>RestCollision</td>
<td>484</td>
</tr>
<tr>
<td>3.1.96</td>
<td>Script</td>
<td>484</td>
</tr>
<tr>
<td>3.1.97</td>
<td>ScriptColumn</td>
<td>485</td>
</tr>
<tr>
<td>3.1.98</td>
<td>ScriptRow</td>
<td>486</td>
</tr>
<tr>
<td>3.1.99</td>
<td>Slur</td>
<td>486</td>
</tr>
<tr>
<td>3.1.100</td>
<td>SostenutoPedal</td>
<td>488</td>
</tr>
<tr>
<td>3.1.101</td>
<td>SostenutoPedalLineSpanner</td>
<td>489</td>
</tr>
<tr>
<td>3.1.102</td>
<td>SpacingSpanner</td>
<td>490</td>
</tr>
<tr>
<td>3.1.103</td>
<td>SpanBar</td>
<td>491</td>
</tr>
<tr>
<td>3.1.104</td>
<td>SpanBarStub</td>
<td>492</td>
</tr>
<tr>
<td>3.1.105</td>
<td>StaffGrouper</td>
<td>493</td>
</tr>
<tr>
<td>3.1.106</td>
<td>StaffSpacing</td>
<td>494</td>
</tr>
<tr>
<td>3.1.107</td>
<td>StaffSymbol</td>
<td>494</td>
</tr>
<tr>
<td>3.1.108</td>
<td>StanzaNumber</td>
<td>495</td>
</tr>
<tr>
<td>3.1.109</td>
<td>Stem</td>
<td>496</td>
</tr>
<tr>
<td>3.1.110</td>
<td>StemStub</td>
<td>498</td>
</tr>
<tr>
<td>3.1.111</td>
<td>StemTremolo</td>
<td>498</td>
</tr>
<tr>
<td>3.1.112</td>
<td>StringNumber</td>
<td>499</td>
</tr>
<tr>
<td>3.1.113</td>
<td>StrokeFinger</td>
<td>501</td>
</tr>
<tr>
<td>3.1.114</td>
<td>SustainPedal</td>
<td>502</td>
</tr>
<tr>
<td>3.1.115</td>
<td>SustainPedalLineSpanner</td>
<td>503</td>
</tr>
<tr>
<td>3.1.116</td>
<td>System</td>
<td>505</td>
</tr>
<tr>
<td>3.1.117</td>
<td>SystemStartBar</td>
<td>506</td>
</tr>
</tbody>
</table>
3.2.31 episema-interface ........................................ 553
3.2.32 figured-bass-continuation-interface .................... 553
3.2.33 finger-interface ......................................... 554
3.2.34 fingering-column-interface ............................... 554
3.2.35 flag-interface .......................................... 554
3.2.36 font-interface .......................................... 554
3.2.37 footnote-interface ...................................... 556
3.2.38 footnote-spanner-interface ............................... 556
3.2.39 fret-diagram-interface .................................. 558
3.2.40 glissando-interface ..................................... 558
3.2.41 grace-spacing-interface .................................. 559
3.2.42 gregorian-ligature-interface ............................ 560
3.2.43 grid-line-interface ..................................... 560
3.2.44 grid-point-interface .................................... 560
3.2.45 grob-interface .......................................... 560
3.2.46 hairpin-interface ....................................... 564
3.2.47 hara-kiri-group-spanner-interface ....................... 565
3.2.48 horizontal-bracket-interface ............................ 566
3.2.49 horizontal-bracket-text-interface ....................... 566
3.2.50 inline-accidental-interface .............................. 567
3.2.51 instrument-specific-markup-interface ................... 567
3.2.52 item-interface .......................................... 569
3.2.53 key-cancellation-interface .............................. 571
3.2.54 key-signature-interface ................................. 571
3.2.55 kievan-ligature-interface ............................... 571
3.2.56 ledger-line-spanner-interface ............................ 572
3.2.57 ledgered-interface ..................................... 572
3.2.58 ligature-bracket-interface .............................. 572
3.2.59 ligature-head-interface ................................. 573
3.2.60 ligature-interface ..................................... 573
3.2.61 line-interface .......................................... 573
3.2.62 line-spanner-interface ................................... 574
3.2.63 lyric-extender-interface ................................ 575
3.2.64 lyric-hyphen-interface .................................. 576
3.2.65 lyric-interface ......................................... 576
3.2.66 lyric-syllable-interface .................................. 576
3.2.67 mark-interface .......................................... 577
3.2.68 measure-counter-interface ............................... 577
3.2.69 measure-grouping-interface ............................... 577
3.2.70 melody-spanner-interface ................................ 577
3.2.71 mensural-ligature-interface ............................. 578
3.2.72 metronome-mark-interface ............................... 578
3.2.73 multi-measure-interface .................................. 578
3.2.74 multi-measure-rest-interface ............................ 579
3.2.75 note-collision-interface ................................ 580
3.2.76 note-column-interface ................................... 580
3.2.77 note-head-interface ................................... 581
3.2.78 note-name-interface .................................... 581
3.2.79 note-spacing-interface .................................. 582
3.2.80 number-interface ........................................ 583
3.2.81 only-prebreak-interface .................................. 583
3.2.82 ottava-bracket-interface ................................ 583
3.2.83 outside-staff-axis-group-interface ....................... 583
3.2.84 outside-staff-interface .................................. 584
3.2.85 paper-column-interface ........................................ 585
3.2.86 parentheses-interface ........................................ 586
3.2.87 percent-repeat-interface ..................................... 586
3.2.88 percent-repeat-item-interface ............................... 587
3.2.89 piano-pedal-bracket-interface ............................... 587
3.2.90 piano-pedal-interface ....................................... 588
3.2.91 piano-pedal-script-interface ............................... 588
3.2.92 pitched-trill-interface ..................................... 588
3.2.93 pure-from-neighbor-interface ............................... 588
3.2.94 rest-collision-interface ................................... 589
3.2.95 rest-interface .............................................. 589
3.2.96 rhythmic-grob-interface .................................... 589
3.2.97 rhythmic-head-interface .................................... 590
3.2.98 script-column-interface ..................................... 590
3.2.99 script-interface ............................................. 590
3.2.100 self-alignment-interface .................................. 591
3.2.101 semi-tie-column-interface ................................ 592
3.2.102 semi-tie-interface ......................................... 593
3.2.103 separation-item-interface ................................ 594
3.2.104 side-position-interface ................................... 594
3.2.105 slur-interface ............................................... 595
3.2.106 spaceable-grob-interface ................................ 598
3.2.107 spacing-interface ......................................... 599
3.2.108 spacing-options-interface ................................ 599
3.2.109 spacing-spanner-interface ................................ 599
3.2.110 span-bar-interface ......................................... 600
3.2.111 spanner-interface .......................................... 601
3.2.112 staff-grouper-interface ................................... 602
3.2.113 staff-spacing-interface ................................... 602
3.2.114 staff-symbol-interface ................................... 603
3.2.115 staff-symbol-referencer-interface ....................... 604
3.2.116 stanza-number-interface ................................ 604
3.2.117 stem-interface ............................................. 604
3.2.118 stem-tremolo-interface .................................... 607
3.2.119 string-number-interface ................................... 607
3.2.120 stroke-finger-interface ................................... 607
3.2.121 system-interface .......................................... 608
3.2.122 system-start-delimiter-interface ......................... 608
3.2.123 system-start-text-interface ................................ 609
3.2.124 tab-note-head-interface .................................. 609
3.2.125 text-interface ............................................. 610
3.2.126 text-script-interface ..................................... 610
3.2.127 tie-column-interface ...................................... 611
3.2.128 tie-interface ............................................... 611
3.2.129 time-signature-interface ................................ 614
3.2.130 trill-pitch-accidental-interface ......................... 615
3.2.131 trill-spanner-interface ................................... 615
3.2.132 tuple-bracket-interface .................................. 615
3.2.133 tuple-number-interface ................................... 616
3.2.134 unbreakable-spanner-interface ......................... 617
3.2.135 vaticana-ligature-interface .............................. 617
3.2.136 volta-bracket-interface .................................. 618
3.2.137 volta-interface ............................................ 618
3.3 User backend properties ........................................ 619
3.4 Internal backend properties .................................................. 640

4 Scheme functions ................................................................. 647

Appendix A Indices ................................................................. 672
   A.1 Concept index ............................................................... 672
   A.2 Function index .............................................................. 672
This is the Internals Reference (IR) for version 2.19.84 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 41, Section 1.2.20 [dynamic-event], page 43, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.33 [Dynamic engraver], page 322, and Section 2.2.34 [Dynamic performer], page 323.

Properties:

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

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

1.1.2 AlternativeEvent
Create an alternative event.

Event classes: Section 1.2.2 [alternative-event], page 41, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.8 [Bar number engraver], page 312.

Properties:

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

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

1.1.3 AnnotateOutputEvent
Print an annotation of an output element.

Event classes: Section 1.2.3 [annotate-output-event], page 41, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.6 [Balloon engraver], page 312.

Properties:

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

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

1.1.4 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):
    '(apply-context)
The types of this music object; determines by what engraver this music expression is processed.

1.1.5 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 1.2.4 [apply-output-event], page 42, Section 1.2.31 [layout-instruction-event], page 44, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.82 [Output property engraver], page 340.

Properties:

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

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

1.1.6 ArpeggioEvent

Make an arpeggio on this note.

Syntax: note-\arpeggio

Event classes: Section 1.2.5 [arpeggio-event], page 42, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.3 [Arpeggio engraver], page 310.

Properties:

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

types (list):

'(post-event arpeggio-event event)

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

1.1.7 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 1.2.6 [articulation-event], page 42, Section 1.2.40 [music-event], page 45, Section 1.2.54 [script-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.79 [Note_performer], page 339, and Section 2.2.101 [Script_ engraver], page 346.

Properties:

name (symbol):

'ArticulationEvent

Name of this music object.

types (list):

'(post-event
  event
  articulation-event
  script-event)

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

1.1.8 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.
Chapter 1: Music definitions

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

Properties:

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

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

types (list):
   '\texttt{(bar\text{-}check)}
   The types of this music object; determines by what engraver this music expression is processed.

1.1.10 BassFigureEvent
Print a bass-figure text.

Event classes: Section 1.2.7 \texttt{[bass-figure-event]}, page 42, Section 1.2.40 \texttt{[music-event]}, page 45, Section 1.2.53 \texttt{[rhythmic-event]}, page 47, and Section 1.2.64 \texttt{[StreamEvent]}, page 49.

Accepted by: Section 2.2.37 \texttt{[Figured_bass_engraver]}, page 324.

Properties:

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

types (list):
   '\texttt{(event rhythmic-event bass\text{-}figure\text{-}event)}
   The types of this music object; determines by what engraver this music expression is processed.

1.1.11 BeamEvent
Start or stop a beam.

Syntax for manual control: \texttt{c8-[ c c-] c8}

Event classes: Section 1.2.8 \texttt{[beam-event]}, page 42, Section 1.2.40 \texttt{[music-event]}, page 45, Section 1.2.62 \texttt{[span-event]}, page 48, and Section 1.2.64 \texttt{[StreamEvent]}, page 49.

Accepted by: Section 2.2.10 \texttt{[Beam_engraver]}, page 314, Section 2.2.11 \texttt{[Beam_performer]}, page 314, and Section 2.2.47 \texttt{[Grace_beam_engraver]}, page 328.

Properties:

name (symbol):
   'BeamEvent
   Name of this music object.
Chapter 1: Music definitions

1.1.12 BeamForbidEvent
Specify that a note may not auto-beamed.

Event classes: Section 1.2.9 [beam-forbid-event], page 42, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.4 [Auto_beam_engraver], page 311, and Section 2.2.46 [Grace_auto_beam_engraver], page 327.

Properties:

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

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

1.1.13 BendAfterEvent
A drop/fall/doit jazz articulation.

Event classes: Section 1.2.10 [bend-after-event], page 42, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.12 [Bend_engraver], page 315.

Properties:

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

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

1.1.14 BreakDynamicSpanEvent
End an alignment spanner for dynamics here.

Event classes: Section 1.2.11 [break-dynamic-span-event], page 42, Section 1.2.13 [break-span-event], page 43, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.33 [Dynamic_engraver], page 322.

Properties:

name (symbol):
'BreakDynamicSpanEvent
Name of this music object.
types (list):
   '(post-event
      break-span-event
      break-dynamic-span-event
      event)

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

1.1.15 BreathingEvent

Create a ‘breath mark’ or ‘comma’.

Syntax: note\breathe

Event classes: Section 1.2.14 [breathing-event], page 43, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.14 [Breathing_sign_engraver], page 315, and Section 2.2.79 [Note_performer], page 339.

Properties:

midi-length (procedure):
   breathe::midi-length
   Function to determine how long to play a note in MIDI. It should take a moment (the written length of the note) and a context, and return a moment (the length to play the note).

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

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

1.1.16 ClusterNoteEvent

A note that is part of a cluster.

Event classes: Section 1.2.15 [cluster-note-event], page 43, Section 1.2.37 [melodic-event], page 45, Section 1.2.40 [music-event], page 45, Section 1.2.53 [rhythmic-event], page 47, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.18 [Cluster_spanner_engraver], page 317.

Properties:

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

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

types (list):
   '(cluster-note-event
      melodic-event
      rhythmic-event)
1.1.17 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 1.2.16 [completize-extender-event], page 43, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.36 [Extender_engraver], page 324.

Properties:

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

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

1.1.18 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):
'(translator-change-instruction)
The types of this music object; determines by what engraver this music expression is processed.

1.1.19 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 music-wrapper-music)
  The types of this music object; determines by what engraver this music
  expression is processed.

1.1.20 CrescendoEvent

Begin or end a crescendo.

Syntax:  note\< ... note\!

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

Event classes: Section 1.2.17 [crescendo-event], page 43, Section 1.2.40 [music-event],
page 45, Section 1.2.61 [span-dynamic-event], page 48, Section 1.2.62 [span-event], page 48,
and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.33 [Dynamic_ engraver], page 322, and Section 2.2.34
[Dynamic_performer], page 323.

Properties:

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

types (list):
  '(post-event
    span-event
    span-dynamic-event
    crescendo-event
    event)

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

1.1.21 DecrescendoEvent

Begin or end a decrescendo.

Syntax:  note\> ... note\!

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

Event classes: Section 1.2.18 [decrescendo-event], page 43, Section 1.2.40 [music-event],
page 45, Section 1.2.61 [span-dynamic-event], page 48, Section 1.2.62 [span-event], page 48,
and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.33 [Dynamic_ engraver], page 322, and Section 2.2.34
[Dynamic_performer], page 323.

Properties:

name (symbol):
  'DecrescendoEvent
Chapter 1: Music definitions

Name of this music object.

**types** (list):

`'(post-event
span-event
span-dynamic-event
decrescendo-event
event)

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

### 1.1.22 DoublePercentEvent

Used internally to signal double percent repeats.

Event classes: Section 1.2.19 [double-percent-event], page 43, Section 1.2.40 [music-event], page 45, Section 1.2.53 [rhythmic-event], page 47, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.29 [Double_percent_repeat_engraver], page 321.

Properties:

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

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

### 1.1.23 EpisemaEvent

Begin or end an episema.

Event classes: Section 1.2.21 [episema-event], page 43, Section 1.2.40 [music-event], page 45, Section 1.2.62 [span-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.35 [Episema_engraver], page 323.

Properties:

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

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

### 1.1.24 Event

Atomic music event.

Properties:

- **name** (symbol):
  
  `'Event
  
  Name of this music object.
Chapter 1: Music definitions

1.1.25 EventChord

Explicitly entered chords.

When iterated, elements are converted to events at the current timestep, followed by any articulations. Per-chord postevents attached by the parser just follow any rhythmic events in elements instead of utilizing articulations.

An unexpanded chord repetition 'q' is recognizable by having its duration stored in duration. 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::event-chord-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):
  - '(event-chord simultaneous-music)
    The types of this music object; determines by what engraver this music expression is processed.

1.1.26 ExtenderEvent

Extend lyrics.

Event classes: Section 1.2.22 [extender-event], page 43, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.36 [Extender engraver], page 324.

Properties:

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

- **types** (list):
  - '(post-event extender-event event)
    The types of this music object; determines by what engraver this music expression is processed.
1.1.27 **FingeringEvent**

Specify what finger to use for this note.

Event classes: Section 1.2.23 [fingering-event], page 44, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.40 [Fingering_engraver], page 325, Section 2.2.44 [Fretboard_engraver], page 326, and Section 2.2.120 [Tab_note_heads_engraver], page 351.

Properties:

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

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

1.1.28 **FootnoteEvent**

Footnote a grob.

Event classes: Section 1.2.24 [footnote-event], page 44, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Not accepted by any engraver or performer.

Properties:

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

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

1.1.29 **GlissandoEvent**

Start a glissando on this note.

Event classes: Section 1.2.25 [glissando-event], page 44, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.45 [Glissando_engraver], page 327.

Properties:

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

- **types** (list):
  `'(post-event glissando-event event)`
  The types of this music object; determines by what engraver this music expression is processed.
1.1.30 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)
  
  The types of this music object; determines by what engraver this music expression is processed.

1.1.31 HarmonicEvent

Mark a note as harmonic.

Event classes: Section 1.2.26 [harmonic-event], page 44, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Not accepted by any engraver or performer.

Properties:

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

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

1.1.32 HyphenEvent

A hyphen between lyric syllables.

Event classes: Section 1.2.27 [hyphen-event], page 44, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.54 [Hyphen engraver], page 330.

Properties:

- **name** (symbol):
  
  'HyphenEvent
  
  Name of this music object.
types (list):
  '(post-event hyphen-event event)
The types of this music object; determines by what engraver this music expression is processed.

1.1.33 KeyChangeEvent
Change the key signature.

Syntax: \key name scale

Event classes: Section 1.2.28 [key-change-event], page 44, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.58 [Key_engraver], page 331, and Section 2.2.59 [Key_performer], page 332.

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

1.1.34 LabelEvent
Place a bookmarking label.

Event classes: Section 1.2.29 [label-event], page 44, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.84 [Paper_column_engraver], page 340.

Properties:

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

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

1.1.35 LaissezVibrerEvent
Don’t damp this chord.

Syntax: note\laissezVibrer

Event classes: Section 1.2.30 [laissez-vibrer-event], page 44, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.61 [Laissez_vibrer_engraver], page 332.
Properties:

name (symbol):
'\texttt{LaissezVibrerEvent}
Name of this music object.

types (list):
'(\texttt{post-event event laissez-vibrer-event})
The types of this music object; determines by what engraver this music expression is processed.

1.1.36 LigatureEvent
Start or end a ligature.

Event classes: Section 1.2.32 [ligature-event], page 45, Section 1.2.40 [music-event], page 45, Section 1.2.62 [span-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.60 [Kievan_ligature_engraver], page 332, Section 2.2.63 [Ligature_bracket_engraver], page 333, Section 2.2.70 [Mensural_ligature_engraver], page 335, and Section 2.2.134 [Vaticana_ligature_engraver], page 356.

Properties:

name (symbol):
'\texttt{LigatureEvent}
Name of this music object.

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

1.1.37 LineBreakEvent
Allow, forbid or force a line break.

Event classes: Section 1.2.12 [break-event], page 42, Section 1.2.33 [line-break-event], page 45, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.83 [Page_turn_engraver], page 340, and Section 2.2.84 [Paper_column_engraver], page 340.

Properties:

name (symbol):
'\texttt{LineBreakEvent}
Name of this music object.

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

1.1.38 LyricCombineMusic
Align lyrics to the start of notes.

Syntax: \texttt{\textbackslash lyricsto voicename lyrics}

Properties:

iterator-ctor (procedure):
\texttt{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):
    '(lyric-combine-music)
    The types of this music object; determines by what engraver this music expression is processed.

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

Event classes: Section 1.2.34 [lyric-event], page 45, Section 1.2.40 [music-event], page 45, Section 1.2.53 [rhythmic-event], page 47, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.64 [Lyric engraver], page 333, and Section 2.2.65 [Lyric performer], page 334.

Properties:

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

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

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

1.1.40 MarkEvent
Insert a rehearsal mark.

Syntax: \mark marker
Example: \mark "A"

Event classes: Section 1.2.35 [mark-event], page 45, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.66 [Mark engraver], page 334.

Properties:

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

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

Used to signal the start and end of a measure count.

Event classes: Section 1.2.36 [measure-counter-event], page 45, Section 1.2.40 [music-event], page 45, Section 1.2.62 [span-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.67 [Measure_counter_engraver], page 334.

Properties:

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

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

1.1.42 MultiMeasureRestEvent

Used internally by MultiMeasureRestMusic to signal rests.

Event classes: Section 1.2.38 [multi-measure-rest-event], page 45, Section 1.2.40 [music-event], page 45, Section 1.2.53 [rhythmic-event], page 47, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.74 [Multi_measure_rest_engraver], page 337.

Properties:

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

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

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

1.1.43 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.
Chapter 1: Music definitions

1.1.44 MultiMeasureTextEvent

Texts on multi measure rests.

Syntax: R-\markup { \roman "bla" }
Note the explicit font switch.

Event classes: Section 1.2.39 [multi-measure-text-event], page 45, Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.74 [Multi_measure_rest_engraver], page 337.

Properties:

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

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

1.1.45 Music

Generic type for music expressions.

Properties:

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

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

1.1.46 NoteEvent

A note.

Outside of chords, any events in articulations with a listener are broadcast like chord articulations, the others are retained.

For iteration inside of chords, See Section 1.1.25 [EventChord], page 11.

Event classes: Section 1.2.37 [melodic-event], page 45, Section 1.2.40 [music-event], page 45, Section 1.2.41 [note-event], page 46, Section 1.2.53 [rhythmic-event], page 47, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.15 [Chord_name_engraver], page 315, Section 2.2.20 [Completion_heads_engraver], page 317, Section 2.2.30 [Drum_note_performer], page 322, Section 2.2.31 [Drum_notes_engraver], page 322, Section 2.2.44 [Fretboard_engraver], page 326, Section 2.2.77 [Note_heads_engraver], page 338, Section 2.2.78 [Note_name_engraver], page 339, Section 2.2.79 [Note_performer], page 339, Section 2.2.86 [Part_combine_engraver], page 341, Section 2.2.88 [Phrasing_slur_engraver], page 342, Section 2.2.105 [Slur_engraver], page 347, and Section 2.2.120 [Tab_note_heads_engraver], page 351.
Properties:

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

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

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

### 1.1.47 NoteGroupingEvent
Start or stop grouping brackets.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.42 [note-grouping-event], page 46, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.53 [Horizontal_bracket engraver], page 330.

Properties:

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

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

### 1.1.48 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):
`'(ottava-music)`
The types of this music object; determines by what engraver this music expression is processed.
1.1.49 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):
   '(layout-instruction-event
      override-property-event)
   The types of this music object; determines by what engraver this music
   expression is processed.

untransposable (boolean):
   #t
   If set, this music is not transposed.

1.1.50 PageBreakEvent

Allow, forbid or force a page break.

Event classes: Section 1.2.12 [break-event], page 42, Section 1.2.40 [music-event], page 45,
Section 1.2.43 [page-break-event], page 46, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.83 [Page_turn_engraver], page 340, and Section 2.2.84 [Paper_column_engraver], page 340.

Properties:

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

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

1.1.51 PageTurnEvent

Allow, forbid or force a page turn.

Event classes: Section 1.2.12 [break-event], page 42, Section 1.2.40 [music-event], page 45,
Section 1.2.44 [page-turn-event], page 46, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.83 [Page_turn_engraver], page 340, and Section 2.2.84 [Paper_column_engraver], page 340.

Properties:

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

1.1.52 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):
    '(part-combine-music)
The types of this music object; determines by what engraver this music expression is processed.

1.1.53 PartCombinePartMusic
A part to be combined with other parts on a staff.

Properties:
  iterator-ctor (procedure):
    ly:part-combine-part-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):
    'PartCombinePartMusic
    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):
  '(part-combine-part-music music-wrapper-music)
  The types of this music object; determines by what engraver this music expression is processed.

1.1.54 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.

  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):
  'PartialSet
  Name of this music object.

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

1.1.55 PercentEvent
Used internally to signal percent repeats.

  Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.47 [percent-event], page 47, and Section 1.2.64 [StreamEvent], page 49.

  Accepted by: Section 2.2.87 [Percent repeat engraver], page 341.

Properties:

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

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

1.1.56 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):
  '(repeated-music percent-repeated-music)
  The types of this music object; determines by what engraver this music
expression is processed.

1.1.57 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 1.2.40 [music-event], page 45, Section 1.2.48 [pes-or-flexa-event],
  page 47, and Section 1.2.64 [StreamEvent], page 49.

  Accepted by: Section 2.2.134 [Vaticana_ligature_engraver], page 356.

  Properties:

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

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

1.1.58 PhrasingSlurEvent
Start or end phrasing slur.

  Syntax: note\( and note\)

  Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.49 [phrasing-slur-event],
  page 47, Section 1.2.62 [span-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

  Accepted by: Section 2.2.88 [Phrasing_slur_engraver], page 342.

  Properties:

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

  types (list):
    '(post-event span-event event phrasing-slur-event)
    The types of this music object; determines by what engraver this music
expression is processed.
1.1.59 PostEvents
Container for several postevents.
This can be used to package several events into a single one. Should not be seen outside of the parser.
Properties:

- **name** (symbol):
  'PostEvents
  Name of this music object.

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

1.1.60 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)
  The types of this music object; determines by what engraver this music expression is processed.

- **untransposable** (boolean):
  #t
  If set, this music is not transposed.

1.1.61 PropertyUnset
Restore the default setting for a context property. See Section 1.1.60 [PropertySet], page 24.
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)
  The types of this music object; determines by what engraver this music expression is processed.
1.1.62 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):
  '(music-wrapper-music)
  The types of this music object; determines by what engraver this music expression is processed.

1.1.63 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):
  '(relative-octave-check)
  The types of this music object; determines by what engraver this music expression is processed.

1.1.64 RelativeOctaveMusic
Music in which the assignment of octaves is complete.

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 relative-octave-music)
  The types of this music object; determines by what engraver this music
  expression is processed.

1.1.65 RepeatSlashEvent

Used internally to signal beat repeats.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.50 [repeat-slash-event],
page 47, Section 1.2.53 [rhythmic-event], page 47, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.104 [Slash_repeat engraver], page 347.

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

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

1.1.66 RepeatTieEvent

Ties for starting a second volta bracket.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.51 [repeat-tie-event], page 47,
and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.96 [Repeat_tie engraver], page 345.

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

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

Repeat music in different ways.

Properties:

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

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

1.1.68 RestEvent

A Rest.

Syntax: r4 for a quarter rest.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.52 [rest-event], page 47, Section 1.2.53 [rhythmic-event], page 47, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.15 [Chord_name_engraver], page 315, Section 2.2.21 [Completion_rest_engraver], page 318, Section 2.2.37 [Figured_bass_engraver], page 324, and Section 2.2.98 [Rest_engraver], page 345.

Properties:

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

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

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

1.1.69 RevertProperty

The opposite of Section 1.1.49 [OverrideProperty], page 20: 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):
'(layout-instruction-event)
The types of this music object; determines by what engraver this music expression is processed.
1.1.70 ScriptEvent

Add an articulation mark to a note.

Event classes: Section 1.2.40 [music-event], page 45, and Section 1.2.64 [StreamEvent], page 49.

Not accepted by any engraver or performer.

Properties:
- **name** (symbol): ‘ScriptEvent
  Name of this music object.
- **types** (list): ‘(event)
  The types of this music object; determines by what engraver this music expression is processed.

1.1.71 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):
  ‘(sequential-music)
  The types of this music object; determines by what engraver this music expression is processed.
1.1.72 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):
'(simultaneous-music)
The types of this music object; determines by what engraver this music expression is processed.

1.1.73 SkipEvent

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

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

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.53 [rhythmic-event], page 47, Section 1.2.55 [skip-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

Not accepted by any engraver or performer.

Properties:

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

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

types (list):
'(event rhythmic-event skip-event)
The types of this music object; determines by what engraver this music expression is processed.
1.1.74 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):
      '(event skip-event)
      The types of this music object; determines by what engraver this music expression is processed.

1.1.75 SlurEvent
Start or end slur.
Syntax: note ( and note)
Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.56 [slur-event], page 48, Section 1.2.62 [span-event], page 48, and Section 1.2.64 [StreamEvent], page 49.
Accepted by: Section 2.2.105 [Slur engraver], page 347, and Section 2.2.106 [Slur performer], page 348.
Properties:
   name (symbol):
      'SlurEvent
      Name of this music object.
   types (list):
      '(post-event span-event event slur-event)
      The types of this music object; determines by what engraver this music expression is processed.

1.1.76 SoloOneEvent
Print 'Solo 1'.
Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.45 [part-combine-event], page 47, Section 1.2.57 [solo-one-event], page 48, and Section 1.2.64 [StreamEvent], page 49.
Accepted by: Section 2.2.86 [Part combine engraver], page 341.
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):
'(event part-combine-event solo-one-event)
The types of this music object; determines by what engraver this music expression is processed.

1.1.77 SoloTwoEvent

Print 'Solo 2':

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.45 [part-combine-event], page 47, Section 1.2.58 [solo-two-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.86 [Part_combine_engraver], page 341.

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

1.1.78 SostenutoEvent

Depress or release sostenuto pedal.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.46 [pedal-event], page 47, Section 1.2.59 [sostenuto-event], page 48, Section 1.2.62 [span-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.90 [Piano_pedal_engraver], page 342, and Section 2.2.91 [Piano_pedal_performer], page 343.

Properties:

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

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

1.1.79 SpacingSectionEvent

Start a new spacing section.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.60 [spacing-section-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.107 [Spacing_engraver], page 348.
Properties:

name (symbol):

'SpacingSectionEvent

Name of this music object.

types (list):

'(event spacing-section-event)

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

1.1.80 SpanEvent

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

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.62 [span-event], page 48, and Section 1.2.64 [StreamEvent], page 49.

Not accepted by any engraver or performer.

Properties:

name (symbol):

'SpanEvent

Name of this music object.

types (list):

'(event)

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

1.1.81 StaffSpanEvent

Start or stop a staff symbol.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.62 [span-event], page 48, Section 1.2.63 [staff-span-event], page 49, and Section 1.2.64 [StreamEvent], page 49.

Accepted by: Section 2.2.115 [Staff_symbol_engraver], page 349.

Properties:

name (symbol):

'StaffSpanEvent

Name of this music object.

types (list):

'(event span-event staff-span-event)

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

1.1.82 StringNumberEvent

Specify on which string to play this note.

Syntax: \number

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.65 [string-number-event], page 49.

Accepted by: Section 2.2.44 [Fretboard_engraver], page 326, and Section 2.2.120 [Tab_note_heads_engraver], page 351.
Properties:

name (symbol):
'\text{StringNumberEvent}
Name of this music object.

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

1.1.83 \text{StrokeFingerEvent}

Specify with which finger to pluck a string.

Syntax: \texttt{\rightHandFinger \text{text}}

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.66 [stroke-finger-event], page 50.

Not accepted by any engraver or performer.

Properties:

name (symbol):
'\text{StrokeFingerEvent}
Name of this music object.

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

1.1.84 \text{SustainEvent}

Depress or release sustain pedal.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.46 [pedal-event], page 47, Section 1.2.62 [span-event], page 48, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.67 [sustain-event], page 50.

Accepted by: Section 2.2.90 [Piano_pedal_ engraver], page 342, and Section 2.2.91 [Piano_pedal_performer], page 343.

Properties:

name (symbol):
'\text{SustainEvent}
Name of this music object.

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

1.1.85 \text{TempoChangeEvent}

A metronome mark or tempo indication.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.68 [tempo-change-event], page 50.

Accepted by: Section 2.2.72 [Metronome_mark_ engraver], page 336.
Properties:

name (symbol):

'TempoChangeEvent

Name of this music object.

types (list):

'(event tempo-change-event)

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

1.1.86 TextScriptEvent

Print text.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.54 [script-event], page 48, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.69 [text-script-event], page 50.

Accepted by: Section 2.2.124 [Text_engraver], page 352.

Properties:

name (symbol):

'TextScriptEvent

Name of this music object.

types (list):

'(post-event script-event text-script-event event)

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

1.1.87 TextSpanEvent

Start a text spanner, for example, an octavation.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.62 [span-event], page 48, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.70 [text-span-event], page 50.

Accepted by: Section 2.2.125 [Text_spanner_engraver], page 353.

Properties:

name (symbol):

'TextSpanEvent

Name of this music object.

types (list):

'(post-event span-event event text-span-event)

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

1.1.88 TieEvent

A tie.

Syntax: note-~

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.71 [tie-event], page 50.

Accepted by: Section 2.2.79 [Note_performer], page 339, Section 2.2.126 [Tie_engraver], page 353, and Section 2.2.127 [Tie_performer], page 354.
Properties:

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

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

1.1.89 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 \texttt{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 \texttt{scm/define-music-types.scm}.

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

1.1.90 TimeSignatureEvent

An event created when setting a new time signature

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.72 [time-signature-event], page 50.

Accepted by: Section 2.2.128 [Time signature engraver], page 354.

Properties:

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

types (list):
  '(event time-signature-event)
  The types of this music object; determines by what engraver this music expression is processed.
1.1.91 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):**
  - `'(time-signature-music)"

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

1.1.92 TransposedMusic

Music that has been transposed.

Properties:

- **iterator-ctor (procedure):**
  - **ly:sequential-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 transposed-music)"

  The types of this music object; determines by what engraver this music expression is processed.
Chapter 1: Music definitions

1.1.93 TremoloEvent

Unmeasured tremolo.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.73 [tremolo-event], page 50.

Accepted by: Section 2.2.118 [Stem_engraver], page 350.

Properties:
- name (symbol):
  'TremoloEvent
  Name of this music object.
- types (list):
  '(post-event event tremolo-event)
  The types of this music object; determines by what engraver this music expression is processed.

1.1.94 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::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):
  '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):
  '(repeated-music tremolo-repeated-music)
  The types of this music object; determines by what engraver this music expression is processed.

1.1.95 TremoloSpanEvent

Tremolo over two stems.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.62 [span-event], page 48, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.74 [tremolo-span-event], page 50.

Accepted by: Section 2.2.16 [Chord_tremolo_engraver], page 316.

Properties:
- name (symbol):
  'TremoloSpanEvent
  Name of this music object.
types (list):
   '(event span-event tremolo-span-event)
   The types of this music object; determines by what engraver this music expression is processed.

1.1.96 TrillSpanEvent
Start a trill spanner.
Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.62 [span-event], page 48, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.75 [trill-span-event], page 50.
Accepted by: Section 2.2.131 [Trill_spanner_engraver], page 355.
Properties:
   name (symbol):
      'TrillSpanEvent
      Name of this music object.
   types (list):
      '(post-event span-event event trill-span-event)
      The types of this music object; determines by what engraver this music expression is processed.

1.1.97 TupletSpanEvent
Used internally to signal where tuplet brackets start and stop.
Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.62 [span-event], page 48, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.76 [tuplet-span-event], page 51.
Accepted by: Section 2.2.118 [Stem_engraver], page 350, and Section 2.2.132 [Tuplet_engraver], page 356.
Properties:
   name (symbol):
      'TupletSpanEvent
      Name of this music object.
   types (list):
      '(tuplet-span-event span-event event post-event)
      The types of this music object; determines by what engraver this music expression is processed.

1.1.98 UnaCordaEvent
Depress or release una-corda pedal.
Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.46 [pedal-event], page 47, Section 1.2.62 [span-event], page 48, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.77 [una-corda-event], page 51.
Accepted by: Section 2.2.90 [Piano_pedal_engraver], page 342, and Section 2.2.91 [Piano_pedal_performer], page 343.
Properties:
   name (symbol):
      'UnaCordaEvent
      Name of this music object.
Chapter 1: Music definitions

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

Properties:

- **elements-callback** (procedure):
  ```scheme
  make-unfolded-set
  ```
  Return a list of children, for use by a sequential iterator. Takes a single music parameter.

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

- **length-callback** (procedure):
  ```scheme
  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):
  ```scheme
  'UnfoldedRepeatedMusic
  ```
  Name of this music object.

- **start-callback** (procedure):
  ```scheme
  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):
  ```scheme
  '(repeated-music unfolded-repeated-music)
  ```
  The types of this music object; determines by what engraver this music expression is processed.

1.1.100 UnisonoEvent
Print ‘a 2’.

Event classes: Section 1.2.40 [music-event], page 45, Section 1.2.45 [part-combine-event], page 47, Section 1.2.64 [StreamEvent], page 49, and Section 1.2.78 [unisono-event], page 51.

Accepted by: Section 2.2.86 [Part_combine_ engraver], page 341.

Properties:

- **name** (symbol):
  ```scheme
  'UnisonoEvent
  ```
  Name of this music object.

- **part-combine-status** (symbol):
  ```scheme
  'unisono
  ```
  Change to what kind of state? Options are `solo1`, `solo2` and `unisono`. 
Chapter 1: Music definitions

1.1.101 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.

- **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 unrelativable-music)
  The types of this music object; determines by what engraver this music expression is processed.

1.1.102 VoiceSeparator

Separate polyphonic voices in simultaneous music.

Syntax: \\\

Properties:

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

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

Repeats with alternatives placed sequentially.

Properties:

- **elements-callback (procedure):**
  ```scheme```
  make-volta-set
  ```
  Return a list of children, for use by a sequential iterator. Takes a single
  music parameter.

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

- **length-callback (procedure):**
  ```scheme```
  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):**
  ```scheme```
  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):**
  `'((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 2.2.33 [Dynamic engraver], page 322, and Section 2.2.34 [Dynamic performer], page 323.

1.2.2 alternative-event

Music event type alternative-event is in music objects of type Section 1.1.2 [AlternativeEvent], page 2.

Accepted by: Section 2.2.8 [Bar number engraver], page 312.

1.2.3 annotate-output-event

Music event type annotate-output-event is in music objects of type Section 1.1.3 [AnnotateOutputEvent], page 2.

Accepted by: Section 2.2.6 [Balloon engraver], page 312.
1.2.4 apply-output-event
Music event type apply-output-event is in music objects of type Section 1.1.5 [ApplyOutputEvent], page 3.

Accepted by: Section 2.2.82 [Output_property_engraver], page 340.

1.2.5 arpeggio-event
Music event type arpeggio-event is in music objects of type Section 1.1.6 [ArpeggioEvent], page 3.

Accepted by: Section 2.2.3 [Arpeggio_engraver], page 310.

1.2.6 articulation-event
Music event type articulation-event is in music objects of type Section 1.1.7 [Articulation-Event], page 4.

Accepted by: Section 2.2.79 [Note_performer], page 339, and Section 2.2.101 [Script_engraver], page 346.

1.2.7 bass-figure-event
Music event type bass-figure-event is in music objects of type Section 1.1.10 [BassFigureEvent], page 5.

Accepted by: Section 2.2.37 [Figured_bass_engraver], page 324.

1.2.8 beam-event
Music event type beam-event is in music objects of type Section 1.1.11 [BeamEvent], page 5.

Accepted by: Section 2.2.10 [Beam_engraver], page 314, Section 2.2.11 [Beam_performer], page 314, and Section 2.2.47 [Grace_beam_engraver], page 328.

1.2.9 beam-forbid-event
Music event type beam-forbid-event is in music objects of type Section 1.1.12 [BeamForbidEvent], page 6.

Accepted by: Section 2.2.4 [Auto_beam_engraver], page 311, and Section 2.2.46 [Grace_auto_beam_engraver], page 327.

1.2.10 bend-after-event
Music event type bend-after-event is in music objects of type Section 1.1.13 [BendAfterEvent], page 6.

Accepted by: Section 2.2.12 [Bend_engraver], page 315.

1.2.11 break-dynamic-span-event
Music event type break-dynamic-span-event is in music objects of type Section 1.1.14 [BreakDynamicSpanEvent], page 6.

Not accepted by any engraver or performer.

1.2.12 break-event
Music event type break-event is in music objects of type Section 1.1.37 [LineBreakEvent], page 15, Section 1.1.50 [PageBreakEvent], page 20, and Section 1.1.51 [PageTurnEvent], page 20.

Accepted by: Section 2.2.83 [Page_turn_engraver], page 340, and Section 2.2.84 [Paper_column_engraver], page 340.
1.2.13 break-span-event
Music event type break-span-event is in music objects of type Section 1.1.14 [BreakDynamic-SpanEvent], page 6.
    Accepted by: Section 2.2.33 [Dynamic_engraver], page 322.

1.2.14 breathing-event
Music event type breathing-event is in music objects of type Section 1.1.15 [BreathingEvent], page 7.
    Accepted by: Section 2.2.14 [Breathing_sign_engraver], page 315, and Section 2.2.79 [Note_performer], page 339.

1.2.15 cluster-note-event
Music event type cluster-note-event is in music objects of type Section 1.1.16 [Cluster-NoteEvent], page 7.
    Accepted by: Section 2.2.18 [Cluster_spanner_engraver], page 317.

1.2.16 completize-extender-event
Music event type completize-extender-event is in music objects of type Section 1.1.17 [CompletizeExtenderEvent], page 8.
    Accepted by: Section 2.2.36 [Extender_engraver], page 324.

1.2.17 crescendo-event
Music event type crescendo-event is in music objects of type Section 1.1.20 [CrescendoEvent], page 9.
    Accepted by: Section 2.2.34 [Dynamic_performer], page 323.

1.2.18 decrescendo-event
Music event type decrescendo-event is in music objects of type Section 1.1.21 [Decrescendo-Event], page 9.
    Accepted by: Section 2.2.34 [Dynamic_performer], page 323.

1.2.19 double-percent-event
Music event type double-percent-event is in music objects of type Section 1.1.22 [DoublePercentEvent], page 10.
    Accepted by: Section 2.2.29 [Double_percent_repeat_engraver], page 321.

1.2.20 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.

1.2.21 episema-event
Music event type episema-event is in music objects of type Section 1.1.23 [EpisemaEvent], page 10.
    Accepted by: Section 2.2.35 [Episema_engraver], page 323.

1.2.22 extender-event
Music event type extender-event is in music objects of type Section 1.1.26 [ExtenderEvent], page 11.
    Accepted by: Section 2.2.36 [Extender_engraver], page 324.
1.2.23 fingering-event
Music event type `fingering-event` is in music objects of type Section 1.1.27 [FingeringEvent], page 12.

Accepted by: Section 2.2.40 [Fingering_engraver], page 325, Section 2.2.44 [Fret-board_engraver], page 326, and Section 2.2.120 [Tab_note_heads_engraver], page 351.

1.2.24 footnote-event
Music event type `footnote-event` is in music objects of type Section 1.1.28 [FootnoteEvent], page 12.

Not accepted by any engraver or performer.

1.2.25 glissando-event
Music event type `glissando-event` is in music objects of type Section 1.1.29 [GlissandoEvent], page 12.

Accepted by: Section 2.2.45 [Glissando_engraver], page 327.

1.2.26 harmonic-event
Music event type `harmonic-event` is in music objects of type Section 1.1.31 [HarmonicEvent], page 13.

Not accepted by any engraver or performer.

1.2.27 hyphen-event
Music event type `hyphen-event` is in music objects of type Section 1.1.32 [HyphenEvent], page 13.

Accepted by: Section 2.2.54 [Hyphen_engraver], page 330.

1.2.28 key-change-event
Music event type `key-change-event` is in music objects of type Section 1.1.33 [KeyChangeEvent], page 14.

Accepted by: Section 2.2.58 [Key_engraver], page 331, and Section 2.2.59 [Key_performer], page 332.

1.2.29 label-event
Music event type `label-event` is in music objects of type Section 1.1.34 [LabelEvent], page 14.

Accepted by: Section 2.2.84 [Paper_column_engraver], page 340.

1.2.30 laissez-vibrer-event
Music event type `laissez-vibrer-event` is in music objects of type Section 1.1.35 [LaissezVibrerEvent], page 14.

Accepted by: Section 2.2.61 [Laissez_vibrer_engraver], page 332.

1.2.31 layout-instruction-event
Music event type `layout-instruction-event` is in music objects of type Section 1.1.5 [Apply-OutputEvent], page 3.

Not accepted by any engraver or performer.
1.2.32 ligature-event
Music event type ligature-event is in music objects of type Section 1.1.36 [LigatureEvent], page 15.
Accepted by: Section 2.2.60 [Kievan_ligature_engraver], page 332, Section 2.2.63 [Ligature_bracket_engraver], page 333, Section 2.2.70 [Mensural_ligature_engraver], page 335, and Section 2.2.134 [Vaticana_ligature_engraver], page 356.

1.2.33 line-break-event
Music event type line-break-event is in music objects of type Section 1.1.37 [LineBreakEvent], page 15.
Not accepted by any engraver or performer.

1.2.34 lyric-event
Music event type lyric-event is in music objects of type Section 1.1.39 [LyricEvent], page 16.
Accepted by: Section 2.2.64 [Lyric_engraver], page 333, and Section 2.2.65 [Lyric_performer], page 334.

1.2.35 mark-event
Music event type mark-event is in music objects of type Section 1.1.40 [MarkEvent], page 16.
Accepted by: Section 2.2.66 [Mark engraver], page 334.

1.2.36 measure-counter-event
Music event type measure-counter-event is in music objects of type Section 1.1.41 [MeasureCounterEvent], page 17.
Accepted by: Section 2.2.67 [Measure_counter_engraver], page 334.

1.2.37 melodic-event
Music event type melodic-event is in music objects of type Section 1.1.16 [ClusterNoteEvent], page 7, and Section 1.1.46 [NoteEvent], page 18.
Not accepted by any engraver or performer.

1.2.38 multi-measure-rest-event
Music event type multi-measure-rest-event is in music objects of type Section 1.1.42 [MultiMeasureRestEvent], page 17.
Accepted by: Section 2.2.74 [Multi_measure_rest engraver], page 337.

1.2.39 multi-measure-text-event
Music event type multi-measure-text-event is in music objects of type Section 1.1.44 [MultiMeasureTextEvent], page 18.
Accepted by: Section 2.2.74 [Multi_measure_rest engraver], page 337.

1.2.40 music-event
Music event type music-event is in music objects of type Section 1.1.1 [AbsoluteDynamicEvent], page 2, Section 1.1.2 [AlternativeEvent], page 2, Section 1.1.3 [AnnotateOutputEvent], page 2, Section 1.1.5 [ApplyOutputEvent], page 3, Section 1.1.6 [ArpeggioEvent], page 3, Section 1.1.7 [ArticulationEvent], page 4, Section 1.1.10 [BassFigureEvent], page 5, Section 1.1.11 [BeamEvent], page 5, Section 1.1.12 [BeamForbidEvent], page 6, Section 1.1.13 [BendAfterEvent], page 6, Section 1.1.14 [BreakDynamicSpanEvent], page 6, Section 1.1.15 [BreathingEvent], page 7, Section 1.1.16 [ClusterNoteEvent], page 7, Section 1.1.17
[CompletizeExtenderEvent], page 8, Section 1.1.20 [CrescendoEvent], page 9, Section 1.1.21 [DecrescendoEvent], page 9, Section 1.1.22 [DoublePercentEvent], page 10, Section 1.1.23 [EpisemaEvent], page 10, Section 1.1.26 [ExtenderEvent], page 11, Section 1.1.27 [FingeringEvent], page 12, Section 1.1.28 [FootnoteEvent], page 12, Section 1.1.31 [HarmonicEvent], page 13, Section 1.1.32 [HyphenEvent], page 13, Section 1.1.33 [KeyChangeEvent], page 14, Section 1.1.34 [LaissezVibrerEvent], page 14, Section 1.1.35 [LigatureEvent], page 15, Section 1.1.37 [Line-BreakEvent], page 15, Section 1.1.39 [LyricEvent], page 16, Section 1.1.40 [MarkEvent], page 16, Section 1.1.41 [MeasureCounterEvent], page 17, Section 1.1.42 [MultiMeasureRestEvent], page 17, Section 1.1.44 [MultiMeasureTextEvent], page 18, Section 1.1.46 [NoteEvent], page 18, Section 1.1.47 [NoteGroupingEvent], page 19, Section 1.1.50 [PageBreakEvent], page 20, Section 1.1.51 [PageTurnEvent], page 20, Section 1.1.55 [PercentEvent], page 22, Section 1.1.57 [PesOrFlexaEvent], page 23, Section 1.1.58 [PhrasingSlurEvent], page 23, Section 1.1.65 [RepeatSlashEvent], page 26, Section 1.1.66 [RepeatTieEvent], page 26, Section 1.1.68 [RestEvent], page 27, Section 1.1.70 [ScriptEvent], page 28, Section 1.1.73 [SkipEvent], page 29, Section 1.1.75 [ShurEvent], page 30, Section 1.1.76 [SoloOneEvent], page 30, Section 1.1.77 [SoloTwoEvent], page 31, Section 1.1.78 [SostenutoEvent], page 31, Section 1.1.79 [SpacingSectionEvent], page 31, Section 1.1.80 [SpanEvent], page 32, Section 1.1.81 [StaffSpanEvent], page 32, Section 1.1.82 [StringNumberEvent], page 32, Section 1.1.83 [StrokeFingerEvent], page 33, Section 1.1.84 [SustainEvent], page 33, Section 1.1.85 [TempoChangeEvent], page 33, Section 1.1.86 [TextScriptEvent], page 34, Section 1.1.87 [TextSpanEvent], page 34, Section 1.1.88 [TieEvent], page 34, Section 1.1.90 [TimeSignatureEvent], page 35, Section 1.1.93 [TremoloEvent], page 37, Section 1.1.95 [TremoloSpanEvent], page 37, Section 1.1.96 [TrillSpanEvent], page 38, Section 1.1.97 [TupletSpanEvent], page 38, Section 1.1.98 [UnaCordaEvent], page 38, and Section 1.1.100 [UnisonoEvent], page 39.

Not accepted by any engraver or performer.

1.2.41 note-event

Music event type note-event is in music objects of type Section 1.1.46 [NoteEvent], page 18.

Accepted by: Section 2.2.15 [Chord_name_engraver], page 315, Section 2.2.20 [Completion_heads_engraver], page 317, Section 2.2.30 [Drum_note_performer], page 322, Section 2.2.31 [Drum_notes_engraver], page 322, Section 2.2.44 [Fretboard_engraver], page 326, Section 2.2.77 [Note_heads_engraver], page 338, Section 2.2.78 [Note_name_engraver], page 339, Section 2.2.79 [Note_performer], page 339, Section 2.2.86 [Part_combine_engraver], page 341, Section 2.2.88 [Phrasing_slur_engraver], page 342, Section 2.2.105 [Shur_engraver], page 347, and Section 2.2.120 [Tab_note_heads_engraver], page 351.

1.2.42 note-grouping-event

Music event type note-grouping-event is in music objects of type Section 1.1.47 [NoteGroupingEvent], page 19.

Accepted by: Section 2.2.53 [Horizontal_bracket_engraver], page 330.

1.2.43 page-break-event

Music event type page-break-event is in music objects of type Section 1.1.50 [PageBreakEvent], page 20.

Not accepted by any engraver or performer.

1.2.44 page-turn-event

Music event type page-turn-event is in music objects of type Section 1.1.51 [PageTurnEvent], page 20.
Chapter 1: Music definitions

Not accepted by any engraver or performer.

1.2.45 part-combine-event
Music event type part-combine-event is in music objects of type Section 1.1.76 [SoloOneEvent], page 30, Section 1.1.77 [SoloTwoEvent], page 31, and Section 1.1.100 [UnisonoEvent], page 39.
Accepted by: Section 2.2.86 [Part_combine_engraver], page 341.

1.2.46 pedal-event
Music event type pedal-event is in music objects of type Section 1.1.78 [SostenutoEvent], page 31, Section 1.1.84 [SustainEvent], page 33, and Section 1.1.98 [UnaCordaEvent], page 38.
Not accepted by any engraver or performer.

1.2.47 percent-event
Music event type percent-event is in music objects of type Section 1.1.55 [PercentEvent], page 22.
Accepted by: Section 2.2.87 [Percent_repeat_engraver], page 341.

1.2.48 pes-or-flexa-event
Music event type pes-or-flexa-event is in music objects of type Section 1.1.57 [PesOrFlexaEvent], page 23.
Accepted by: Section 2.2.134 [Vaticana_ligature_engraver], page 356.

1.2.49 phrasing-slur-event
Music event type phrasing-slur-event is in music objects of type Section 1.1.58 [PhrasingSlurEvent], page 23.
Accepted by: Section 2.2.88 [Phrasing_slur_engraver], page 342.

1.2.50 repeat-slash-event
Music event type repeat-slash-event is in music objects of type Section 1.1.65 [RepeatSlashEvent], page 26.
Accepted by: Section 2.2.104 [Slash_repeat_engraver], page 347.

1.2.51 repeat-tie-event
Music event type repeat-tie-event is in music objects of type Section 1.1.66 [RepeatTieEvent], page 26.
Accepted by: Section 2.2.96 [Repeat_tie_engraver], page 345.

1.2.52 rest-event
Music event type rest-event is in music objects of type Section 1.1.68 [RestEvent], page 27.
Accepted by: Section 2.2.15 [Chord_name_engraver], page 315, Section 2.2.21 [Completion_rest_engraver], page 318, Section 2.2.37 [Figured_bass_engraver], page 324, and Section 2.2.98 [Rest_engraver], page 345.

1.2.53 rhythmic-event
Music event type rhythmic-event is in music objects of type Section 1.1.10 [BassFigureEvent], page 5, Section 1.1.16 [ClusterNoteEvent], page 7, Section 1.1.22 [DoublePercentEvent], page 10, Section 1.1.39 [LyricEvent], page 16, Section 1.1.42 [MultiMeasureRestEvent], page 17, Section 1.1.46 [NoteEvent], page 18, Section 1.1.65 [RepeatSlashEvent], page 26, Section 1.1.68 [RestEvent], page 27, and Section 1.1.73 [SkipEvent], page 29.
Not accepted by any engraver or performer.
1.2.54 script-event
Music event type script-event is in music objects of type Section 1.1.7 [ArticulationEvent], page 4, Section 1.1.70 [ScriptEvent], page 28, and Section 1.1.86 [TextScriptEvent], page 34.

Not accepted by any engraver or performer.

1.2.55 skip-event
Music event type skip-event is in music objects of type Section 1.1.73 [SkipEvent], page 29.

Not accepted by any engraver or performer.

1.2.56 slur-event
Music event type slur-event is in music objects of type Section 1.1.75 [SlurEvent], page 30.

Accepted by: Section 2.2.105 [Slur_ engraver], page 347, and Section 2.2.106 [Slur_ performer], page 348.

1.2.57 solo-one-event
Music event type solo-one-event is in music objects of type Section 1.1.76 [SoloOneEvent], page 30.

Not accepted by any engraver or performer.

1.2.58 solo-two-event
Music event type solo-two-event is in music objects of type Section 1.1.77 [SoloTwoEvent], page 31.

Not accepted by any engraver or performer.

1.2.59 sostenuto-event
Music event type sostenuto-event is in music objects of type Section 1.1.78 [SostenutoEvent], page 31.

Accepted by: Section 2.2.90 [Piano_pedal_ engraver], page 342, and Section 2.2.91 [Piano_pedal_ performer], page 343.

1.2.60 spacing-section-event
Music event type spacing-section-event is in music objects of type Section 1.1.79 [SpacingSectionEvent], page 31.

Accepted by: Section 2.2.107 [Spacing_ engraver], page 348.

1.2.61 span-dynamic-event
Music event type span-dynamic-event is in music objects of type Section 1.1.20 [CrescendoEvent], page 9, and Section 1.1.21 [DecrescendoEvent], page 9.

Accepted by: Section 2.2.33 [Dynamic_ engraver], page 322.

1.2.62 span-event
Music event type span-event is in music objects of type Section 1.1.11 [BeamEvent], page 5, Section 1.1.20 [CrescendoEvent], page 9, Section 1.1.21 [DecrescendoEvent], page 9, Section 1.1.23 [EpisemaEvent], page 10, Section 1.1.36 [LigatureEvent], page 15, Section 1.1.41 [MeasureCounterEvent], page 17, Section 1.1.58 [PhrasingSlurEvent], page 23, Section 1.1.75 [SlurEvent], page 30, Section 1.1.78 [SostenutoEvent], page 31, Section 1.1.80 [SpanEvent], page 32, Section 1.1.81 [StaffSpanEvent], page 32, Section 1.1.84 [SustainEvent], page 33, Section 1.1.87 [TextSpanEvent], page 34, Section 1.1.95 [TremoloSpanEvent], page 37,
Chapter 1: Music definitions

Section 1.1.96 [TrillSpanEvent], page 38, Section 1.1.97 [TupletSpanEvent], page 38, and Section 1.1.98 [UnaCordaEvent], page 38.

Not accepted by any engraver or performer.

1.2.63 staff-span-event

Music event type **staff-span-event** is in music objects of type Section 1.1.81 [StaffSpanEvent], page 32.

Accepted by: Section 2.2.115 [Staff_symbol_engraver], page 349.

1.2.64 StreamEvent

Music event type **StreamEvent** is in music objects of type Section 1.1.1 [AbsoluteDynamicEvent], page 2, Section 1.1.2 [AlternativeEvent], page 2, Section 1.1.3 [AnnotateOutputEvent], page 2, Section 1.1.5 [ApplyOutputEvent], page 3, Section 1.1.6 [ArpeggioEvent], page 3, Section 1.1.7 [ArticulationEvent], page 4, Section 1.1.10 [BassFigureEvent], page 5, Section 1.1.11 [BeamEvent], page 5, Section 1.1.12 [BeamForbidEvent], page 6, Section 1.1.13 [BendAfterEvent], page 6, Section 1.1.14 [BreakDynamicSpanEvent], page 6, Section 1.1.15 [BreathingEvent], page 7, Section 1.1.16 [ClusterNoteEvent], page 7, Section 1.1.17 [CompleletizeExtenderEvent], page 8, Section 1.1.20 [CrescendoEvent], page 9, Section 1.1.21 [DecrescendoEvent], page 9, Section 1.1.22 [DoublePercentEvent], page 10, Section 1.1.23 [EpisemaEvent], page 10, Section 1.1.26 [ExtenderEvent], page 11, Section 1.1.27 [FingeringEvent], page 12, Section 1.1.28 [FootnoteEvent], page 12, Section 1.1.29 [GlissandoEvent], page 12, Section 1.1.31 [HarmonicEvent], page 13, Section 1.1.32 [HyphenEvent], page 13, Section 1.1.33 [KeyChangeEvent], page 14, Section 1.1.34 [LabelEvent], page 14, Section 1.1.35 [LaissezVibrerEvent], page 14, Section 1.1.36 [LigatureEvent], page 15, Section 1.1.37 [LineBreakEvent], page 15, Section 1.1.39 [LyricEvent], page 16, Section 1.1.40 [MarkEvent], page 16, Section 1.1.41 [MeasureCounterEvent], page 17, Section 1.1.42 [MultiMeasureRestEvent], page 17, Section 1.1.44 [MultiMeasureTextEvent], page 18, Section 1.1.46 [NoteEvent], page 18, Section 1.1.47 [NoteGroupingEvent], page 19, Section 1.1.50 [PageBreakEvent], page 20, Section 1.1.51 [PageTurnEvent], page 20, Section 1.1.55 [PercentEvent], page 22, Section 1.1.57 [PesOrFlexaEvent], page 23, Section 1.1.58 [PhrasingSlurEvent], page 23, Section 1.1.65 [RepeatSlashEvent], page 26, Section 1.1.66 [RepeatTieEvent], page 26, Section 1.1.68 [RestEvent], page 27, Section 1.1.70 [ScriptEvent], page 28, Section 1.1.73 [SkipEvent], page 29, Section 1.1.75 [ShurEvent], page 30, Section 1.1.76 [SoloOneEvent], page 30, Section 1.1.77 [SoloTwoEvent], page 31, Section 1.1.78 [SostenutoEvent], page 31, Section 1.1.79 [SpacingSectionEvent], page 31, Section 1.1.80 [SpanEvent], page 32, Section 1.1.81 [StaffSpanEvent], page 32, Section 1.1.82 [StringNumberEvent], page 32, Section 1.1.83 [StrokeFingerEvent], page 33, Section 1.1.84 [SustainEvent], page 33, Section 1.1.85 [TempoChangeEvent], page 33, Section 1.1.86 [TextScriptEvent], page 34, Section 1.1.87 [TextSpanEvent], page 34, Section 1.1.88 [TieEvent], page 34, Section 1.1.90 [TimeSignatureEvent], page 35, Section 1.1.93 [TremoloEvent], page 37, Section 1.1.95 [TremoloSpanEvent], page 37, Section 1.1.96 [TrillSpanEvent], page 38, Section 1.1.97 [TupletSpanEvent], page 38, Section 1.1.98 [UnaCordaEvent], page 38, and Section 1.1.100 [UnisonoEvent], page 39.

Not accepted by any engraver or performer.

1.2.65 string-number-event

Music event type **string-number-event** is in music objects of type Section 1.1.82 [StringNumberEvent], page 32.

Accepted by: Section 2.2.44 [Fretboard_engraver], page 326, and Section 2.2.120 [Tab_note_heads_engraver], page 351.
1.2.66 stroke-finger-event

Music event type stroke-finger-event is in music objects of type Section 1.1.83 [StrokeFingerEvent], page 33.

Not accepted by any engraver or performer.

1.2.67 sustain-event

Music event type sustain-event is in music objects of type Section 1.1.84 [SustainEvent], page 33.

Accepted by: Section 2.2.90 [Piano_pedal_engraver], page 342, and Section 2.2.91 [Piano_pedal_performer], page 343.

1.2.68 tempo-change-event

Music event type tempo-change-event is in music objects of type Section 1.1.85 [TempoChangeEvent], page 33.

Accepted by: Section 2.2.72 [Metronome_mark_engraver], page 336.

1.2.69 text-script-event

Music event type text-script-event is in music objects of type Section 1.1.86 [TextScriptEvent], page 34.

Accepted by: Section 2.2.124 [Text_engraver], page 352.

1.2.70 text-span-event

Music event type text-span-event is in music objects of type Section 1.1.87 [TextSpanEvent], page 34.

Accepted by: Section 2.2.125 [Text_spanner_engraver], page 353.

1.2.71 tie-event

Music event type tie-event is in music objects of type Section 1.1.88 [TieEvent], page 34.

Accepted by: Section 2.2.79 [Note_performer], page 339, Section 2.2.126 [Tie_engraver], page 353, and Section 2.2.127 [Tie_performer], page 354.

1.2.72 time-signature-event

Music event type time-signature-event is in music objects of type Section 1.1.90 [TimeSignatureEvent], page 35.

Accepted by: Section 2.2.128 [Time_signature_engraver], page 354.

1.2.73 tremolo-event

Music event type tremolo-event is in music objects of type Section 1.1.93 [TremoloEvent], page 37.

Accepted by: Section 2.2.118 [Stem_engraver], page 350.

1.2.74 tremolo-span-event

Music event type tremolo-span-event is in music objects of type Section 1.1.95 [TremoloSpanEvent], page 37.

Accepted by: Section 2.2.16 [Chord_tremolo_engraver], page 316.

1.2.75 trill-span-event

Music event type trill-span-event is in music objects of type Section 1.1.96 [TrillSpanEvent], page 38.

Accepted by: Section 2.2.131 [Trill_spanner_engraver], page 355.
1.2.76 **tuplet-span-event**

Music event type **tuplet-span-event** is in music objects of type Section 1.1.97 [TupletSpanEvent], page 38.

Accepted by: Section 2.2.118 [Stem_engraver], page 350, and Section 2.2.132 [Tuplet_engraver], page 356.

1.2.77 **una-corda-event**

Music event type **una-corda-event** is in music objects of type Section 1.1.98 [UnaCordaEvent], page 38.

Accepted by: Section 2.2.90 [Piano_pedal_engraver], page 342, and Section 2.2.91 [Piano_pedal_performer], page 343.

1.2.78 **unisono-event**

Music event type **unisono-event** is in music objects of type Section 1.1.100 [UnisonoEvent], page 39.

Not accepted by any engraver or performer.

1.3 **Music properties**

**absolute-octave** (integer)

The absolute octave for an octave check note.

**alteration** (number)

Alteration for figured bass.

**alternative-dir** (direction)

Indicates if an AlternativeMusic is the First (-1), Middle (0), or Last (1) of group of alternate endings.

**alternative-increment** (integer)

The number of times an alternative’s lettering should be incremented.

**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 context associated with this \lyricsto section.

**associated-context-type** (symbol)

Type of the 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).

**automatically-numbered** (boolean)

Should a footnote be automatically numbered?

**autosplit-end** (boolean)

Duration of event was truncated by automatic splitting in Completion_heads_engraver.
**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.

**class** (symbol)
The class name of an event class.

**context** (context)
The context to which an event is sent.

**context-change-list** (list)
Context changes for \autochange or \partcombine.

**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 of 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.

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.

id (symbol)
The ID of an event.

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 (number or 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?

midi-extra-velocity (integer)
   How much louder or softer should this note be in MIDI output? The default is 0.

midi-length (procedure)
   Function to determine how long to play a note in MIDI. It should take a moment (the written length of the note) and a context, and return a moment (the length to play the note).

moment (moment)
   The moment at which an event happens.

music-cause (music)
   The music object that is the cause of an event.

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?

ops (any type)
   The operations to apply during the creation of a context.

origin (input location)
   Where was this piece of music defined?

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 instanciated instead of a score.

page-turn-permission (symbol)
   When the music is at top-level, whether to allow, forbid or force a page turn.

parenthesize (boolean)
   Enclose resulting objects in parentheses?

part-combine-status (symbol)
   Change to what kind of state? Options are solo1, solo2 and unisono.
pitch (pitch)
The pitch of this note.
pitch-alist (list)
A list of pitches jointly forming the scale of a key signature.
pop-first (boolean)
Do a revert before we try to do an override on some grob property.
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.
property-path (symbol)
The path of a property.
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.
spanner-id (index or symbol)
Identifier to distinguish concurrent spanners.
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.

d 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.
volta-repeats (list)
A list that is transformed into a volta repeat element list.
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 3.1.55 [InstrumentName], page 438, Section 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, Section 3.1.120 [SystemStartSquare], page 508, and Section 3.1.136 [VerticalAlignment], page 529.

This context sets the following properties:

• Set translator property instrumentName to ()
• Set translator property localAlterations 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 ()

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Section 2.1.27 [Staff], page 237.

Context ChoirStaff can contain Section 2.1.1 [ChoirStaff], page 57, Section 2.1.2 [Chord-Names], page 58, Section 2.1.5 [DrumStaff], page 74, Section 2.1.7 [Dynamics], page 93, Section 2.1.8 [FiguredBass], page 97, Section 2.1.11 [GrandStaff], page 102, Section 2.1.16 [Lyrics], page 152, Section 2.1.21 [OneStaff], page 184, Section 2.1.24 [PianoStaff], page 209, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, and Section 2.1.28 [StaffGroup], page 247.

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

Section 2.2.55 [Instrument_name_engraver], page 330
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 3.1.55 [InstrumentName], page 438.

Section 2.2.119 [System_start_delimiter_engraver], page 351
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 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, and Section 3.1.120 [SystemStartSquare], page 508.

Section 2.2.135 [Vertical_align_engraver], page 356
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.

  hasAxisGroup (boolean)
  True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.136 [VerticalAlignment], page 529.

2.1.2 ChordNames
Typesets chord names.
This context also accepts commands for the following context(s):
Staff.
This context creates the following layout object(s):

Section 3.1.24 [ChordName], page 398, Section 3.1.106 [StaffSpacing], page 494, and Section 3.1.137 [VerticalAxisGroup], page 530.

This context sets the following properties:

- Set grob-property `font-size` in Section 3.1.85 [ParenthesesItem], page 473, to 1.5.
- Set grob-property `nonstaff-nonstaff-spacing.padding` in Section 3.1.137 [VerticalAxisGroup], page 530, to 0.5.
- Set grob-property `nonstaff-relatedstaff-spacing.padding` in Section 3.1.137 [VerticalAxisGroup], page 530, to 0.5.
- Set grob-property `remove-empty` in Section 3.1.137 [VerticalAxisGroup], page 530, to #t.
- Set grob-property `remove-first` in Section 3.1.137 [VerticalAxisGroup], page 530, to #t.
- Set grob-property `staff-affinity` in Section 3.1.137 [VerticalAxisGroup], page 530, to -1.

This is a 'Bottom' context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

Section 2.2.5 [Axis_group_engraver], page 311
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.

- `hasAxisGroup` (boolean)
  True if the current context is contained in an axis group.

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

Properties (write)

- `hasAxisGroup` (boolean)
  True if the current context is contained in an axis group.

This engraver creates the following layout object(s):

Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.15 [Chord_name_engraver], page 315
Catch note and rest events and generate the appropriate chordname.

Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.52 [rest-event], page 47.

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.

lastChord (markup)
   Last chord, used for detecting chord changes.

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.

Properties (write)

lastChord (markup)
   Last chord, used for detecting chord changes.

This engraver creates the following layout object(s):
Section 3.1.24 [ChordName], page 398.

Section 2.2.82 [Output_property_engraver], page 340
   Apply a procedure to any grob acknowledged.
   Music types accepted:
   Section 1.2.4 [apply-output-event], page 42,
   Section 2.2.103 [Separating_line_group_engraver], page 347
   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 3.1.106 [StaffSpacing], page 494.
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 381, Section 3.1.19 [Beam], page 391, Section 3.1.20 [BendAfter], page 394, Section 3.1.23 [BreathingSign], page 396, Section 3.1.27 [ClusterSpanner], page 403, Section 3.1.28 [ClusterSpannerBeacon], page 404, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.34 [Dots], page 414, Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.42 [Fingering], page 424, Section 3.1.44 [Flag], page 426, Section 3.1.48 [Glissando], page 431, Section 3.1.52 [Hairpin], page 434, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.60 [LaissezVibrerTie], page 446, Section 3.1.61 [LaissezVibrerTieColumn], page 447, Section 3.1.64 [LigatureBracket], page 450, Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.79 [NoteColumn], page 467, Section 3.1.80 [NoteHead], page 468, Section 3.1.82 [NoteSpacing], page 469, Section 3.1.86 [PercentRepeat], page 473, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.88 [PhrasingSlur], page 476, Section 3.1.91 [RepeatSlash], page 480, Section 3.1.92 [RepeatTie], page 481, Section 3.1.93 [RepeatTieColumn], page 482, Section 3.1.94 [Rest], page 483, Section 3.1.96 [Script], page 484, Section 3.1.97 [ScriptColumn], page 485, Section 3.1.99 [Slur], page 486, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, Section 3.1.111 [StemTremolo], page 498, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501, Section 3.1.122 [TextScript], page 511, Section 3.1.123 [TextSpanner], page 513, Section 3.1.124 [Tie], page 514, Section 3.1.125 [TieColumn], page 516, Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, Section 3.1.129 [TrillPitchHead], page 521, Section 3.1.130 [TupletBracket], page 522, Section 3.1.131 [TupletNumber], page 523, Section 3.1.132 [TupletNumber], page 525, and Section 3.1.138 [VoiceFollower], page 531.

This context sets the following properties:

- Set grob-property `beam-thickness` in Section 3.1.19 [Beam], page 391, to 0.35.
- Set grob-property `beam-thickness` in Section 3.1.111 [StemTremolo], page 498, to 0.35.
- Set grob-property `ignore-ambitus` in Section 3.1.80 [NoteHead], page 468, to #t.
- Set grob-property `length-fraction` in Section 3.1.19 [Beam], page 391, to 0.629960524947437.
- Set grob-property `length-fraction` in Section 3.1.109 [Stem], page 496, to 0.629960524947437.
- Set translator property `fontSize` to -4.

This is a ‘Bottom’ context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

Section 2.2.3 [Arpeggio_engraver], page 310

Generate an Arpeggio symbol.

Music types accepted:
Section 1.2.5 [arpeggio-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.9 [Arpeggio], page 381.

Section 2.2.4 [Auto_beam_engraver], page 311
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 2.2.118 [Stem_engraver], page 350, properties stemLeftBeamCount and stemRightBeamCount.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
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.

  beamHalfMeasure (boolean)
  Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

  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 391.

Section 2.2.10 [Beam_engraver], page 314
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.
Music types accepted:
Section 1.2.8 [beam-event], page 42,
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 391.

Section 2.2.12 [Bend_engraver], page 315
Create fall spanners.
Music types accepted:
Section 1.2.10 [bend-after-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.20 [BendAfter], page 394.

Section 2.2.14 [Breathing_sign_engraver], page 315
Create a breathing sign.
Music types accepted:
Section 1.2.14 [breathing-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.23 [BreathingSign], page 396.

Section 2.2.16 [Chord_tremolo_engraver], page 316
Generate beams for tremolo repeats.
Music types accepted:
Section 1.2.74 [tremolo-span-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.18 [Cluster_spanner_engraver], page 317
Engrave a cluster using Spanner notation.
Music types accepted:
Section 1.2.15 [cluster-note-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.27 [ClusterSpanner], page 403, and Section 3.1.28 [ClusterSpannerBeacon], page 404.

Section 2.2.28 [Dots_engraver], page 321
Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590s.
This engraver creates the following layout object(s):
Section 3.1.34 [Dots], page 414.
Section 2.2.29 [Double_percent_repeat_engraver], page 321
Make double measure repeats.
Music types accepted:
Section 1.2.19 [double-percent-event], page 43,
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 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36
[DoublePercentRepeatCounter], page 416.

Section 2.2.32 [Dynamic_align_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.
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 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.
Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-
span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48,
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 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.40 [Fingering_engraver], page 325
   Create fingering scripts.
   Music types accepted:
   Section 1.2.23 [fingering-event], page 44,
   This engraver creates the following layout object(s):
   Section 3.1.42 [Fingering], page 424.

Section 2.2.41 [Font_size_engraver], page 325
   Put fontSize into font-size grob property.
   Properties (read)
      fontSize (number)
      The relative size of all grobs in a context.

Section 2.2.43 [Forbid_line_break_engraver], page 326
   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 [Glissando_engraver], page 327
   Engrave glissandi.
   Music types accepted:
   Section 1.2.25 [glissando-event], page 44,
   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 3.1.48 [Glissando], page 431.

Section 2.2.46 [Grace_auto_beam_engraver], page 327
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \nobeam will block autobeaming, just like setting the context property ‘autoBeaming’ to ##f.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
Properties (read)

autoBeaming (boolean)
If set to true then beams are generated automatically.

This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.47 [Grace_beam_engraver], page 328
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 1.2.8 [beam-event], page 42,
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 391.

Section 2.2.48 [Grace_engraver], page 328
Set font size and other properties for grace notes.
Properties (read)

graceSettings (list)
Overides for grace notes. This property should be manipulated through the add-grace-property function.
Section 2.2.52 [Grob_pq_engraver], page 329
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

\texttt{busyGrobs} (list)
A queue of \texttt{(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)

\texttt{busyGrobs} (list)
A queue of \texttt{(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 2.2.56 [Instrument_switch_engraver], page 331
Create a cue text for taking instrument.

Properties (read)

\texttt{instrumentCueName} (markup)
The name to print if another instrument is to be taken.

This engraver creates the following layout object(s):
Section 3.1.56 [InstrumentSwitch], page 439.

Section 2.2.61 [Laissez_vibrer_engraver], page 332
Create laissez vibrer items.

Music types accepted:
Section 1.2.30 [laissez-vibrer-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.61 [LaissezVibrerTieColumn], page 447.

Section 2.2.63 [Ligature_bracket_engraver], page 333
Handle \texttt{Ligature-events} by engraving \texttt{Ligature} brackets.

Music types accepted:
Section 1.2.32 [ligature-event], page 45,
This engraver creates the following layout object(s):
Section 3.1.64 [LigatureBracket], page 450.

Section 2.2.74 [Multi_measure_rest_engraver], page 337
Engrave multi-measure rests that are produced with ‘R’. It reads \texttt{measurePosition} and \texttt{internalBarNumber} to determine what number to print over the Section 3.1.74 [MultiMeasureRest], page 461.

Music types accepted:
Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39 [multi-measure-text-event], page 45,
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 bar number. This property
is used for internal timekeeping, among others
by the Accidental_engraver.

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

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

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
scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [Multi-
MeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRest-
Text], page 464.

Section 2.2.75 [New_fingering_engraver], page 337
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 3.1.42 [Fingering], page 424, Section 3.1.96 [Script], page 484,
Section 3.1.112 [StringNumber], page 499, and Section 3.1.113
[StrokeFinger], page 501.
Section 2.2.76 [Note_head_line_engraver], page 338
Engrave a line between two note heads in a staff switch if followVoice is set.
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 3.1.138 [VoiceFollower], page 531.

Section 2.2.77 [Note_heads_engraver], page 338
Generate note heads.
Music types accepted:
Section 1.2.41 [note-event], page 46,
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 3.1.80 [NoteHead], page 468.

Section 2.2.80 [Note_spacing_engraver], page 339
Generate NoteSpacing, an object linking horizontal lines for use in spacing.
This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 469.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.86 [Part_combine_engraver], page 341
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,
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.
\begin{verbatim}
printPartCombineTexts (boolean)
    Set ‘Solo’ and ‘A due’ texts in the part combiner?

soloIText (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.
\end{verbatim}

This engraver creates the following layout object(s):
Section 3.1.29 [CombineTextScript], page 404.

\textbf{Section 2.2.87 [Percent_repeat_engraver], page 341}
Make whole measure repeats.
Music types accepted:
Section 1.2.47 [percent-event], page 47,
Properties (read)

\begin{verbatim}
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.
\end{verbatim}

This engraver creates the following layout object(s):
Section 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

\textbf{Section 2.2.88 [Phrasing_slur_engraver], page 342}
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

\textbf{Section 2.2.93 [Pitched_trill_engraver], page 344}
Print the bracketed note head after a note head with trill.
This engraver creates the following layout object(s):
Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, and Section 3.1.129 [TrillPitchHead], page 521.

\textbf{Section 2.2.96 [Repeat_tie_engraver], page 345}
Create repeat ties.
Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.

Section 2.2.98 [Rest_engraver], page 345
Engrave rests.
Music types accepted:
Section 1.2.52 [rest-event], page 47,
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 3.1.94 [Rest], page 483.

Section 2.2.99 [Rhythmic_column_engraver], page 346
Generate NoteColumn, an object that groups stems, note heads, and rests.
This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Section 2.2.100 [Script_column_engraver], page 346
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 3.1.97 [ScriptColumn], page 485.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
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 3.1.96 [Script], page 484.

Section 2.2.104 [Slash_repeat_engraver], page 347
Make beat repeats.
Music types accepted:
Section 1.2.50 [repeat-slash-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.
Section 2.2.105 [Slur_engraver], page 347
Build slur grobs from slur events.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.56 [slur-event], page 48,
Properties (read)
\texttt{doubleSlurs} (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.
\texttt{slurMelismaBusy} (boolean)
Signal if a slur is present.
This engraver creates the following layout object(s):
Section 3.1.99 [Slur], page 486.

Section 2.2.112 [Spanner_break_forbid_engraver], page 349
Forbid breaks in certain spanners.

Section 2.2.118 [Stem_engraver], page 350
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.
Music types accepted:
Section 1.2.73 [tremolo-event], page 50, and Section 1.2.76 [tuplet-span-event], page 51,
Properties (read)
\texttt{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.
\texttt{stemRightBeamCount} (integer)
See \texttt{stemLeftBeamCount}.
\texttt{whichBar} (string)
This property is read to determine what type of bar line to create.
Example:
\begin{verbatim}
\set Staff.whichBar = ".|:
\end{verbatim}
This will create a start-repeat bar in this staff only. Valid values are described in \texttt{scm/bar-line.scm}.
This engraver creates the following layout object(s):
Section 3.1.44 [Flag], page 426, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, and Section 3.1.111 [StemTremolo], page 498.

Section 2.2.124 [Text_engraver], page 352
Create text scripts.
Music types accepted:
Section 1.2.69 [text-script-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.122 [TextScript], page 511.

**Section 2.2.125 [Text_spanner_engraver], page 353**
Create text spanner from an event.
Music types accepted:
Section 1.2.70 [text-span-event], page 50,
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 3.1.123 [TextSpanner], page 513.

**Section 2.2.126 [Tie_engraver], page 353**
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)

*skipTypesetting* (boolean)
If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

*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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

**Section 2.2.131 [Trill_spanner_engraver], page 355**
Create trill spanner from an event.
Music types accepted:
Section 1.2.75 [trill-span-event], page 50,
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 3.1.130 [TrillSpanner], page 522.

Section 2.2.132 [Tuplet_engraver], page 356
Catch tuplet events and generate appropriate bracket.
Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,
Properties (read)
\[
\text{tupletFullLength} \quad \text{(boolean)}
\]
If set, the tuplet is printed up to the start of the next note.

\[
\text{tupletFullLengthNote} \quad \text{(boolean)}
\]
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 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [Tuplet-Number], page 525.

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 is a ‘Bottom’ context; no contexts will be created implicitly from it.
This context 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 383, Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.33 [DotColumn], page 413, Section 3.1.43 [FingeringColumn], page 426, Section 3.1.55 [InstrumentName], page 438, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.78 [NoteCollision], page 467, Section 3.1.95 [RestCollision], page 484, Section 3.1.98 [ScriptRow], page 486, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.126 [TimeSignature], page 517, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, and Section 3.1.137 [VerticalAxisGroup], page 530.
This context sets the following properties:
- Set grob-property \text{staff-padding} in Section 3.1.96 [Script], page 484, 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 localAlterations to '().
• Set translator property shortInstrumentName to '().

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Section 2.1.6 [DrumVoice], page 81.

Context DrumStaff can contain Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, and Section 2.1.20 [NullVoice], page 181.

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

Section 2.2.5 [Axis_group_engraver], page 311
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.

  hasAxisGroup (boolean)
    True if the current context is contained in an axis group.

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

Properties (write)

  hasAxisGroup (boolean)
    True if the current context is contained in an axis group.

This engraver creates the following layout object(s):

Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.7 [Bar_engraver], page 312
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. This engraver is required to trigger the creation of clefs at the start of systems.

Properties (read)

  whichBar (string)
    This property is read to determine what type of bar line to create.

Example:

\set Staff.whichBar = ".\mid:"
This will create a start-repeat bar in this staff only. Valid values are described in `scm/bar-line.scm`.

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 383.

Section 2.2.17 [Clef_engraver], page 316
Determine and set reference point for pitches.

Properties (read)

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

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

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

*clefTranspositionStyle* (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are ‘default’, ‘parenthesized’ and ‘bracketed’.

*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 399, and Section 3.1.26 [ClefModifier], page 402.

Section 2.2.19 [Collision_engraver], page 317
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 3.1.78 [NoteCollision], page 467.

Section 2.2.24 [Cue_clef_engraver], page 319
Determine and set reference point for pitches in cued voices.

Properties (read)

*clefTransposition* (integer)
Add this much extra transposition. Values of 7 and -7 are common.
cueClefGlyph (string)
   Name of the symbol within the music font.

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

cueClefTransposition (integer)
   Add this much extra transposition. Values of 7
   and -7 are common.

cueClefTranspositionStyle (symbol)
   Determines the way the ClefModifier grob
   is displayed. Possible values are ‘default’,
   ‘parenthesized’ and ‘bracketed’.

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 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef],
page 406, and Section 3.1.31 [CueEndClef], page 409.

Section 2.2.27 [Dot_column_engraver], page 321
   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 3.1.33 [DotColumn], page 413.

Section 2.2.37 [Figured_bass_engraver], page 324
   Make figured bass numbers.
   Music types accepted:
   Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event],
   page 47,
   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 388, Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

Section 2.2.38 [Figured_bass_position_engraver], page 325
Position figured bass alignments over notes.
This engraver creates the following layout object(s):
Section 3.1.15 [BassFigureAlignmentPositioning], page 389.

Section 2.2.39 [Fingering_column_engraver], page 325
Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.
This engraver creates the following layout object(s):
Section 3.1.43 [FingeringColumn], page 426.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.52 [Grob_pq_engraver], page 329
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_name_engraver], page 330
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 3.1.55 [InstrumentName], page 438.

Section 2.2.62 [Ledger_line_engraver], page 333
Create the spanner to draw ledger lines, and notices objects that need ledger lines.
This engraver creates the following layout object(s):
Section 3.1.62 [LedgerLineSpanner], page 448.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.89 [Piano_pedal_align_engraver], page 342
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 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.115 [SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCordaPedalLineSpanner], page 527.

Section 2.2.94 [Pure_from_neighbor_engraver], page 344
Coordinates items that get their pure heights from their neighbors.

Section 2.2.97 [Rest_collision_engraver], page 345
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 3.1.95 [RestCollision], page 484.

Section 2.2.102 [Script_row_engraver], page 346
Determine order in horizontal side position elements.
This engraver creates the following layout object(s):
Section 3.1.98 [ScriptRow], page 486.

Section 2.2.103 [Separating_line_group_engraver], page 347
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 3.1.106 [StaffSpacing], page 494.

Section 2.2.113 [Staff_collecting_engraver], page 349
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 2.2.115 [Staff_symbol_engraver], page 349
Create the constellation of five (default) staff lines.
Music types accepted:
Section 1.2.63 [staff-span-event], page 49,
This engraver creates the following layout object(s):
Section 3.1.107 [StaffSymbol], page 494.

Section 2.2.128 [Time_signature_engraver], page 354
Create a Section 3.1.126 [TimeSignature], page 517, whenever timeSignatureFraction changes.
Music types accepted:
Section 1.2.72 [time-signature-event], page 50,
Properties (read)

initialTimeSignatureVisibility (vector)
break visibility for the initial time signature.

partialBusy (boolean)
Signal that \partial acts at the current timestep.

timeSignatureFraction (fraction, as pair)
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 3.1.126 [TimeSignature], page 517.

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 391, Section 3.1.20 [BendAfter], page 394, Section 3.1.23 [BreathingSign], page 396, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.34 [Dots], page 414, Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.44 [Flag], page 426, Section 3.1.52 [Hairpin], page 434, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.60 [LaissezVibrerTie], page 446, Section 3.1.61 [LaissezVibrerTieColumn], page 447, Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.79 [NoteColumn], page 467, Section 3.1.80 [NoteHead], page 468, Section 3.1.82 [NoteSpacing], page 469, Section 3.1.86 [PercentRepeat], page 473, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.88 [PhrasingSlur], page 476, Section 3.1.91 [RepeatSlash], page 480, Section 3.1.92 [RepeatTie], page 481, Section 3.1.93 [RepeatTieColumn], page 482, Section 3.1.94 [Rest], page 483, Section 3.1.96 [Script], page 484, Section 3.1.97 [ScriptColumn], page 485, Section 3.1.99 [Slur], page 486, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, Section 3.1.111 [StemTremolo], page 498, Section 3.1.122 [TextScript], page 511, Section 3.1.123 [TextSpanner], page 513, Section 3.1.124 [Tie], page 514, Section 3.1.125 [TieColumn], page 516, Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, Section 3.1.129 [TrillPitchHead], page 521, Section 3.1.130 [TrillSpanner], page 522, Section 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [TupletNumber], page 525.

This is a ‘Bottom’ context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

Section 2.2.4 [Auto_beam_engraver], page 311
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 2.2.118 [Stem_engraver], page 350, properties stemLeftBeamCount and stemRightBeamCount.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
Properties (read)

\[\textbf{autoBeaming} \ (\text{boolean})\]
If set to true then beams are generated automatically.

\[\textbf{baseMoment} \ (\text{moment})\]
Smallest unit of time that will stand on its own as a subdivided section.

\[\textbf{beamExceptions} \ (\text{list})\]
An alist of exceptions to autobeam rules that normally end on beats.

\[\textbf{beamHalfMeasure} \ (\text{boolean})\]
Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

\[\textbf{beatStructure} \ (\text{list})\]
List of baseMoments that are combined to make beats.

\[\textbf{subdivideBeams} \ (\text{boolean})\]
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 391.

Section 2.2.10 [Beam_engraver], page 314
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.
Music types accepted:
Section 1.2.8 [beam-event], page 42,
Properties (read)

\[\textbf{baseMoment} \ (\text{moment})\]
Smallest unit of time that will stand on its own as a subdivided section.

\[\textbf{beamMelismaBusy} \ (\text{boolean})\]
Signal if a beam is present.

\[\textbf{beatStructure} \ (\text{list})\]
List of baseMoments that are combined to make beats.

\[\textbf{subdivideBeams} \ (\text{boolean})\]
If set, multiple beams will be subdivided at baseMoment positions by only drawing one beam over the beat.

Properties (write)

\[\textbf{forbidBreak} \ (\text{boolean})\]
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 391.

Section 2.2.12 [Bend_engraver], page 315
Create fall spanners.
Music types accepted:
Section 1.2.10 [bend-after-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.20 [BendAfter], page 394.

Section 2.2.14 [Breathing_sign_engraver], page 315
Create a breathing sign.
Music types accepted:
Section 1.2.14 [breathing-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.23 [BreathingSign], page 396.

Section 2.2.16 [Chord_tremolo_engraver], page 316
Generate beams for tremolo repeats.
Music types accepted:
Section 1.2.74 [tremolo-span-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.28 [Dots_engraver], page 321
Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590s.
This engraver creates the following layout object(s):
Section 3.1.34 [Dots], page 414.

Section 2.2.29 [Double_percent_repeat_engraver], page 321
Make double measure repeats.
Music types accepted:
Section 1.2.19 [double-percent-event], page 43,
Properties (read)

\texttt{countPercentRepeats} (boolean)
If set, produce counters for percent repeats.

\texttt{measureLength} (moment)
Length of one measure in the current time signature.

\texttt{repeatCountVisibility} (procedure)
A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when \texttt{countPercentRepeats} is set.

Properties (write)

\texttt{forbidBreak} (boolean)
If set to \texttt{#t}, prevent a line break at this point.
This engraver creates the following layout object(s):
Section 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36 [DoublePercentRepeatCounter], page 416.

Section 2.2.31 [Drum_notes_engraver], page 322
Generate drum note heads.
Music types accepted:
Section 1.2.41 [note-event], page 46,
Properties (read)

\textbf{drumStyleTable} (hash table)
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 3.1.80 [NoteHead], page 468, and Section 3.1.96 [Script], page 484.

Section 2.2.32 [Dynamic_align_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.
Properties (read)

\textbf{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 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.
Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48,
Properties (read)

\textbf{crescendoSpanner} (symbol)
The type of spanner to be used for crescendi.
Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

\textbf{crescendoText} (markup)
The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

\textbf{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 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.43 [Forbid_line_break_engraver], page 326
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 2.2.46 [Grace_auto_beam_engraver], page 327
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \noBeam will block autobeaming, just like setting the context property ‘autoBeaming’ to ##f.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
Properties (read)

```
autoBeaming (boolean)
If set to true then beams are generated automatically.
```

This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.47 [Grace_beam_engraver], page 328
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 1.2.8 [beam-event], page 42,
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 391.

Section 2.2.48 [Grace_engraver], page 328
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 2.2.52 [Grob_pq_engraver], page 329
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 2.2.52 [Grob_pq_engraver], page 329
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 2.2.56 [Instrument_switch_engraver], page 331
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 3.1.56 [InstrumentSwitch], page 439.

Section 2.2.61 [Laissez_vibrer_engraver], page 332
Create laissez vibrer items.
Music types accepted:
Section 1.2.30 [laissez-vibrer-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.61 [LaissezVibrerTieColumn], page 447.

Section 2.2.74 [Multi_measure_rest_engraver], page 337
Engrave multi-measure rests that are produced with ‘R’. It reads measurePosition and internalBarNumber to determine what number to print over the Section 3.1.74 [MultiMeasureRest], page 461.
Music types accepted:
Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39 [multi-measure-text-event], page 45,
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 bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

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

restNumberThreshold (number)
   If a multimeasure rest has more measures than this, a number is printed.
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 scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRestText], page 464.

Section 2.2.80 [Note_spacing_engraver], page 339
Generate NoteSpacing, an object linking horizontal lines for use in spacing.
This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 469.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.86 [Part_combine_engraver], page 341
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,
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 3.1.29 [CombineTextScript], page 404.
Section 2.2.87 [Percent_repeat_engraver], page 341
Make whole measure repeats.
Music types accepted:
Section 1.2.47 [percent-event], page 47,
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 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

Section 2.2.88 [Phrasing_slur_engraver], page 342
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

Section 2.2.93 [Pitched_trill_engraver], page 344
Print the bracketed note head after a note head with trill.
This engraver creates the following layout object(s):
Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, and Section 3.1.129 [TrillPitchHead], page 521.

Section 2.2.96 [Repeat_tie_engraver], page 345
Create repeat ties.
Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.

Section 2.2.98 [Rest_engraver], page 345
Engrave rests.
Music types accepted:
Section 1.2.52 [rest-event], page 47,
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 3.1.94 [Rest], page 483.

Section 2.2.99 [Rhythmic_column_engraver], page 346
Generate `NoteColumn`, an object that groups stems, note heads, and rests.
This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Section 2.2.100 [Script_column_engraver], page 346
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 3.1.97 [ScriptColumn], page 485.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
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 3.1.96 [Script], page 484.

Section 2.2.104 [Slash_repeat_engraver], page 347
Make beat repeats.
Music types accepted:
Section 1.2.50 [repeat-slash-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.

Section 2.2.105 [Slur_engraver], page 347
Build slur grobs from slur events.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.56 [slur-event], page 48,
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 3.1.99 [Slur], page 486.

**Section 2.2.112 [Spanner_break_forbid_engraver], page 349**
Forbid breaks in certain spanners.

**Section 2.2.118 [Stem_engraver], page 350**
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted:
Section 1.2.73 [tremolo-event], page 50, and Section 1.2.76 [tuplet-span-event], page 51,
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**.

- **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 scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.44 [Flag], page 426, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, and Section 3.1.111 [StemTremolo], page 498.

**Section 2.2.124 [Text_engraver], page 352**
Create text scripts.

Music types accepted:
Section 1.2.69 [text-script-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.122 [TextScript], page 511.

**Section 2.2.125 [Text_spanner_engraver], page 353**
Create text spanner from an event.

Music types accepted:
Section 1.2.70 [text-span-event], page 50,
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 3.1.123 [TextSpanner], page 513.

Section 2.2.126 [Tie_engraver], page 353
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)
skipTypesetting (boolean)
If true, no typesetting is done, speeding up
the interpretation phase. Useful for debugging
large scores.
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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn],
page 516.

Section 2.2.131 [Trill_spanner_engraver], page 355
Create trill spanner from an event.
Music types accepted:
Section 1.2.75 [trill-span-event], page 50,
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 3.1.130 [TrillSpanner], page 522.

Section 2.2.132 [Tuplet_engraver], page 356
Catch tuplet events and generate appropriate bracket.
Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,
Properties (read)

\texttt{tupletFullLength} (boolean)
If set, the tuplet is printed up to the start of the next note.

\texttt{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 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [Tuplet-Number], page 525.

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 383, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.52 [Hairpin], page 434, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.96 [Script], page 484, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, Section 3.1.122 [TextScript], page 511, Section 3.1.123 [TextSpanner], page 513, Section 3.1.133 [UnaCordaPedal], page 526, and Section 3.1.137 [VerticalAxisGroup], page 530.

This context sets the following properties:
- Set grob-property \texttt{font-shape} in Section 3.1.122 [TextScript], page 511, to \texttt{italic}.
- Set grob-property \texttt{nonstaff-relatedstaff-spacing} in Section 3.1.38 [VerticalAxis-Group], page 530, to:
  `(\texttt{basic-distance} 5) (\texttt{padding} 0.5))`
- Set grob-property \texttt{outside-staff-priority} in Section 3.1.38 [DynamicLineSpanner], page 418, to \texttt{#f}.
- Set grob-property \texttt{outside-staff-priority} in Section 3.1.39 [DynamicText], page 420, to \texttt{#f}.
- Set grob-property \texttt{outside-staff-priority} in Section 3.1.52 [Hairpin], page 434, to \texttt{#f}.
- Set grob-property \texttt{staff-affinity} in Section 3.1.137 [VerticalAxisGroup], page 530, to 0.
- Set grob-property \texttt{Y-offset} in Section 3.1.38 [DynamicLineSpanner], page 418, to 0.
- Set translator property \texttt{pedalSustainStrings} to:
  `("Ped." "*Ped." "*")`
- Set translator property \texttt{pedalUnaCordaStrings} to:
  `("una corda" "" "tre corde")`

This is a ‘Bottom’ context; no contexts will be created implicitly from it.
This context cannot contain other contexts.
This context is built from the following engraver(s):
Section 2.2.5 [Axis_group_engraver], page 311
Group all objects created in this context in a \texttt{VerticalAxisGroup} span-ner.
Properties (read)

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

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

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

Properties (write)

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.7 [Bar_engraver], page 312
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. This engraver is required to trigger the creation of clefs at the start of systems.

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 `scm/bar-line.scm`.

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 383.

Section 2.2.32 [Dynamic_align_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.

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 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.
Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48,

Properties (read)

\texttt{crescendoSpanner} (symbol)
The type of spanner to be used for crescendi.
Available values are 'hairpin' and 'text'. If unset, a hairpin crescendo is used.

\texttt{crescendoText} (markup)
The text to print at start of non-hairpin crescendo, i.e., 'cresc.'.

\texttt{currentMusicalColumn} (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

\texttt{decrescendoSpanner} (symbol)
The type of spanner to be used for decrescendi.
Available values are 'hairpin' and 'text'. If unset, a hairpin decrescendo is used.

\texttt{decrescendoText} (markup)
The text to print at start of non-hairpin decrescendo, i.e., 'dim.'.

This engraver creates the following layout object(s):
Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.41 [Font_size_engraver], page 325
Put \texttt{fontSize} into font-size grob property.

Properties (read)

\texttt{fontSize} (number)
The relative size of all grobs in a context.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.

Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.90 [Piano_pedal_engraver], page 342
Engrave piano pedal symbols and brackets.

Music types accepted:
Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event], page 50, and Section 1.2.77 [una-corda-event], page 51,
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 \((\text{up updown down})\), 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 3.1.89 [PianoPedalBracket], page 477, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
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 3.1.96 [Script], page 484.

Section 2.2.124 [Text_engraver], page 352
Create text scripts.
Music types accepted:
Section 1.2.69 [text-script-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.122 [TextScript], page 511.
Section 2.2.125 [Text_spanner_engraver], page 353
Create text spanner from an event.
Music types accepted:
Section 1.2.70 [text-span-event], page 50,
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 3.1.123 [TextSpanner], page 513.

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 388, Section 3.1.14 [BassFigureAlignment], page 389,
Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391,
Section 3.1.18 [BassFigureLine], page 391, Section 3.1.106 [StaffSpacing], page 494, and
Section 3.1.137 [VerticalAxisGroup], page 530.
This context sets the following properties:
• Set grob-property nonstaff-nonstaff-spacing.padding in Section 3.1.137 [VerticalAxisGroup], page 530, to \(0.5\).
• Set grob-property nonstaff-relatedstaff-spacing.padding in Section 3.1.137 [VerticalAxisGroup], page 530, to \(0.5\).
• Set grob-property remove-empty in Section 3.1.137 [VerticalAxisGroup], page 530, to \(#t\).
• Set grob-property remove-first in Section 3.1.137 [VerticalAxisGroup], page 530, to \(#t\).
• Set grob-property staff-affinity in Section 3.1.137 [VerticalAxisGroup], page 530, to \(1\).
This is a ‘Bottom’ context; no contexts will be created implicitly from it.
This context cannot contain other contexts.
This context is built from the following engraver(s):
Section 2.2.5 [Axis_group_engraver], page 311
  Group all objects created in this context in a VerticalAxisGroup span-
  ner.
  Properties (read)
  currentCommandColumn (graphical (layout)
object)
      Grob that is X-parent to all current breakable
      (clef, key signature, etc.) items.
  hasAxisGroup (boolean)
      True if the current context is contained in an
      axis group.
  keepAliveInterfaces (list)
      A list of symbols, signifying grob interfaces that
      are worth keeping a staff with remove-empty
      set around for.
Properties (write)

`hasAxisGroup` (boolean)
   True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.37 [Figured_bass_engraver], page 324
Make figured bass numbers.
Music types accepted:
Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event], page 47,
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 388, Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

Section 2.2.103 [Separating_line_group_engraver], page 347
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 3.1.106 [StaffSpacing], page 494.

2.1.9 FretBoards
A context for displaying fret diagrams.

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

This context creates the following layout object(s):
Section 3.1.47 [FretBoard], page 429, Section 3.1.55 [InstrumentName], page 438,
Section 3.1.106 [StaffSpacing], page 494, and Section 3.1.137 [VerticalAxisGroup], page 530.

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 restrainOpenStrings to #f.
• Set translator property shortInstrumentName to '().

This is a 'Bottom' context; no contexts will be created implicitly from it.
This context cannot contain other contexts.
This context is built from the following engraver(s):
Section 2.2.5 [Axis_group_engraver], page 311
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.

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

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

Properties (write)

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.

Properties (read)

fontSize (number)
The relative size of all grobs in a context.
Generate fret diagram from one or more events of type NoteEvent.

Music types accepted:
Section 1.2.23 [fingering-event], page 44, Section 1.2.41 [note-event], page 46, and Section 1.2.65 [string-number-event], page 49,

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 3.1.47 [FretBoard], page 429.

Create a system start text for instrument or vocal names.
Properties (read)

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

\texttt{instrumentName} (markup)
The name to print left of a staff. The \texttt{instrumentName} property labels
the staff in the first system, and the \texttt{shortInstrumentName} property labels
following lines.

\texttt{shortInstrumentName} (markup)
See \texttt{instrumentName}.

\texttt{shortVocalName} (markup)
Name of a vocal line, short version.

\texttt{vocalName} (markup)
Name of a vocal line.

This engraver creates the following layout object(s):
Section 3.1.55 [InstrumentName], page 438.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.103 [Separating_line_group_engraver], page 347
Generate objects for computing spacing parameters.
Properties (read)

\texttt{createSpacing} (boolean)
Create \texttt{StaffSpacing} objects? Should be set for staves.

Properties (write)

\texttt{hasStaffSpacing} (boolean)
True if the current \texttt{CommandColumn} contains
items that will affect spacing.

This engraver creates the following layout object(s):
Section 3.1.106 [StaffSpacing], page 494.

2.1.10 Global
Hard coded entry point for LilyPond. Cannot be tuned.

This context creates the following layout object(s):
none.

This is not a ‘Bottom’ context; search for such a one will commence after creating an implicit
context of type Section 2.1.26 [Score], page 215.

Context Global can contain Section 2.1.26 [Score], page 215.
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 381, Section 3.1.55 [InstrumentName], page 438,
Section 3.1.103 [SpanBar], page 491, Section 3.1.104 [SpanBarStub], page 492, Section 3.1.117
[SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119
[SystemStartBracket], page 507, Section 3.1.120 [SystemStartSquare], page 508, and
Section 3.1.136 [VerticalAlignment], page 529.

This context sets the following properties:

- Set grob-property extra-spacing-width in Section 3.1.39 [DynamicText], page 420, to #f.
- Set translator property instrumentName to '() .
- Set translator property localAlterations to '() .
- Set translator property shortInstrumentName to '() .
- Set translator property systemStartDelimiter to 'SystemStartBrace.
- Set translator property topLevelAlignment to #f.

This is not a ‘Bottom’ context; search for such a one will commence after creating an implicit
context of type Section 2.1.27 [Staff], page 237.

Context GrandStaff can contain Section 2.1.2 [ChordNames], page 58, Section 2.1.5 [Drum-
Staff], page 74, Section 2.1.7 [Dynamics], page 93, Section 2.1.8 [FiguredBass], page 97,
Section 2.1.16 [Lyrics], page 152, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff],
page 237, and Section 2.1.29 [TabStaff], page 250.

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

Section 2.2.55 [Instrument_name_engraver], page 330
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 3.1.55 [InstrumentName], page 438.
Section 2.2.108 [Span_arpeggio_engraver], page 348
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 381.

Section 2.2.109 [Span_bar_engraver], page 348
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 3.1.103 [SpanBar], page 491.

Section 2.2.110 [Span_bar_stub_engraver], page 349
Make stubs for span bars in all contexts that the span bars cross.

This engraver creates the following layout object(s):
Section 3.1.104 [SpanBarStub], page 492.

Section 2.2.119 [System_start_delimiter_engraver], page 351
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 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [System-
StartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507,
and Section 3.1.120 [SystemStartSquare], page 508.

Section 2.2.135 [Vertical_align_engraver], page 356
Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

  alignAboveContext (string)
  Where to insert newly created context in verti-
  cal alignment.

  alignBelowContext (string)
  Where to insert newly created context in verti-
  cal alignment.
hasAxisGroup (boolean)
   True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
   Section 3.1.136 [VerticalAlignment], page 529.

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 3.1.11 [Accidental], page 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.11 [BarLine], page 383, Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.33 [DotColumn], page 413, Section 3.1.43 [FingeringColumn], page 426, Section 3.1.55 [InstrumentName], page 438, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeySignature], page 443, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.78 [NoteCollision], page 467, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.95 [RestCollision], page 484, Section 3.1.98 [ScriptRow], page 486, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.114 [SustainPedal], page 502, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.126 [TimeSignature], page 517, Section 3.1.133 [UnaCordaPedal], page 526, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, and Section 3.1.137 [VerticalAxisGroup], page 530.

   This context sets the following properties:
   • Set grob-property transparent in Section 3.1.11 [BarLine], page 383, to \#t.
   • Set translator property createSpacing to \#t.
   • Set translator property ignoreFiguredBassRest to \#f.
   • Set translator property instrumentName to '\()
   • Set translator property localAlterations to '\()
   • Set translator property shortInstrumentName to '\()

   This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Section 2.1.13 [GregorianTranscriptionVoice], page 114.

   Context GregorianTranscriptionStaff can contain Section 2.1.3 [CueVoice], page 61, Section 2.1.13 [GregorianTranscriptionVoice], page 114, and Section 2.1.20 [NullVoice], page 181.

   This context is built from the following engraver(s):
   Section 2.2.1 [Accidental_engraver], page 308
      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.
Chapter 2: Translation

Properties (read)

`accidentalGrouping` (symbol)
If set to 'voice, accidentals on the same note in different octaves may be horizontally staggered if in different voices.

`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 that reduce the effect of a previous
alteration.

harmonicAccidentals (boolean)
If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)
Contains the current bar number. This property
is used for internal timekeeping, among others
by the Accidental_engraver.

keyAlterations (list)
The current key signature. This is an al-
ist 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.
keyAlterations = #`((6 . ,FLAT)).

localAlterations (list)
The key signature at this point in the measure.
The format is the same as for keyAlterations,
but can also contain ((octave . name) . (al-
ter barnumber . measureposition)) pairs.

Properties (write)

localAlterations (list)
The key signature at this point in the measure.
The format is the same as for keyAlterations,
but can also contain ((octave . name) . (al-
ter barnumber . measureposition)) pairs.

This engraver creates the following layout object(s):
Section 3.1.1 [Accidental], page 372, Section 3.1.2 [AccidentalCaution-
ary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, and
Section 3.1.4 [AccidentalSuggestion], page 375.

Section 2.2.5 [Axis_group_engraver], page 311
Group all objects created in this context in a VerticalAxisGroup span-
er.

Properties (read)

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

hasAxisGroup (boolean)
True if the current context is contained in an
axis group.

keepAliveInterfaces (list)
A list of symbols, signifying grob interfaces that
are worth keeping a staff with remove-empty
set around for.
Properties (write)

hasAxisGroup (boolean)
  True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.7 [Bar_engraver], page 312
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. This engraver is required to trigger the creation of clefs at the start of systems.

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 scm/bar-line.scm.

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 383.

Section 2.2.17 [Clef_engraver], page 316
Determine and set reference point for pitches.

Properties (read)

clefGlyph (string)
  Name of the symbol within the music font.

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

clefTransposition (integer)
  Add this much extra transposition. Values of 7 and -7 are common.

clefTranspositionStyle (symbol)
  Determines the way the ClefModifier grob is displayed. Possible values are ‘default’, ‘parenthesized’ and ‘bracketed’.

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 399, and Section 3.1.26 [ClefModifier], page 402.

Section 2.2.19 [Collision_engraver], page 317
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 3.1.78 [NoteCollision], page 467.

Section 2.2.24 [Cue_clef_engraver], page 319
Determine and set reference point for pitches in cued voices.
Properties (read)

clefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

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

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

cueClefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

cueClefTranspositionStyle (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are ‘default’, ‘parenthesized’ and ‘bracketed’.

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 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, and Section 3.1.31 [CueEndClef], page 409.

Section 2.2.27 [Dot_column_engraver], page 321
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 3.1.33 [DotColumn], page 413.

Section 2.2.37 [Figured_bass_engraver], page 324
Make figured bass numbers.
Music types accepted:
Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event], page 47,
Properties (read)

\begin{verbatim}
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.
\end{verbatim}

This engraver creates the following layout object(s):
Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

Section 2.2.38 [Figured_bass_position_engraver], page 325
Position figured bass alignments over notes.
This engraver creates the following layout object(s):
Section 3.1.15 [BassFigureAlignmentPositioning], page 389.

Section 2.2.39 [Fingering_column_engraver], page 325
Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.
This engraver creates the following layout object(s):
Section 3.1.43 [FingeringColumn], page 426.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

\begin{verbatim}
fontSize (number)
The relative size of all grobs in a context.
\end{verbatim}
Section 2.2.52 [Grob_pq_engraver], page 329
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_name_engraver], page 330
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 3.1.55 [InstrumentName], page 438.

Section 2.2.58 [Key_engraver], page 331
Engrave a key signature.

Music types accepted:
Section 1.2.28 [key-change-event], page 44,

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 that reduce the effect of a previous alteration.

**keyAlterationOrder** (list)
An alist that defines in what order alterations should be printed. The format is \((\text{step} . \text{alter})\), where \(\text{step}\) is a number from 0 to 6 and \(\text{alter}\) from -2 (sharp) to 2 (flat).

**keyAlterations** (list)
The current key signature. This is an alist containing \((\text{step} . \text{alter})\) or \((\text{octave} . \text{step} . \text{alter})\), where \(\text{step}\) is a number in the range 0 to 6 and \(\text{alter}\) a fraction, denoting alteration. For alterations, use symbols, e.g. \(\text{keyAlterations} = \#`((6 . ,\text{FLAT}))\).

**lastKeyAlterations** (list)
Last key signature before a key signature change.

**middleCClefPosition** (number)
The position of the middle C, as determined only by the clef. This can be calculated by looking at clefPosition and clefGlyph.

**printKeyCancellation** (boolean)
Print restoration alterations before a key signature change.

Properties (write)

**keyAlterations** (list)
The current key signature. This is an alist containing \((\text{step} . \text{alter})\) or \((\text{octave} . \text{step} . \text{alter})\), where \(\text{step}\) is a number in the range 0 to 6 and \(\text{alter}\) a fraction, denoting alteration. For alterations, use symbols, e.g. \(\text{keyAlterations} = \#`((6 . ,\text{FLAT}))\).

**lastKeyAlterations** (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 3.1.57 [KeyCancellation], page 440, and Section 3.1.58 [KeySignature], page 443.
Section 2.2.62 [Ledger_line_engraver], page 333
Create the spanner to draw ledger lines, and notices objects that need ledger lines.
This engraver creates the following layout object(s):
Section 3.1.62 [LedgerLineSpanner], page 448.

Section 2.2.81 [Ottava_spanner_engraver], page 339
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 ot-
         tava 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 3.1.83 [OttavaBracket], page 470.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.89 [Piano_pedal_align_engraver], page 342
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 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.115
[SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCor-
daPedalLineSpanner], page 527.

Section 2.2.90 [Piano_pedal_engraver], page 342
Engrave piano pedal symbols and brackets.
Music types accepted:
Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event],
page 50, and Section 1.2.77 [una-corda-event], page 51,
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 3.1.89 [PianoPedalBracket], page 477, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

Section 2.2.94 [Pure_from_neighbor_engraver], page 344
   Coordinates items that get their pure heights from their neighbors.

Section 2.2.97 [Rest_collision_engraver], page 345
   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 3.1.95 [RestCollision], page 484.

Section 2.2.102 [Script_row_engraver], page 346
   Determine order in horizontal side position elements.
   This engraver creates the following layout object(s):
   Section 3.1.98 [ScriptRow], page 486.

Section 2.2.103 [Separating_line_group_engraver], page 347
   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 3.1.106 [StaffSpacing], page 494.

Section 2.2.113 [Staff_collecting_engraver], page 349
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 2.2.115 [Staff_symbol_engraver], page 349
Create the constellation of five (default) staff lines.
Music types accepted:
Section 1.2.63 [staff-span-event], page 49.
This engraver creates the following layout object(s):
Section 3.1.107 [StaffSymbol], page 494.

Section 2.2.128 [Time_signature_engraver], page 354
Create a Section 3.1.126 [TimeSignature], page 517, whenever timeSignatureFraction changes.
Music types accepted:
Section 1.2.72 [time-signature-event], page 50,
Properties (read)

initialTimeSignatureVisibility (vector)
break visibility for the initial time signature.

partialBusy (boolean)
Signal that \partial acts at the current timestep.

timeSignatureFraction (fraction, as pair)
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 3.1.126 [TimeSignature], page 517.

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 381, Section 3.1.19 [Beam], page 391, Section 3.1.20 [BendAfter], page 394, Section 3.1.23 [BreathingSign], page 396, Section 3.1.27 [ClusterSpanner], page 403, Section 3.1.28 [ClusterSpannerBeacon], page 404, Section 3.1.29
This context sets the following properties:

- Set grob-property `padding` in Section 3.1.96 [Script], page 484, to 0.5.
- Set grob-property `transparent` in Section 3.1.64 [LigatureBracket], page 450, to `#t`.
- Set translator property `autoBeaming` to `#f`.

This is a 'Bottom' context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

**Section 2.2.3 [Arpeggio_engraver], page 310**
Generate an Arpeggio symbol.
Music types accepted:
Section 1.2.5 [arpeggio-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.9 [Arpeggio], page 381.

**Section 2.2.4 [Auto_beam_engraver], page 311**
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 2.2.118 [Stem_engraver], page 350, properties `stemLeftBeamCount` and `stemRightBeamCount`.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
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.

beamHalfMeasure (boolean)
   Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

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 391.

Section 2.2.10 [Beam_engraver], page 314
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.
Music types accepted:
Section 1.2.8 [beam-event], page 42,
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 391.

Section 2.2.12 [Bend_engraver], page 315
Create fall spanners.
Music types accepted:
Section 1.2.10 [bend-after-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.20 [BendAfter], page 394.

Section 2.2.14 [Breathing_sign_engraver], page 315
Create a breathing sign.
Music types accepted:
Section 1.2.14 [breathing-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.23 [BreathingSign], page 396.

Section 2.2.16 [Chord_tremolo_engraver], page 316
Generate beams for tremolo repeats.
Music types accepted:
Section 1.2.74 [tremolo-span-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.18 [Cluster_spanner_engraver], page 317
Engrave a cluster using Spanner notation.
Music types accepted:
Section 1.2.15 [cluster-note-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.27 [ClusterSpanner], page 403, and Section 3.1.28 [ClusterSpannerBeacon], page 404.

Section 2.2.28 [Dots_engraver], page 321
Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590s.
This engraver creates the following layout object(s):
Section 3.1.34 [Dots], page 414.

Section 2.2.29 [Double_percent_repeat_engraver], page 321
Make double measure repeats.
Music types accepted:
Section 1.2.19 [double-percent-event], page 43,
Properties (read)

\[\text{countPercentRepeats} \text{ (boolean)}\]
If set, produce counters for percent repeats.

\[\text{measureLength} \text{ (moment)}\]
Length of one measure in the current time signature.

\[\text{repeatCountVisibility} \text{ (procedure)}\]
A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when \text{countPercentRepeats} is set.
Properties (write)

\texttt{forbidBreak} (boolean)
\hspace{1em} If set to \#t, prevent a line break at this point.

This engraver creates the following layout object(s):
Section 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36 [DoublePercentRepeatCounter], page 416.

Section 2.2.32 [Dynamic\_align\_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

\texttt{currentMusicalColumn} (graphical (layout) object)
\hspace{1em} Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):
Section 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic\_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48.

Properties (read)

\texttt{crescendoSpanner} (symbol)
\hspace{1em} The type of spanner to be used for crescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

\texttt{crescendoText} (markup)
\hspace{1em} The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

\texttt{currentMusicalColumn} (graphical (layout) object)
\hspace{1em} Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

\texttt{decrescendoSpanner} (symbol)
\hspace{1em} The type of spanner to be used for decrescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

\texttt{decrescendoText} (markup)
\hspace{1em} The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):
Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.35 [Episema\_engraver], page 323
Create an \textit{Editio Vaticana}-style episema line.
Music types accepted:
Section 1.2.21 [episema-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.41 [Episema], page 423.

Section 2.2.40 [Fingering_engraver], page 325
Create fingering scripts.
Music types accepted:
Section 1.2.23 [fingering-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.42 [Fingering], page 424.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

\[\text{fontSize (number)}\]
The relative size of all grobs in a context.

Section 2.2.43 [Forbid_line_break_engraver], page 326
Forbid line breaks when note heads are still playing at some point.
Properties (read)

\[\text{busyGrobs (list)}\]
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)

\[\text{forbidBreak (boolean)}\]
If set to #t, prevent a line break at this point.

Section 2.2.45 [Glissando_engraver], page 327
Engrave glissandi.
Music types accepted:
Section 1.2.25 [glissando-event], page 44,
Properties (read)

\[\text{glissandoMap (list)}\]
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 3.1.48 [Glissando], page 431.

Section 2.2.46 [Grace_auto_beam_engraver], page 327
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \nobeam will block autobeaming, just like setting the context property ‘autoBeaming’ to #f.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
Properties (read)

    autoBeaming (boolean)
    If set to true then beams are generated automatically.

This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.47 [Grace_beam_engraver], page 328
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engravés beams when we are at grace points in time.
Music types accepted:
Section 1.2.8 [beam-event], page 42,
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 391.

Section 2.2.48 [Grace_engraver], page 328
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 2.2.52 [Grob_pq_engraver], page 329
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 2.2.56 [Instrument_switch_engraver], page 331
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 3.1.56 [InstrumentSwitch], page 439.

Section 2.2.61 [Laissez_vibrer_engraver], page 332
Create laissez vibrer items.
Music types accepted:
Section 1.2.30 [laissez-vibrer-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.61 [LaissezVibrerTieColumn], page 447.

Section 2.2.63 [Ligature_bracket_engraver], page 333
Handle Ligature_events by engraving Ligature brackets.
Music types accepted:
Section 1.2.32 [ligature-event], page 45,
This engraver creates the following layout object(s):
Section 3.1.64 [LigatureBracket], page 450.

Section 2.2.74 [Multi_measure_rest_engraver], page 337
Engrave multi-measure rests that are produced with ‘R’. It reads measurePosition and internalBarNumber to determine what number to print over the Section 3.1.74 [MultiMeasureRest], page 461.
Music types accepted:
Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39 [multi-measure-text-event], page 45,
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.
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.

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
   scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [Multi-
MeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRest-
Text], page 464.

Section 2.2.75 [New_fingering_engraver], page 337
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 3.1.42 [Fingering], page 424, Section 3.1.96 [Script], page 484,
Section 3.1.112 [StringNumber], page 499, and Section 3.1.113
[StrokeFinger], page 501.

Section 2.2.76 [Note_head_line_engraver], page 338
Engrave a line between two note heads in a staff switch if followVoice
is set.
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 3.1.138 [VoiceFollower], page 531.

Section 2.2.77 [Note_heads_ engraver], page 338
Generate note heads.
Music types accepted:
Section 1.2.41 [note-event], page 46,
Properties (read)

\texttt{middleCPosition} (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at \texttt{middleCClefPosition} and \texttt{middleCOffset}.

\texttt{staffLineLayoutFunction} (procedure)
Layout of staff lines, traditional, or semitone.

This engraver creates the following layout object(s):
Section 3.1.80 [NoteHead], page 468.

Section 2.2.80 [Note_spacing_ engraver], page 339
Generate \texttt{NoteSpacing}, an object linking horizontal lines for use in spacing.
This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 469.

Section 2.2.82 [Output_property_ engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.86 [Part_combine_ engraver], page 341
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,
Properties (read)

\texttt{aDueText} (markup)
Text to print at a unisono passage.

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

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

\texttt{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 3.1.29 [CombineTextScript], page 404.

Section 2.2.87 [Percent_repeat_engraver], page 341
Make whole measure repeats.
Music types accepted:
Section 1.2.47 [percent-event], page 47,
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 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

Section 2.2.88 [Phrasing_slur_engraver], page 342
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

Section 2.2.93 [Pitched_trill_engraver], page 344
Print the bracketed note head after a note head with trill.
This engraver creates the following layout object(s):
Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, and Section 3.1.129 [TrillPitchHead], page 521.

Section 2.2.96 [Repeat_tie_engraver], page 345
Create repeat ties.
Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.
Section 2.2.98 [Rest_engraver], page 345
Engrave rests.
Music types accepted:
Section 1.2.52 [rest-event], page 47,
Properties (read)

\texttt{middleCPosition} (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at \texttt{middleCClefPosition} and \texttt{middleCOffset}.

This engraver creates the following layout object(s):
Section 3.1.94 [Rest], page 483.

Section 2.2.99 [Rhythmic_column_engraver], page 346
Generate \texttt{NoteColumn}, an object that groups stems, note heads, and rests.
This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Section 2.2.100 [Script_column_engraver], page 346
Find potentially colliding scripts and put them into a \texttt{ScriptColumn} object; that will fix the collisions.
This engraver creates the following layout object(s):
Section 3.1.97 [ScriptColumn], page 485.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
Properties (read)

\texttt{scriptDefinitions} (list)
The description of scripts. This is used by the \texttt{Script_engraver} for typesetting note-superscripts and subscripts. See \texttt{scm/script.scm} for more information.

This engraver creates the following layout object(s):
Section 3.1.96 [Script], page 484.

Section 2.2.104 [Slash_repeat_engraver], page 347
Make beat repeats.
Music types accepted:
Section 1.2.50 [repeat-slash-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.

Section 2.2.105 [Slur_engraver], page 347
Build slur grobs from slur events.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.56 [slur-event], page 48,
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 3.1.99 [Slur], page 486.

Section 2.2.112 [Spanner_break_forbid_engraver], page 349
- Forbid breaks in certain spanners.

Section 2.2.118 [Stem_engraver], page 350
- Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.
- Music types accepted:
  Section 1.2.73 [tremolo-event], page 50, and Section 1.2.76 [tuplet-span-event], page 51,
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**.

**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 `scm/bar-line.scm`.

This engraver creates the following layout object(s):
Section 3.1.44 [Flag], page 426, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, and Section 3.1.111 [StemTremolo], page 498.

Section 2.2.124 [Text_engraver], page 352
- Create text scripts.
- Music types accepted:
  Section 1.2.69 [text-script-event], page 50,
- This engraver creates the following layout object(s):
  Section 3.1.122 [TextScript], page 511.
Section 2.2.125 [Text_spanner_engraver], page 353
Create text spanner from an event.
Music types accepted:
Section 1.2.70 [text-span-event], page 50,
Properties (read)
\begin{verbatim}
currentMusicalColumn (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).
\end{verbatim}
This engraver creates the following layout object(s):
Section 3.1.123 [TextSpanner], page 513.

Section 2.2.126 [Tie_engraver], page 353
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)
\begin{verbatim}
skipTypesetting (boolean)
If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.
tieWaitForNote (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.
\end{verbatim}
Properties (write)
\begin{verbatim}
tieMelismaBusy (boolean)
Signal whether a tie is present.
\end{verbatim}
This engraver creates the following layout object(s):
Section 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

Section 2.2.131 [Trill_spanner_engraver], page 355
Create trill spanner from an event.
Music types accepted:
Section 1.2.75 [trill-span-event], page 50,
Properties (read)
\begin{verbatim}
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.).
\end{verbatim}
This engraver creates the following layout object(s):
Section 3.1.130 [TrillSpanner], page 522.
Section 2.2.132 [Tuplet_ engraver], page 356
Catch tuplet events and generate appropriate bracket.

Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,
Properties (read)

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>tupletFullLength</td>
<td>(boolean) If set, the tuplet is printed up to the start of the next note.</td>
</tr>
<tr>
<td>tupletFullLengthNote</td>
<td>(boolean) If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.</td>
</tr>
</tbody>
</table>

This engraver creates the following layout object(s):
Section 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [TupletNumber], page 525.

2.1.14 KievanStaff

Same as Staff context, except that it is accommodated for typesetting a piece in Kievan style.

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

This context creates the following layout object(s):
Section 3.1.11 [Accidental], page 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.11 [BarLine], page 383, Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.33 [DotColumn], page 413, Section 3.1.43 [FingeringColumn], page 426, Section 3.1.55 [InstrumentName], page 438, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeySignature], page 443, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.78 [NoteCollision], page 467, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.95 [RestCollision], page 484, Section 3.1.98 [ScriptRow], page 486, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.114 [SustainPedal], page 502, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.133 [UnaCordaPedal], page 526, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, and Section 3.1.137 [VerticalAxisGroup], page 530.

This context sets the following properties:
- Set translator property autoAccidentals to:
  
  `(Staff #<procedure f (context pitch barnum measurepos)>
  #<procedure neo-modern-accidental-rule (context pitch barnum measurepos)>)`
- Set translator property autoCautionaries to '()'.
- Set translator property clefGlyph to "clefs.kievan.do".
- Set translator property clefPosition to 0.
- Set translator property clefTransposition to 0.
• 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 `localAlterations` to `( )`.
• Set translator property `middleCClefPosition` to 0.
• Set translator property `middleCPosition` to 0.
• Set translator property `printKeyCancellation` to `#f`.
• Set translator property `shortInstrumentName` to `( )`.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type `Section 2.1.15 [KievanVoice]`, page 138.


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

`Section 2.2.1 [Accidental_engraver]`, page 308

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)

`accidentalGrouping` (symbol)
If set to `voice`, accidentals on the same note in different octaves may be horizontally staggered if in different voices.

`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.
Chapter 2: Translation

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 that reduce the effect of a previous alteration.

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.

keyAlterations (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. keyAlterations = #`((6 . ,FLAT)).

localAlterations (list)
The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.

Properties (write)

localAlterations (list)
The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.
This engraver creates the following layout object(s):
Section 3.1.1 [Accidental], page 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, and Section 3.1.4 [AccidentalSuggestion], page 375.

Section 2.2.5 [Axis_group_engraver], page 311
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.

- **hasAxisGroup** (boolean)
  True if the current context is contained in an axis group.

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

Properties (write)

- **hasAxisGroup** (boolean)
  True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.7 [Bar_engraver], page 312
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. This engraver is required to trigger the creation of clefs at the start of systems.

Properties (read)

- **whichBar** (string)
  This property is read to determine what type of bar line to create.
  Example:
  ```lisp
  \set Staff.whichBar = ":\|
  ```
  This will create a start-repeat bar in this staff only. Valid values are described in scm/bar-line.scm.

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 383.
Section 2.2.17 [Clef_engraver], page 316
Determine and set reference point for pitches.
Properties (read)

- clefGlyph (string)
  Name of the symbol within the music font.

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

- clefTransposition (integer)
  Add this much extra transposition. Values of 7 and -7 are common.

- clefTranspositionStyle (symbol)
  Determines the way the ClefModifier grob is displayed. Possible values are 'default', 'parenthesized' and 'bracketed'.

- 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 399, and Section 3.1.26 [ClefModifier], page 402.

Section 2.2.19 [Collision_engraver], page 317
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 3.1.78 [NoteCollision], page 467.

Section 2.2.24 [Cue_clef_engraver], page 319
Determine and set reference point for pitches in cued voices.
Properties (read)

- clefTransposition (integer)
  Add this much extra transposition. Values of 7 and -7 are common.

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

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

- cueClefTransposition (integer)
  Add this much extra transposition. Values of 7 and -7 are common.
**cueClefTranspositionStyle** (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are ‘default’, ‘parenthesized’ and ‘bracketed’.

**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 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, and Section 3.1.31 [CueEndClef], page 409.

**Section 2.2.27 [Dot_column_engraver], page 321**
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 3.1.33 [DotColumn], page 413.

**Section 2.2.37 [Figured_bass_engraver], page 324**
Make figured bass numbers.
Music types accepted:
Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event], page 47,
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 388, Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

Section 2.2.38 [Figured_bass_position_engraver], page 325
Position figured bass alignments over notes.
This engraver creates the following layout object(s):
Section 3.1.15 [BassFigureAlignmentPositioning], page 389.

Section 2.2.39 [Fingering_column_engraver], page 325
Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.
This engraver creates the following layout object(s):
Section 3.1.43 [FingeringColumn], page 426.

Section 2.2.41 [Font_size_engraver], page 325
Put \texttt{fontSize} into \texttt{font-size} grob property.
Properties (read)
\begin{itemize}
  \item \texttt{fontSize} (number)
    \begin{itemize}
      \item The relative size of all grobs in a context.
    \end{itemize}
\end{itemize}

Section 2.2.52 [Grob_pq_engraver], page 329
Administrate when certain grobs (e.g., note heads) stop playing.
Properties (read)
\begin{itemize}
  \item \texttt{busyGrobs} (list)
    \begin{itemize}
      \item A queue of \texttt{(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.).
    \end{itemize}
\end{itemize}
Properties (write)
\begin{itemize}
  \item \texttt{busyGrobs} (list)
    \begin{itemize}
      \item A queue of \texttt{(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.).
    \end{itemize}
\end{itemize}

Section 2.2.55 [Instrument_name_engraver], page 330
Create a system start text for instrument or vocal names.
Properties (read)
\begin{itemize}
  \item \texttt{currentCommandColumn} (graphical (layout) object)
    \begin{itemize}
      \item Grob that is X-parent to all current breakable (clef, key signature, etc.) items.
    \end{itemize}
  \item \texttt{instrumentName} (markup)
    \begin{itemize}
      \item The name to print left of a staff. The \texttt{instrumentName} property labels the staff in the first system, and the \texttt{shortInstrumentName} property labels following lines.
    \end{itemize}
\end{itemize}
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 3.1.55 [InstrumentName], page 438.

Section 2.2.58 [Key_engraver], page 331
   Engrave a key signature.

Music types accepted:

Section 1.2.28 [key-change-event], page 44,

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 that reduce the effect of a previous alteration.

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).

keyAlterations (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. keyAlterations = #'((6 . ,FLAT)).

lastKeyAlterations (list)
   Last key signature before a key signature change.

middleCClefPosition (number)
   The position of the middle C, as determined only by the clef. This can
   be calculated by looking at clefPosition and clefGlyph.
**printKeyCancellation** (boolean)
Print restoration alterations before a key signature change.

Properties (write)

**keyAlterations** (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. keyAlterations = #`(6 . ,FLAT)).

**lastKeyAlterations** (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 3.1.57 [KeyCancellation], page 440, and Section 3.1.58 [KeySignature], page 443.

Section 2.2.62 [Ledger_line_engraver], page 333
Create the spanner to draw ledger lines, and notices objects that need ledger lines.
This engraver creates the following layout object(s):
Section 3.1.62 [LedgerLineSpanner], page 448.

Section 2.2.81 [Ottava_spanner_engraver], page 339
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 3.1.83 [OttavaBracket], page 470.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,
Section 2.2.89 [Piano_pedal_align_engraver], page 342
Align piano pedal symbols and brackets.

Properties (read)

\texttt{currentCommandColumn} \ (\texttt{graphical (layout)} \ \texttt{object})

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

This engraver creates the following layout object(s):
Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.115 [SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCordaPedalLineSpanner], page 527.

Section 2.2.90 [Piano_pedal_engraver], page 342
Engrave piano pedal symbols and brackets.

Music types accepted:
Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event], page 50, and Section 1.2.77 [una-corda-event], page 51,

Properties (read)

\texttt{currentCommandColumn} \ (\texttt{graphical (layout)} \ \texttt{object})

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

\texttt{pedalSostenutoStrings} \ (\texttt{list})
See \texttt{pedalSustainStrings}.

\texttt{pedalSostenutoStyle} \ (\texttt{symbol})
See \texttt{pedalSustainStyle}.

\texttt{pedalSustainStrings} \ (\texttt{list})
A list of strings to print for sustain-pedal. Format is \texttt{(up updown down)}, where each of the three is the string to print when this is done with the pedal.

\texttt{pedalSustainStyle} \ (\texttt{symbol})
A symbol that indicates how to print sustain pedals: \texttt{text}, \texttt{bracket} or \texttt{mixed} (both).

\texttt{pedalUnaCordaStrings} \ (\texttt{list})
See \texttt{pedalSustainStrings}.

\texttt{pedalUnaCordaStyle} \ (\texttt{symbol})
See \texttt{pedalSustainStyle}.

This engraver creates the following layout object(s):
Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

Section 2.2.94 [Pure_from_neighbor_engraver], page 344
Coordinates items that get their pure heights from their neighbors.

Section 2.2.97 [Rest_collision_engraver], page 345
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 3.1.95 [RestCollision], page 484.

Section 2.2.102 [Script_row_engraver], page 346
Determine order in horizontal side position elements.
This engraver creates the following layout object(s):
Section 3.1.98 [ScriptRow], page 486.

Section 2.2.103 [Separating_line_group_engraver], page 347
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 3.1.106 [StaffSpacing], page 494.

Section 2.2.113 [Staff_collecting_engraver], page 349
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 2.2.115 [Staff_symbol_engraver], page 349
Create the constellation of five (default) staff lines.
Music types accepted:
Section 1.2.63 [staff-span-event], page 49.
This engraver creates the following layout object(s):
Section 3.1.107 [StaffSymbol], page 494.

2.1.15 KievanVoice

Same as Voice context, except that it is accommodated for typesetting a piece in Kievan 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 381, Section 3.1.19 [Beam], page 391, Section 3.1.20 [BendAfter], page 394, Section 3.1.23 [BreathingSign], page 396, Section 3.1.27 [ClusterSpanner], page 403, Section 3.1.28 [ClusterSpannerBeacon], page 404, Section 3.1.29 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.42 [Fingering], page 424, Section 3.1.44 [Flag], page 426, Section 3.1.48 [Glissando], page 431, Section 3.1.52 [Hairpin], page 434, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.59 [KievanLigature], page 446, Section 3.1.60 [LaissezVibrerTie], page 446, Section 3.1.61 [LaissezVibrerTieColumn], page 447, Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureText], page 464, Section 3.1.79 [NoteColumn], page 467, Section 3.1.80 [NoteHead], page 468, Section 3.1.82 [NoteSpacing], page 469, Section 3.1.86 [PercentRepeat], page 473, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.88 [PhrasingSlur], page 476, Section 3.1.91 [RepeatSlash], page 480, Section 3.1.92 [RepeatTie], page 481, Section 3.1.93 [RepeatTieColumn], page 482, Section 3.1.94 [Rest], page 483, Section 3.1.96 [Script], page 484, Section 3.1.97 [ScriptColumn], page 485, Section 3.1.99 [Slur], page 486, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, Section 3.1.111 [StemTremolo], page 498, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501, Section 3.1.122 [TextScript], page 511, Section 3.1.123 [TextSpanner], page 513, Section 3.1.124 [Tie], page 514, Section 3.1.125 [TieColumn], page 516, Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, Section 3.1.129 [TrillPitchHead], page 521, Section 3.1.130 [TrillSpanner], page 522, Section 3.1.131 [TupletBracket], page 523, Section 3.1.132 [TupletNumber], page 525, and Section 3.1.138 [VoiceFollower], page 531.

This context sets the following properties:

- Set grob-property `duration-log` in Section 3.1.80 [NoteHead], page 468, to `note-head::calc-kievan-duration-log`.
- Set grob-property `glyph-name-alist` in Section 3.1.1 [Accidental], page 372, to:
  
  `((-1/2 . "accidentals.kievanM1")
   (1/2 . "accidentals.kievan1"))`

- Set grob-property `length` in Section 3.1.109 [Stem], page 496, to 0.0.
- Set grob-property `positions` in Section 3.1.19 [Beam], page 391, to `beam::get-kievan-positions`.
- Set grob-property `quantized-positions` in Section 3.1.19 [Beam], page 391, to `beam::get-kievan-quantized-positions`.
- Set grob-property `stencil` in Section 3.1.14 [Flag], page 426, to `#f`.
- Set grob-property `stencil` in Section 3.1.99 [Slur], page 486, to `#f`.
- Set grob-property `stencil` in Section 3.1.109 [Stem], page 496, to `#f`.
- Set grob-property `style` in Section 3.1.34 [Dots], page 414, to `kievan`.
- Set grob-property `style` in Section 3.1.80 [NoteHead], page 468, to `kievan`.
- Set grob-property `style` in Section 3.1.94 [Rest], page 483, to `mensural`.
- Set grob-property `X-offset` in Section 3.1.109 [Stem], page 496, to `stem::kievan-offset-callback`.
- Set translator property `autoBeaming` to `#f`.

This is a 'Bottom' context; no contexts will be created implicitly from it.

This context cannot contain other contexts.
This context is built from the following engraver(s):

**Section 2.2.3 [Arpeggio_engraver], page 310**
Generate an Arpeggio symbol.
Music types accepted:
Section 1.2.5 [arpeggio-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.9 [Arpeggio], page 381.

**Section 2.2.4 [Auto_beam_engraver], page 311**
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 2.2.118 [Stem_engraver], page 350, properties `stemLeftBeamCount` and `stemRightBeamCount`. Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
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.

- `beamHalfMeasure` (boolean)
  Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

- `beatStructure` (list)
  List of `baseMoment`s 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 391.

**Section 2.2.10 [Beam_engraver], page 314**
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.
Music types accepted:
Section 1.2.8 [beam-event], page 42,
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 391.

Section 2.2.12 [Bend_engraver], page 315
Create fall spanners.
Music types accepted:
Section 1.2.10 [bend-after-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.20 [BendAfter], page 394.

Section 2.2.14 [Breathing_sign_engraver], page 315
Create a breathing sign.
Music types accepted:
Section 1.2.14 [breathing-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.23 [BreathingSign], page 396.

Section 2.2.16 [Chord_tremolo_engraver], page 316
Generate beams for tremolo repeats.
Music types accepted:
Section 1.2.74 [tremolo-span-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.18 [Cluster_spanner_engraver], page 317
Engrave a cluster using Spanner notation.
Music types accepted:
Section 1.2.15 [cluster-note-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.27 [ClusterSpanner], page 403, and Section 3.1.28 [ClusterSpannerBeacon], page 404.

Section 2.2.28 [Dots_engraver], page 321
Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590s.
This engraver creates the following layout object(s):
Section 3.1.34 [Dots], page 414.
Section 2.2.29 [Double_percent_repeat_engraver], page 321
Make double measure repeats.

Music types accepted:
Section 1.2.19 [double-percent-event], page 43,
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 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36 [DoublePercentRepeatCounter], page 416.

Section 2.2.32 [Dynamic_align_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.

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 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48,
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 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.40 [Fingering_engraver], page 325
   Create fingering scripts.
   Music types accepted:
   Section 1.2.23 [fingering-event], page 44,
   This engraver creates the following layout object(s):
   Section 3.1.42 [Fingering], page 424.

Section 2.2.41 [Font_size_engraver], page 325
   Put fontSize into font-size grob property.
   Properties (read)
      fontSize (number)
         The relative size of all grobs in a context.

Section 2.2.43 [Forbid_line_break_engraver], page 326
   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 [Glissando_engraver], page 327
   Engrave glissandi.
   Music types accepted:
   Section 1.2.25 [glissando-event], page 44,
   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 3.1.48 [Glissando], page 431.

Section 2.2.46 [Grace_auto_beam_engraver], page 327
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or `\noBeam` will block autobeaming, just like setting the context property `autoBeaming` to `##f`.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
Properties (read)

```
autoBeaming (boolean)
  If set to true then beams are generated automatically.
```

This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.47 [Grace_beam_engraver], page 328
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 1.2.8 [beam-event], page 42,
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 `baseMoment`s 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 391.

Section 2.2.48 [Grace_engraver], page 328
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 2.2.52 [Grob_pq_engraver], page 329

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

Properties (read)

\texttt{busyGrobs} (list)

A queue of \texttt{(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)

\texttt{busyGrobs} (list)

A queue of \texttt{(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 2.2.56 [Instrument_switch_engraver], page 331

Create a cue text for taking instrument.

Properties (read)

\texttt{instrumentCueName} (markup)

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

This engraver creates the following layout object(s):

Section 3.1.56 [InstrumentSwitch], page 439.

Section 2.2.60 [Kievan_ligature_engraver], page 332

Handle \texttt{Kievan_ligature_events} by glueing Kievan heads together.

Music types accepted:

Section 1.2.32 [ligature-event], page 45,

This engraver creates the following layout object(s):

Section 3.1.59 [KievanLigature], page 446.

Section 2.2.61 [Laissez_vibrer_engraver], page 332

Create laissez vibrer items.

Music types accepted:

Section 1.2.30 [laissez-vibrer-event], page 44,

This engraver creates the following layout object(s):

Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.61 [LaissezVibrerTieColumn], page 447.

Section 2.2.74 [Multi_measure_rest_engraver], page 337

Engrave multi-measure rests that are produced with ‘R’. It reads \texttt{measurePosition} and \texttt{internalBarNumber} to determine what number to print over the Section 3.1.74 [MultiMeasureRest], page 461.

Music types accepted:

Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39 [multi-measure-text-event], page 45,

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 bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

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

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

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 scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRestText], page 464.

Section 2.2.75 [New_fingering_engraver], page 337
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 3.1.42 [Fingering], page 424, Section 3.1.96 [Script], page 484, Section 3.1.112 [StringNumber], page 499, and Section 3.1.113 [StrokeFinger], page 501.
Section 2.2.76 [Note_head_line_engraver], page 338
Engrave a line between two note heads in a staff switch if followVoice is set.

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 3.1.138 [VoiceFollower], page 531.

Section 2.2.77 [Note_heads_engraver], page 338
Generate note heads.
Music types accepted:
Section 1.2.41 [note-event], page 46,
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 3.1.80 [NoteHead], page 468.

Section 2.2.80 [Note_spacing_engraver], page 339
Generate NoteSpacing, an object linking horizontal lines for use in spacing.
This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 469.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.86 [Part_combine_engraver], page 341
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,
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 3.1.29 [CombineTextScript], page 404.

Section 2.2.87 [Percent_repeat_ engraver], page 341
Make whole measure repeats.
Music types accepted:
Section 1.2.47 [percent-event], page 47,
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 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

Section 2.2.88 [Phrasing_slur_engraver], page 342
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

Section 2.2.93 [Pitched_trill_engraver], page 344
Print the bracketed note head after a note head with trill.
This engraver creates the following layout object(s):
Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, and Section 3.1.129 [TrillPitchHead], page 521.

Section 2.2.96 [Repeat_tie_engraver], page 345
Create repeat ties.
Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.

Section 2.2.98 [Rest_engraver], page 345
Engrave rests.
Music types accepted:
Section 1.2.52 [rest-event], page 47,
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 3.1.94 [Rest], page 483.

Section 2.2.99 [Rhythmic_column_engraver], page 346
Generate NoteColumn, an object that groups stems, note heads, and rests.
This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Section 2.2.100 [Script_column_engraver], page 346
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 3.1.97 [ScriptColumn], page 485.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
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 3.1.96 [Script], page 484.

Section 2.2.104 [Slash_repeat_engraver], page 347
Make beat repeats.
Music types accepted:
Section 1.2.50 [repeat-slash-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.
Section 2.2.105 [Slur_ engraver], page 347
Build slur grobs from slur events.

Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.56 [slur-event], page 48,

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 3.1.99 [Slur], page 486.

Section 2.2.112 [Spanner_break_forbid_engraver], page 349
Forbid breaks in certain spanners.

Section 2.2.118 [Stem_ engraver], page 350
Create stems, flags and single-stem tremolos. It also works together
with the beam engraver for overriding beaming.

Music types accepted:
Section 1.2.73 [tremolo-event], page 50, and Section 1.2.76 [tuplet-span-

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.

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
scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.44 [Flag], page 426, Section 3.1.109 [Stem], page 496,
Section 3.1.110 [StemStub], page 498, and Section 3.1.111 [StemTremolo], page 498.

Section 2.2.124 [Text_ engraver], page 352
Create text scripts.

Music types accepted:
Section 1.2.69 [text-script-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.122 [TextScript], page 511.

**Section 2.2.125 [Text_spanner_ engraver], page 353**
Create text spanner from an event.
Music types accepted:
Section 1.2.70 [text-span-event], page 50,
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 3.1.123 [TextSpanner], page 513.

**Section 2.2.126 [Tie_ engraver], page 353**
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)

- `skipTypesetting` (boolean)
  If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

- `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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

**Section 2.2.131 [Trill_spanner_ engraver], page 355**
Create trill spanner from an event.
Music types accepted:
Section 1.2.75 [trill-span-event], page 50,
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 3.1.130 [TrillSpanner], page 522.

Section 2.2.132 [Tuplet_engraver], page 356
Catch tuplet events and generate appropriate bracket.
Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,
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 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [Tuplet-
Number], page 525.

2.1.16 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 3.1.55 [InstrumentName], page 438, Section 3.1.65 [LyricExtender], page 452,
    Section 3.1.66 [LyricHyphen], page 452, Section 3.1.67 [LyricSpace], page 454, Section 3.1.68
    [LyricText], page 454, Section 3.1.108 [StanzaNumber], page 495, and Section 3.1.137 [Verti-
calAxisGroup], page 530.
This context sets the following properties:
• Set grob-property bar-extent in Section 3.1.11 [BarLine], page 383, to:
  '(-0.05 . 0.05)
• Set grob-property font-size in Section 3.1.55 [InstrumentName], page 438, to 1.0.
• Set grob-property nonstaff-nonstaff-spacing in Section 3.1.137 [VerticalAxisGroup],
  page 530, to:
  '((basic-distance . 0)
   (minimum-distance . 2.8)
   (padding . 0.2)
   (stretchability . 0))
• Set grob-property nonstaff-relatedstaff-spacing in Section 3.1.137 [VerticalAxisGroup],
  page 530, to:
  '((basic-distance . 5.5)
   (padding . 0.5)
   (stretchability . 1))
• Set grob-property nonstaff-unrelatedstaff-spacing.padding in Section 3.1.137 [Verti-
calAxisGroup], page 530, to 1.5.
• Set grob-property remove-empty in Section 3.1.137 [VerticalAxisGroup], page 530, to #t.
• Set grob-property remove-first in Section 3.1.137 [VerticalAxisGroup], page 530, to #t.
• Set grob-property self-alignment-Y in Section 3.1.55 [InstrumentName], page 438, to #f.
• Set grob-property staff-affinity in Section 3.1.137 [VerticalAxisGroup], page 530, to 1.
• Set translator property `instrumentName` to '()'.
• Set translator property `searchForVoice` to #f.
• Set translator property `shortInstrumentName` to '()'.

This is a 'Bottom' context; no contexts will be created implicitly from it.
This context cannot contain other contexts.

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

Section 2.2.5 [Axis_group_engraver], page 311
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.

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

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

Properties (write)

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s):

Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.36 [Extender_engraver], page 324
Create lyric extenders.
Music types accepted:
Section 1.2.16 [completize-extender-event], page 43, and Section 1.2.22 [extender-event], page 43,

Properties (read)

`extendersOverRests` (boolean)
Whether to continue extenders as they cross a rest.

This engraver creates the following layout object(s):

Section 3.1.65 [LyricExtender], page 452.

Section 2.2.41 [Font_size_engraver], page 325
Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)
The relative size of all grobs in a context.
Section 2.2.54 [Hyphen_engraver], page 330
Create lyric hyphens and distance constraints between words.
Music types accepted:
Section 1.2.27 [hyphen-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.66 [LyricHyphen], page 452, and Section 3.1.67 [LyricSpace], page 454.

Section 2.2.55 [Instrument_name_engraver], page 330
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 3.1.55 [InstrumentName], page 438.

Section 2.2.64 [Lyric_engraver], page 333
Engrave text for lyrics.
Music types accepted:
Section 1.2.34 [lyric-event], page 45,
Properties (read)

  ignoreMelismata (boolean)
  Ignore melismata for this Section “Lyrics” in Internals Reference line.

  lyricMelismaAlignment (number)
  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 3.1.68 [LyricText], page 454.
Section 2.2.94 [Pure_from_neighbor_engraver], page 344
Coordinates items that get their pure heights from their neighbors.

Section 2.2.117 [Stanza_number_engraver], page 350
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 3.1.108 [StanzaNumber], page 495.

2.1.17 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 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.11 [BarLine], page 383, Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.32 [Custos], page 412, Section 3.1.33 [DotColumn], page 413, Section 3.1.43 [FingeringColumn], page 426, Section 3.1.55 [InstrumentName], page 438, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeySignature], page 443, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.78 [NoteCollision], page 467, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.95 [RestCollision], page 484, Section 3.1.98 [ScriptRow], page 486, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.114 [SustainPedal], page 502, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.126 [TimeSignature], page 517, Section 3.1.133 [UnaCordaPedal], page 526, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, and Section 3.1.137 [VerticalAxisGroup], page 530.

This context sets the following properties:

• Set grob-property glyph-name-alist in Section 3.1.4 [AccidentalSuggestion], page 375, to:

'((-1/2 . "accidentals.mensuralM1")
 (0 . "accidentals.vaticana0")
 (1/2 . "accidentals.mensural1")))

• Set grob-property glyph-name-alist in Section 3.1.1 [Accidental], page 372, to:

'((-1/2 . "accidentals.mensuralM1")
 (0 . "accidentals.vaticana0")
 (1/2 . "accidentals.mensural1")))

• Set grob-property glyph-name-alist in Section 3.1.58 [KeySignature], page 443, to:

'((-1/2 . "accidentals.mensuralM1")
 (0 . "accidentals.vaticana0")
 (1/2 . "accidentals.mensural1")))
• Set grob-property `neutral-direction` in Section 3.1.32 [Custos], page 412, to -1.
• Set grob-property `neutral-position` in Section 3.1.32 [Custos], page 412, to 3.
• Set grob-property `style` in Section 3.1.32 [Custos], page 412, to 'mensural'.
• Set grob-property `style` in Section 3.1.126 [TimeSignature], page 517, to 'mensural'.
• Set grob-property `thickness` in Section 3.1.107 [StaffSymbol], page 494, to 0.6.
• Set grob-property `transparent` in Section 3.1.11 [BarLine], page 383, 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 `clefPosition` to -2.
• Set translator property `clefTransposition` to 0.
• 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 `localAlterations` to '().
• Set translator property `middleCClefPosition` to -6.
• Set translator property `middleCPosition` to -6.
• Set translator property `printKeyCancellation` to #f.
• Set translator property `shortInstrumentName` to '().

  This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Section 2.1.18 [MensuralVoice], page 166.
  Context MensuralStaff can contain Section 2.1.3 [CueVoice], page 61, Section 2.1.18 [MensuralVoice], page 166, and Section 2.1.20 [NullVoice], page 181.
  This context is built from the following engraver(s):

  **Section 2.2.1 [Accidental_engraver], page 308**
  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)

  `accidentalGrouping` (symbol)
  If set to 'voice, accidentals on the same note in different octaves may be horizontally staggered if in different voices.

  `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 that reduce the effect of a previous alteration.

harmonicAccidentals (boolean)
If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the Accidental_ engraver.

keyAlterations (list)
The current key signature. This is an alist containing \((\text{step} . \text{alter})\) or \((\text{octave} .\)
\textit{step} . \textit{alter}), where \textit{step} is a number in the range 0 to 6 and \textit{alter} a fraction, denoting alteration. For alterations, use symbols, e.g. keyAlterations = \#\((6 . \text{FLAT})\).

\textbf{localAlterations (list)}

The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain \((\text{octave name}) . (\text{alter bernumber measureposition})\) pairs.

Properties (write)

\textbf{localAlterations (list)}

The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain \((\text{octave name}) . (\text{alter bernumber measureposition})\) pairs.

This engraver creates the following layout object(s):

Section 3.1.1 [Accidental], page 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, and Section 3.1.4 [AccidentalSuggestion], page 375.

\textbf{Section 2.2.5 [Axis_group_engraver], page 311}

Group all objects created in this context in a \texttt{VerticalAxisGroup} spanner.

Properties (read)

\textbf{currentCommandColumn (graphical (layout) object)}

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

\textbf{hasAxisGroup (boolean)}

True if the current context is contained in an axis group.

\textbf{keepAliveInterfaces (list)}

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

Properties (write)

\textbf{hasAxisGroup (boolean)}

True if the current context is contained in an axis group.

This engraver creates the following layout object(s):

Section 3.1.137 [VerticalAxisGroup], page 530.

\textbf{Section 2.2.7 [Bar_engraver], page 312}

Create barlines. This engraver is controlled through the \texttt{whichBar} property. If it has no bar line to create, it will forbid a linebreak at this point. This engraver is required to trigger the creation of clefs at the start of systems.
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 scm/bar-line.scm.

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 383.

Section 2.2.17 [Clef_engraver], page 316
Determine and set reference point for pitches.

Properties (read)

clefGlyph (string)
Name of the symbol within the music font.

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

clefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

clefTranspositionStyle (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are 'default', 'parenthesized' and 'bracketed'.

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 399, and Section 3.1.26 [ClefModifier], page 402.

Section 2.2.19 [Collision_engraver], page 317
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 3.1.78 [NoteCollision], page 467.
Section 2.2.24 [Cue_clef_engraver], page 319
Determine and set reference point for pitches in cued voices.

Properties (read)

 clefTransposition (integer)
  Add this much extra transposition. Values of 7 and -7 are common.

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

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

cueClefTransposition (integer)
  Add this much extra transposition. Values of 7 and -7 are common.

cueClefTranspositionStyle (symbol)
  Determines the way the ClefModifier grob is displayed. Possible values are ‘default’, ‘parenthesized’ and ‘bracketed’.

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 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, and Section 3.1.31 [CueEndClef], page 409.

Section 2.2.25 [Custos_engraver], page 320
Engrave custodes.
This engraver creates the following layout object(s):
Section 3.1.32 [Custos], page 412.

Section 2.2.27 [Dot_column_engraver], page 321
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 3.1.33 [DotColumn], page 413.

Section 2.2.37 [Figured_bass_engraver], page 324
Make figured bass numbers.
Music types accepted:
Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event], page 47,
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 388, Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

Section 2.2.38 [Figured_bass_position_engraver], page 325
Position figured bass alignments over notes.
This engraver creates the following layout object(s):
Section 3.1.15 [BassFigureAlignmentPositioning], page 389.

Section 2.2.39 [Fingering_column_engraver], page 325
Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.
This engraver creates the following layout object(s):
Section 3.1.43 [FingeringColumn], page 426.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.52 [Grob_pq_engraver], page 329
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_name_engraver], page 330
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 3.1.55 [InstrumentName], page 438.

Section 2.2.58 [Key_engraver], page 331
Engrave a key signature.

Music types accepted:
Section 1.2.28 [key-change-event], page 44,

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 that reduce the effect of a previous alteration.
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).

keyAlterations (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. keyAlterations = #'(6 ,FLAT)).

lastKeyAlterations (list)
Last key signature before a key signature change.

middleCClefPosition (number)
The position of the middle C, as determined only by the clef. This can be calculated by looking at clefPosition and clefGlyph.

printKeyCancellation (boolean)
Print restoration alterations before a key signature change.

Properties (write)

keyAlterations (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. keyAlterations = #'(6 ,FLAT)).

lastKeyAlterations (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 3.1.57 [KeyCancellation], page 440, and Section 3.1.58 [KeySignature], page 443.

Section 2.2.62 [Ledger_line_engraver], page 333
Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):
Section 3.1.62 [LedgerLineSpanner], page 448.

Section 2.2.81 [Ottava_spanner_engraver], page 339
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 3.1.83 [OttavaBracket], page 470.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.89 [Piano_pedal_align_engraver], page 342
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 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.115 [SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCordaPedalLineSpanner], page 527.

Section 2.2.90 [Piano_pedal_engraver], page 342
Engrave piano pedal symbols and brackets.
Music types accepted:
Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event], page 50, and Section 1.2.77 [una-corda-event], page 51,

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 3.1.89 [PianoPedalBracket], page 477, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

**Section 2.2.94** [Pure_from_neighbor_engraver], page 344
Coordinates items that get their pure heights from their neighbors.

**Section 2.2.97** [Rest_collision_engraver], page 345
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 3.1.95 [RestCollision], page 484.

**Section 2.2.102** [Script_row_engraver], page 346
Determine order in horizontal side position elements.
This engraver creates the following layout object(s):
Section 3.1.98 [ScriptRow], page 486.

**Section 2.2.103** [Separating_line_group_engraver], page 347
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 3.1.106 [StaffSpacing], page 494.
Section 2.2.113 [Staff_collecting_ engraver], page 349
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 2.2.115 [Staff_symbol_ engraver], page 349
Create the constellation of five (default) staff lines.

Music types accepted:
Section 1.2.63 [staff-span-event], page 49.
This engraver creates the following layout object(s):
Section 3.1.107 [StaffSymbol], page 494.

Section 2.2.128 [Time_signature_ engraver], page 354
Create a Section 3.1.126 [TimeSignature], page 517, whenever
timeSignatureFraction changes.

Music types accepted:
Section 1.2.72 [time-signature-event], page 50,
Properties (read)

initialTimeSignatureVisibility (vector)
break visibility for the initial time signature.

partialBusy (boolean)
Signal that \partial acts at the current timestep.

timeSignatureFraction (fraction, as pair)
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 3.1.126 [TimeSignature], page 517.

2.1.18 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 381, Section 3.1.19 [Beam], page 391, Section 3.1.20 [BendAfter], page 394, Section 3.1.23 [BreathingSign], page 396, Section 3.1.27 [ClusterSpanner], page 403, Section 3.1.28 [ClusterSpannerBeacon], page 404, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.34 [Dots], page 414, Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.42 [Fingering], page 424, Section 3.1.44 [Flag], page 426, Section 3.1.48 [Glissando],
Chapter 2: Translation

This context sets the following properties:

- Set grob-property style in Section 3.1.44 [Flag], page 426, to 'mensural.'
- Set grob-property style in Section 3.1.80 [NoteHead], page 468, to 'mensural.'
- Set translator property autoBeaming to #f.

This is a 'Bottom' context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

Section 2.2.3 [Arpeggio_engraver], page 310
Generate an Arpeggio symbol.

Music types accepted:
Section 1.2.5 [arpeggio-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.9 [Arpeggio], page 381.

Section 2.2.4 [Auto_beam_engraver], page 311
Generate beams based on measured 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 2.2.118 [Stem_engraver], page 350, properties stemLeftBeamCount and stemRightBeamCount.

Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
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.

beamHalfMeasure (boolean)
   Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

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 391.

Section 2.2.10 [Beam_engraver], page 314
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:
Section 1.2.8 [beam-event], page 42,

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 391.

Section 2.2.12 [Bend_engraver], page 315
Create fall spanners.

Music types accepted:
Section 1.2.10 [bend-after-event], page 42,

This engraver creates the following layout object(s):
Section 3.1.20 [BendAfter], page 394.
Section 2.2.14 [Breathing_sign_engraver], page 315
Create a breathing sign.
Music types accepted:
Section 1.2.14 [breathing-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.23 [BreathingSign], page 396.

Section 2.2.16 [Chord_tremolo_engraver], page 316
Generate beams for tremolo repeats.
Music types accepted:
Section 1.2.74 [tremolo-span-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.18 [Cluster_spanner_engraver], page 317
Engrave a cluster using Spanner notation.
Music types accepted:
Section 1.2.15 [cluster-note-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.27 [ClusterSpanner], page 403, and Section 3.1.28 [ClusterSpannerBeacon], page 404.

Section 2.2.28 [Dots_engraver], page 321
Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590s.
This engraver creates the following layout object(s):
Section 3.1.34 [Dots], page 414.

Section 2.2.29 [Double_percent_repeat_engraver], page 321
Make double measure repeats.
Music types accepted:
Section 1.2.19 [double-percent-event], page 43,
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 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36 [DoublePercentRepeatCounter], page 416.
Section 2.2.32 [Dynamic_align_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

\texttt{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 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48,

Properties (read)

\texttt{crescendoSpanner} (symbol)
The type of spanner to be used for crescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

\texttt{crescendoText} (markup)
The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

\texttt{currentMusicalColumn} (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

\texttt{decrescendoSpanner} (symbol)
The type of spanner to be used for decrescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

\texttt{decrescendoText} (markup)
The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):
Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.40 [Fingering_engraver], page 325
Create fingering scripts.

Music types accepted:
Section 1.2.23 [fingering-event], page 44,

This engraver creates the following layout object(s):
Section 3.1.42 [Fingering], page 424.

Section 2.2.41 [Font_size_engraver], page 325
Put \texttt{fontSize} into \texttt{font-size} grob property.
Properties (read)

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

Section 2.2.43 [Forbid_line_break_engraver], page 326

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 [Glissando_engraver], page 327

Engrave glissandi.

Music types accepted:

Section 1.2.25 [glissando-event], page 44,

Properties (read)

`glissandoMap` (list)
A map in the form of `'(source1 . target1) (source2 . target2) (source{n} . target{n})` 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 3.1.48 [Glissando], page 431.

Section 2.2.46 [Grace_auto_beam_engraver], page 327

Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or `\noBeam` will block autobeaming, just like setting the context property `autoBeaming` to `##f`.

Music types accepted:

Section 1.2.9 [beam-forbid-event], page 42,

Properties (read)

`autoBeaming` (boolean)
If set to true then beams are generated automatically.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 391.

Section 2.2.47 [Grace_beam_engraver], page 328

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 1.2.8 [beam-event], page 42,
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 **baseMoment**s 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 391.

**Section 2.2.48 [Grace_engraver], page 328**
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 2.2.52 [Grob_pq_engraver], page 329**
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 2.2.56 [Instrument_switch_engraver], page 331**
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 3.1.56 [InstrumentSwitch], page 439.

Section 2.2.61 [Laissez_vibrer_engraver], page 332
Create laissez vibrer items.
Music types accepted:
Section 1.2.30 [laissez-vibrer-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.61 [LaissezVibrerTieColumn], page 447.

Section 2.2.70 [Mensural_ligature_engraver], page 335
Handle Mensural_ligature_events by gluing special ligature heads together.
Music types accepted:
Section 1.2.32 [ligature-event], page 45,
This engraver creates the following layout object(s):
Section 3.1.72 [MensuralLigature], page 458.

Section 2.2.74 [Multi_measure_rest_engraver], page 337
Engrave multi-measure rests that are produced with ‘R’. It reads measurePosition and internalBarNumber to determine what number to print over the Section 3.1.74 [MultiMeasureRest], page 461.
Music types accepted:
Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39 [multi-measure-text-event], page 45,
Properties (read)

\begin{itemize}
\item \textbf{currentCommandColumn} (graphical (layout) object)
  Grob that is X-parent to all current breakable (clef, key signature, etc.) items.
\item \textbf{internalBarNumber} (integer)
  Contains the current bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.
\item \textbf{measurePosition} (moment)
  How much of the current measure have we had. This can be set manually to create incomplete measures.
\item \textbf{restNumberThreshold} (number)
  If a multimeasure rest has more measures than this, a number is printed.
\item \textbf{whichBar} (string)
  This property is read to determine what type of bar line to create.
  Example:
  \begin{verbatim}
  \set Staff.whichBar = ".|:
  \end{verbatim}
This will create a start-repeat bar in this staff only. Valid values are described in scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRestText], page 464.

Section 2.2.75 [New_fingering_engraver], page 337
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 3.1.42 [Fingering], page 424, Section 3.1.96 [Script], page 484, Section 3.1.112 [StringNumber], page 499, and Section 3.1.113 [StrokeFinger], page 501.

Section 2.2.76 [Note_head_line_engraver], page 338
Engrave a line between two note heads in a staff switch if followVoice is set.
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 3.1.138 [VoiceFollower], page 531.

Section 2.2.77 [Note_heads_engraver], page 338
Generate note heads.
Music types accepted:
Section 1.2.41 [note-event], page 46.
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 3.1.80 [NoteHead], page 468.

Section 2.2.80 [Note_spacing_engraver], page 339
Generate NoteSpacing, an object linking horizontal lines for use in spacing.
This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 409.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.86 [Part_combine_engraver], page 341
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,
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 3.1.29 [CombineTextScript], page 404.

Section 2.2.87 [Percent_repeat_engraver], page 341
Make whole measure repeats.
Music types accepted:
Section 1.2.47 [percent-event], page 47,
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 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

Section 2.2.88 [Phrasing_slur_engraver], page 342
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

Section 2.2.93 [Pitched_trill_engraver], page 344
Print the bracketed note head after a note head with trill.
This engraver creates the following layout object(s):
Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, and Section 3.1.129 [TrillPitchHead], page 521.

Section 2.2.96 [Repeat_tie_engraver], page 345
Create repeat ties.
Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.

Section 2.2.98 [Rest_engraver], page 345
Engrave rests.
Music types accepted:
Section 1.2.52 [rest-event], page 47,
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 3.1.94 [Rest], page 483.
Section 2.2.99 [Rhythmic_column_engraver], page 346
Generate NoteColumn, an object that groups stems, note heads, and rests.
This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Section 2.2.100 [Script_column_engraver], page 346
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 3.1.97 [ScriptColumn], page 485.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
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 3.1.96 [Script], page 484.

Section 2.2.104 [Slash_repeat_engraver], page 347
Make beat repeats.
Music types accepted:
Section 1.2.50 [repeat-slash-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.

Section 2.2.112 [Spanner_break_forbid_engraver], page 349
Forbid breaks in certain spanners.

Section 2.2.118 [Stem_engraver], page 350
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.
Music types accepted:
Section 1.2.73 [tremolo-event], page 50, and Section 1.2.76 [tuplet-span-event], page 51,
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.
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 scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.44 [Flag], page 426, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, and Section 3.1.111 [StemTremolo], page 498.

Section 2.2.124 [Text_engraver], page 352
Create text scripts.
Music types accepted:
Section 1.2.69 [text-script-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.122 [TextScript], page 511.

Section 2.2.125 [Text_spanner_engraver], page 353
Create text spanner from an event.
Music types accepted:
Section 1.2.70 [text-span-event], page 50,
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 3.1.123 [TextSpanner], page 513.

Section 2.2.126 [Tie_engraver], page 353
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)
skipTypesetting (boolean)
If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.
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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

**Section 2.2.131 [Trill_spanner_engraver], page 355**
Create trill spanner from an event.
Music types accepted:
Section 1.2.75 [trill-span-event], page 50,
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 3.1.130 [TrillSpanner], page 522.

**Section 2.2.132 [Tuplet_engraver], page 356**
Catch tuplet events and generate appropriate bracket.
Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,
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 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [Tuplet-Number], page 525.

2.1.19 **NoteNames**
A context for printing the names of notes.
This context also accepts commands for the following context(s):
Staff.
This context creates the following layout object(s):
Section 3.1.81 [NoteName], page 469, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.124 [Tie], page 514, Section 3.1.125 [TieColumn], page 516, and Section 3.1.137 [VerticalAxisGroup], page 530.
This context sets the following properties:
- Set grob-property **nonstaff-nonstaff-spacing** in Section 3.1.137 [VerticalAxisGroup], page 530, to:
  `''((basic-distance . 0)`
Chapter 2: Translation

(minimum-distance . 2.8)
(padding . 0.2)
(stretchability . 0))

• Set grob-property nonstaff-relatedstaff-spacing in Section 3.1.137 [VerticalAxisGroup], page 530, to:
  '((basic-distance . 5.5)
   (padding . 0.5)
   (stretchability . 1))

• Set grob-property nonstaff-unrelatedstaff-spacing.padding in Section 3.1.137 [VerticalAxisGroup], page 530, to 1.5.

• Set grob-property staff-affinity in Section 3.1.137 [VerticalAxisGroup], page 530, to 1.

This is a ‘Bottom’ context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

Section 2.2.5 [Axis_group_engraver], page 311
    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.

hasAxisGroup (boolean)
    True if the current context is contained in an axis group.

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

Properties (write)

hasAxisGroup (boolean)
    True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.78 [Note_name_engraver], page 339
    Print pitches as words.

Music types accepted:
    Section 1.2.41 [note-event], page 46.

Properties (read)

printOctaveNames (boolean)
    Print octave marks for the NoteNames context.

This engraver creates the following layout object(s):
Section 3.1.81 [NoteName], page 469.
Section 2.2.103 [Separating_line_group_engraver], page 347
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 3.1.106 [StaffSpacing], page 494.

Section 2.2.126 [Tie_engraver], page 353
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)

skipTypesetting (boolean)
If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

2.1.20 NullVoice
For aligning lyrics without printing notes
This context also accepts commands for the following context(s):
Staff and Voice.
This context creates the following layout object(s):
Section 3.1.19 [Beam], page 391, Section 3.1.80 [NoteHead], page 468, Section 3.1.99 [Slur], page 486, Section 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.
This context sets the following properties:
• Set grob-property no-ledgers in Section 3.1.80 [NoteHead], page 468, to #t.
• Set grob-property stencil in Section 3.1.19 [Beam], page 391, to #f.
• Set grob-property stencil in Section 3.1.80 [NoteHead], page 468, to #f.
• Set grob-property stencil in Section 3.1.99 [Slur], page 486, to #f.
• Set grob-property `stencil` in Section 3.1.124 [Tie], page 514, to `#f`.

• Set grob-property `X-extent` in Section 3.1.80 [NoteHead], page 468, to `<procedure #f (g)>`.

• Set translator property `nullAccidentals` to `#t`.

• Set translator property `squashedPosition` to `0`.

This is a ‘Bottom’ context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

**Section 2.2.10 [Beam_engraver], page 314**
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:
Section 1.2.8 [beam-event], page 42,
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 `baseMoment`s 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 391.

**Section 2.2.52 [Grob_pq_engraver], page 329**
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 2.2.77 [Note_heads_engraver], page 338
Generate note heads.
Music types accepted:
Section 1.2.41 [note-event], page 46,
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 3.1.80 [NoteHead], page 468.

Section 2.2.92 [Pitch_squash_engraver], page 343
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 2.2.105 [Slur_engraver], page 347
Build slur grobs from slur events.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.56 [slur-event], page 48,
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 3.1.99 [Slur], page 486.

Section 2.2.126 [Tie_engraver], page 353
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)

skipTypesetting (boolean)
If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.
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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

2.1.21 OneStaff
Provides a common axis for the contained staves, making all of them appear in the same vertical space. This can be useful for typesetting staves of different types in immediate succession or for temporarily changing the character of one staff or overlaying it with a different one. Often used with \stopStaff and \startStaff for best results.

This context creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Section 2.1.27 [Staff], page 237.

Context OneStaff can contain Section 2.1.2 [ChordNames], page 58, Section 2.1.5 [DrumStaff], page 74, Section 2.1.7 [Dynamics], page 93, Section 2.1.8 [FiguredBass], page 97, Section 2.1.9 [FretBoards], page 99, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.16 [Lyrics], page 152, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.19 [NoteNames], page 179, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

This context is built from the following engraver(s):
Section 2.2.5 [Axis_group_engraver], page 311
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.

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

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

Properties (write)
hasAxisGroup (boolean)
True if the current context is contained in an axis group.
Chapter 2: Translation

2.1.22 PetrucciStaff

Same as Staff context, except that it is accommodated for typesetting a piece in Petrucci 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 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.11 [BarLine], page 383, Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.32 [Custos], page 412, Section 3.1.33 [DotColumn], page 413, Section 3.1.43 [FingeringColumn], page 426, Section 3.1.55 [InstrumentName], page 438, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeyName], page 443, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.78 [NoteCollision], page 467, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.95 [RestCollision], page 484, Section 3.1.98 [ScriptRow], page 486, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.114 [SustainPedal], page 502, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.126 [TimeSignature], page 517, Section 3.1.133 [UnaCordaPedal], page 526, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, and Section 3.1.137 [VerticalAxisGroup], page 530.

This context sets the following properties:

- Set grob-property neutral-direction in Section 3.1.32 [Custos], page 412, to -1.
- Set grob-property neutral-position in Section 3.1.32 [Custos], page 412, to 3.
- Set grob-property style in Section 3.1.32 [Custos], page 412, to 'mensural'.
- Set grob-property thickness in Section 3.1.107 [StaffSymbol], page 494, to 1.3.
- Set translator property autoAccidentals to:

\[
\texttt{(Staff \#<procedure \#f (context pitch barnum measurepos)>}
\]

\[
\texttt{"#<procedure neo-modern-accidental-rule (context pitch barnum measurepos)>")}
\]

- Set translator property autoCautionaries to '().
- Set translator property clefGlyph to "clefs.petrucci.g".
- Set translator property clefPosition to -2.
- Set translator property clefTransposition to 0.
- 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 localAlterations to '().
- Set translator property middleCClefPosition to 0.
- Set translator property middleCPosition to -6.
• Set translator property `printKeyCancellation` to `#f`.
• Set translator property `shortInstrumentName` to `'()`.

This is not a ‘Bottom’ context; search for such a one will commence after creating an implicit context of type Section 2.1.23 [PetrucciVoice], page 196.

Context PetrucciStaff can contain Section 2.1.3 [CueVoice], page 61, Section 2.1.20 [NullVoice], page 181, and Section 2.1.23 [PetrucciVoice], page 196.

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

Section 2.2.1 [Accidental_engraver], page 308
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)

`accidentalGrouping` (symbol)
If set to `voice`, accidentals on the same note in
different octaves may be horizontally staggered
if in different voices.

`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 con-
text in which the following rules are
to be applied. For example, if `context`
is Section “Score” in Internal Reference then all staves share ac-
cidentals, and if `context` is Section
“Staff” in Internal Reference then
all voices in the same staff share ac-
cidentals, but staves do not.

`procedure` The procedure represents an acci-
dental rule to be applied to the pre-
viously 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 num-
ber.

`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 that reduce the effect of a previous alteration.

harmonicAccidentals (boolean)
If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

keyAlterations (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. keyAlterations = #`((6 . ,FLAT)).

localAlterations (list)
The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.

Properties (write)

localAlterations (list)
The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.

This engraver creates the following layout object(s):

Section 2.2.5 [Axis_group_engraver], page 311
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.

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

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

Properties (write)

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.7 [Bar_engraver], page 312
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. This engraver is required to trigger the creation of clefs at the start of systems.

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 `scm/bar-line.scm`.

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 383.

Section 2.2.17 [Clef_engraver], page 316
Determine and set reference point for pitches.

Properties (read)

`clefGlyph` (string)
Name of the symbol within the music font.

`clefPosition` (number)
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.
clefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

clefTranspositionStyle (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are ‘default’, ‘parenthesized’ and ‘bracketed’.

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 399, and Section 3.1.26 [ClefModifier], page 402.

Section 2.2.19 [Collision_engraver], page 317
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 3.1.78 [NoteCollision], page 467.

Section 2.2.24 [Cue_clef_engraver], page 319
Determine and set reference point for pitches in cued voices.

Properties (read)

  clefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

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

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

cueClefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

cueClefTranspositionStyle (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are ‘default’, ‘parenthesized’ and ‘bracketed’.

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 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, and Section 3.1.31 [CueEndClef], page 409.

Section 2.2.25 [Custos_engraver], page 320
Engrave custodes.
This engraver creates the following layout object(s):
Section 3.1.32 [Custos], page 412.

Section 2.2.27 [Dot_column_engraver], page 321
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 3.1.33 [DotColumn], page 413.

Section 2.2.37 [Figured_bass_engraver], page 324
Make figured bass numbers.
Music types accepted:
Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event], page 47,
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 388, Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

Section 2.2.38 [Figured_bass_position_engraver], page 325
Position figured bass alignments over notes.
This engraver creates the following layout object(s):
Section 3.1.15 [BassFigureAlignmentPositioning], page 389.

Section 2.2.39 [Fingering_column_engraver], page 325
Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.
This engraver creates the following layout object(s):
Section 3.1.43 [FingeringColumn], page 426.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.52 [Grob_pq_engraver], page 329
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_name_engraver], page 330
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 3.1.55 [InstrumentName], page 438.

Section 2.2.58 [Key_engraver], page 331
Engrave a key signature.
Music types accepted:
Section 1.2.28 [key-change-event], page 44,
Properties (read)

\texttt{createKeyOnClefChange} (boolean)
Print a key signature whenever the clef is changed.

\texttt{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.

\texttt{extraNatural} (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous
alteration.

\texttt{keyAlterationOrder} (list)
An alist that defines in what order alterations should be printed. The format is \((\text{step} . \text{alter})\), where \text{step} is a number from 0 to 6
and \text{alter} from -2 (sharp) to 2 (flat).

\texttt{keyAlterations} (list)
The current key signature. This is an alist containing \((\text{step} . \text{alter})\) or \((\text{octave} .
\text{step}) . \text{alter}\), where \text{step} is a number in the
range 0 to 6 and \text{alter} a fraction, denoting alteration. For alterations, use symbols, e.g.
\texttt{keyAlterations = \#`((6 ,FLAT))}.

\texttt{lastKeyAlterations} (list)
Last key signature before a key signature change.

\texttt{middleCClefPosition} (number)
The position of the middle C, as determined only by the clef. This can be calculated by looking at \texttt{clefPosition} and \texttt{clefGlyph}.

\texttt{printKeyCancellation} (boolean)
Print restoration alterations before a key signature change.

Properties (write)

\texttt{keyAlterations} (list)
The current key signature. This is an alist containing \((\text{step} . \text{alter})\) or \((\text{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. 
keyAlterations = #'((6 . ,FLAT)).

lastKeyAlterations (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 3.1.57 [KeyCancellation], page 440, and Section 3.1.58 [KeySignature], page 443.

Section 2.2.62 [Ledger_line_ engraver], page 333
Create the spanner to draw ledger lines, and notices objects that need ledger lines.
This engraver creates the following layout object(s):
Section 3.1.62 [LedgerLineSpanner], page 448.

Section 2.2.81 [Ottava_spanner_ engraver], page 339
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 3.1.83 [OttavaBracket], page 470.

Section 2.2.82 [Output_property_ engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.89 [Piano_pedal_align_ engraver], page 342
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 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.115 [SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCordaPedalLineSpanner], page 527.

Section 2.2.90 [Piano_pedal_engraver], page 342
Engrave piano pedal symbols and brackets.

Music types accepted:
Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event], page 50, and Section 1.2.77 [una-corda-event], page 51,

Properties (read)

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

\texttt{pedalSostenutoStrings} (list)
    See \texttt{pedalSustainStrings}.

\texttt{pedalSostenutoStyle} (symbol)
    See \texttt{pedalSustainStyle}.

\texttt{pedalSustainStrings} (list)
    A list of strings to print for sustain-pedal. Format is \texttt{(up updown down)}, where each of the three is the string to print when this is done with the pedal.

\texttt{pedalSustainStyle} (symbol)
    A symbol that indicates how to print sustain pedals: \texttt{text}, \texttt{bracket} or \texttt{mixed} (both).

\texttt{pedalUnaCordaStrings} (list)
    See \texttt{pedalSustainStrings}.

\texttt{pedalUnaCordaStyle} (symbol)
    See \texttt{pedalSustainStyle}.

This engraver creates the following layout object(s):
Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

Section 2.2.94 [Pure_from_neighbor_engraver], page 344
Coordinates items that get their pure heights from their neighbors.

Section 2.2.97 [Rest_collision_engraver], page 345
Handle collisions of rests.

Properties (read)

\texttt{busyGros} (list)
    A queue of \texttt{(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 3.1.95 [RestCollision], page 484.

Section 2.2.102 [Script_row_engraver], page 346
Determine order in horizontal side position elements.
This engraver creates the following layout object(s):
Section 3.1.98 [ScriptRow], page 486.

Section 2.2.103 [Separating_line_group_engraver], page 347
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 3.1.106 [StaffSpacing], page 494.

Section 2.2.113 [Staff_collecting_engraver], page 349
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 2.2.115 [Staff_symbol_engraver], page 349
Create the constellation of five (default) staff lines.
Music types accepted:
Section 1.2.63 [staff-span-event], page 49,
This engraver creates the following layout object(s):
Section 3.1.107 [StaffSymbol], page 494.

Section 2.2.128 [Time_signature_engraver], page 354
Create a Section 3.1.126 [TimeSignature], page 517, whenever timeSignatureFraction changes.
Music types accepted:
Section 1.2.72 [time-signature-event], page 50,
Properties (read)

initialTimeSignatureVisibility (vector)
break visibility for the initial time signature.

partialBusy (boolean)
Signal that \partial acts at the current timestep.
Chapter 2: Translation

2.1.23 PetrucciVoice

Same as Voice context, except that it is accommodated for typesetting a piece in Petrucci style.

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

Voice.

This context creates the following layout object(s):

Section 3.1.126 [TimeSignature], page 517.

This context sets the following properties:

- Set grob-property `length` in Section 3.1.109 [Stem], page 496, to 5.
- Set grob-property `style` in Section 3.1.80 [NoteHead], page 468, to `petrucci`.
- Set grob-property `style` in Section 3.1.94 [Rest], page 483, to `mensural`.
- Set grob-property `thickness` in Section 3.1.109 [Stem], page 496, to 1.7.
- Set translator property `autoBeaming` to `#f`.

This is a ‘Bottom’ context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

Section 2.2.3 [Arpeggio_engraver], page 310

Generate an Arpeggio symbol.
Music types accepted:
Section 1.2.5 [arpeggio-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.9 [Arpeggio], page 381.

Section 2.2.4 [Auto_beam_engraver], page 311
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 2.2.118 [Stem_engraver], page 350, properties stemLeftBeamCount and stemRightBeamCount.

Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
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.

beamHalfMeasure (boolean)
Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

beatStructure (list)
List of baseM automoment s 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 391.

Section 2.2.10 [Beam_engraver], page 314
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:
Section 1.2.8 [beam-event], page 42,
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 **baseMoment**s 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 391.

**Section 2.2.12 [Bend_engraver], page 315**
Create fall spanners.
Music types accepted:
Section 1.2.10 [bend-after-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.20 [BendAfter], page 394.

**Section 2.2.14 [Breathing_sign_engraver], page 315**
Create a breathing sign.
Music types accepted:
Section 1.2.14 [breathing-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.23 [BreathingSign], page 396.

**Section 2.2.16 [Chord_tremolo_engraver], page 316**
Generate beams for tremolo repeats.
Music types accepted:
Section 1.2.74 [tremolo-span-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

**Section 2.2.18 [Cluster_spanner_engraver], page 317**
Engrave a cluster using **Spanner** notation.
Music types accepted:
Section 1.2.15 [cluster-note-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.27 [ClusterSpanner], page 403, and Section 3.1.28 [ClusterSpannerBeacon], page 404.

**Section 2.2.28 [Dots_engraver], page 321**
Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590s.
This engraver creates the following layout object(s):
Section 3.1.34 [Dots], page 414.
Section 2.2.29 [Double_percent_repeat_engraver], page 321
Make double measure repeats.
Music types accepted:
Section 1.2.19 [double-percent-event], page 43,
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 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36 [DoublePercentRepeatCounter], page 416.

Section 2.2.32 [Dynamic_align_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.
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 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.
Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48,
Properties (read)

    crescendoSpanner (symbol)
        The type of spanner to be used for crescendti.
        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 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.40 [Fingering_engraver], page 325
Create fingering scripts.
Music types accepted:
Section 1.2.23 [fingering-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.42 [Fingering], page 424.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.43 [Forbid_line_break_engraver], page 326
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 [Glissando_engraver], page 327
Engrave glissandi.
Music types accepted:
Section 1.2.25 [glissando-event], page 44,
Properties (read)

glisandoMap (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 3.1.48 [Glissando], page 431.

Section 2.2.46 [Grace_auto_beam_engraver], page 327
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \noBeam will block autobeaming, just like setting the context property 'autoBeaming' to ##f.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
Properties (read)

\texttt{autoBeaming} (boolean)
If set to true then beams are generated automatically.

This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.47 [Grace_beam_engraver], page 328
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 1.2.8 [beam-event], page 42,
Properties (read)

\texttt{baseMoment} (moment)
Smallest unit of time that will stand on its own as a subdivided section.

\texttt{beamMelismaBusy} (boolean)
Signal if a beam is present.

\texttt{beatStructure} (list)
List of \texttt{baseMoment}s that are combined to make beats.

\texttt{subdivideBeams} (boolean)
If set, multiple beams will be subdivided at \texttt{baseMoment} positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.48 [Grace_engraver], page 328
Set font size and other properties for grace notes.
Properties (read)

\texttt{graceSettings} (list)
Overrides for grace notes. This property should be manipulated through the \texttt{add-grace-property} function.
Section 2.2.52 [Grob_pq_engraver], page 329

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

Properties (read)

`busyGrobs` (list)

A queue of \(\texttt{end-moment} . \texttt{grob}\) 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 \(\texttt{end-moment} . \texttt{grob}\) 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 2.2.56 [Instrument_switch_engraver], page 331

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 3.1.56 [InstrumentSwitch], page 439.

Section 2.2.61 [Laissez_vibrer_engraver], page 332

Create laissez vibrer items.

Music types accepted:

Section 1.2.30 [laissez-vibrer-event], page 44,

This engraver creates the following layout object(s):

Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.61 [LaissezVibrerTieColumn], page 447.

Section 2.2.70 [Mensural_ligature_engraver], page 335

Handle \texttt{Mensural_ligature_events} by gluing special ligature heads together.

Music types accepted:

Section 1.2.32 [ligature-event], page 45,

This engraver creates the following layout object(s):

Section 3.1.72 [MensuralLigature], page 458.

Section 2.2.74 [Multi_measure_rest_engraver], page 337

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the Section 3.1.74 [MultiMeasureRest], page 461.

Music types accepted:

Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39 [multi-measure-text-event], page 45,
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 bar number. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measurePosition` (moment)
How much of the current measure have we had. This can be set manually to create incomplete measures.

`restNumberThreshold` (number)
If a multimeasure rest has more measures than this, a number is printed.

`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 `scm/bar-line.scm`.

This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRest-Text], page 464.

Section 2.2.75 [New_fingering_engraver], page 337
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 3.1.42 [Fingering], page 424, Section 3.1.96 [Script], page 484, Section 3.1.112 [StringNumber], page 499, and Section 3.1.113 [StrokeFinger], page 501.
Section 2.2.76 [Note_head_line_engraver], page 338
Engrave a line between two note heads in a staff switch if followVoice is set.

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 3.1.138 [VoiceFollower], page 531.

Section 2.2.77 [Note_heads_engraver], page 338
Generate note heads.

Music types accepted:
Section 1.2.41 [note-event], page 46,

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 3.1.80 [NoteHead], page 468.

Section 2.2.80 [Note_spacing_engraver], page 339
Generate NoteSpacing, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 469.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.

Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.86 [Part_combine_engraver], page 341
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,

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 3.1.29 [CombineTextScript], page 404.

Section 2.2.87 [Percent_repeat_engraver], page 341
Make whole measure repeats.
Music types accepted:
Section 1.2.47 [percent-event], page 47,
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 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

Section 2.2.88 [Phrasing_slur_engraver], page 342
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

Section 2.2.93 [Pitched_trill_engraver], page 344
Print the bracketed note head after a note head with trill.
This engraver creates the following layout object(s):
Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, and Section 3.1.129 [TrillPitchHead], page 521.

Section 2.2.96 [Repeat_tie_engraver], page 345
Create repeat ties.
Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.

Section 2.2.98 [Rest_engraver], page 345
Engrave rests.
Music types accepted:
Section 1.2.52 [rest-event], page 47,
Properties (read)

\[
middleCPosition \text{ (number)}
\]
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 3.1.94 [Rest], page 483.

Section 2.2.99 [Rhythmic_column_engraver], page 346
Generate NoteColumn, an object that groups stems, note heads, and rests.
This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Section 2.2.100 [Script_column_engraver], page 346
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 3.1.97 [ScriptColumn], page 485.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
Properties (read)

\[
\text{scriptDefinitions} \text{ (list)}
\]
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 3.1.96 [Script], page 484.

Section 2.2.104 [Slash_repeat_engraver], page 347
Make beat repeats.
Music types accepted:
Section 1.2.50 [repeat-slash-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.
Section 2.2.105 [Slur_engraver], page 347
Build slur grobs from slur events.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.56 [slur-event], page 48,
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 3.1.99 [Slur], page 486.

Section 2.2.112 [Spanner_break_forbid_engraver], page 349
Forbid breaks in certain spanners.

Section 2.2.118 [Stem_engraver], page 350
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.
Music types accepted:
Section 1.2.73 [tremolo-event], page 50, and Section 1.2.76 [tuplet-span-event], page 51,
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.

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 scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.44 [Flag], page 426, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, and Section 3.1.111 [StemTremolo], page 498.

Section 2.2.124 [Text_engraver], page 352
Create text scripts.
Music types accepted:
Section 1.2.69 [text-script-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.122 [TextScript], page 511.

Section 2.2.125 [Text_spanner_engraver], page 353
Create text spanner from an event.
Music types accepted:
Section 1.2.70 [text-span-event], page 50,
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 3.1.123 [TextSpanner], page 513.

Section 2.2.126 [Tie_engraver], page 353
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)
  skipTypesetting (boolean)
  If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.
  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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

Section 2.2.131 [Trill_spanner_engraver], page 355
Create trill spanner from an event.
Music types accepted:
Section 1.2.75 [trill-span-event], page 50,
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 3.1.130 [TrillSpanner], page 522.

**Section 2.2.132 [Tuplet_engraver], page 356**
Catch tuplet events and generate appropriate bracket.
Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,
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 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [Tuplet-Number], page 525.

### 2.1.24 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 381, Section 3.1.55 [InstrumentName], page 438, Section 3.1.103 [SpanBar], page 491, Section 3.1.104 [SpanBarStub], page 492, Section 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, Section 3.1.120 [SystemStartSquare], page 508, and Section 3.1.136 [VerticalAlignment], page 529.

This context sets the following properties:
- Set grob-property `extra-spacing-width` in Section 3.1.39 [DynamicText], page 420, to `#f`.
- Set translator property `instrumentName` to `'()`.
- Set translator property `shortInstrumentName` to `'()`.
- Set translator property `localAlterations` to `'()`.
- Set translator property `systemStartDelimiter` to `'SystemStartBrace`.
- Set translator property `topLevelAlignment` to `#f`.
- Set translator property `topLevelAlignment` to `#f`.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Section 2.1.27 [Staff], page 237.

Context PianoStaff can contain Section 2.1.2 [ChordNames], page 58, Section 2.1.5 [DrumStaff], page 74, Section 2.1.7 [Dynamics], page 93, Section 2.1.8 [FiguredBass], page 97, Section 2.1.16 [Lyrics], page 152, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, and Section 2.1.29 [TabStaff], page 250.
This context is built from the following engraver(s):

**Section 2.2.55 [Instrument_name_engraver], page 330**
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 3.1.55 [InstrumentName], page 438.**

**Section 2.2.57 [Keep_alive_together_engraver], page 331**
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 2.2.108 [Span_arpeggio_engraver], page 348**
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 381.**

**Section 2.2.109 [Span_bar_engraver], page 348**
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 3.1.103 [SpanBar], page 491.**

**Section 2.2.110 [Span_bar_stub_engraver], page 349**
Make stubs for span bars in all contexts that the span bars cross.

This engraver creates the following layout object(s):

**Section 3.1.104 [SpanBarStub], page 492.**
Section 2.2.119 [System_start_delimiter_engraver], page 351
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 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, and Section 3.1.120 [SystemStartSquare], page 508.

Section 2.2.135 [Vertical_align_engraver], page 356
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.

**hasAxisGroup** (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.136 [VerticalAlignment], page 529.
Chapter 2: Translation

This engraver creates the following layout object(s):
Section 3.1.136 [VerticalAlignment], page 529.

2.1.25 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 383, Section 3.1.33 [DotColumn], page 413, Section 3.1.55 [InstrumentName], page 438, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.126 [TimeSignature], page 517, and Section 3.1.137 [VerticalAxisGroup], page 530.

This context sets the following properties:
• Set grob-property line-count in Section 3.1.107 [StaffSymbol], page 494, to 1.
• Set grob-property neutral-direction in Section 3.1.19 [Beam], page 391, to 1.
• Set grob-property neutral-direction in Section 3.1.109 [Stem], page 496, to 1.
• Set grob-property staff-padding in Section 3.1.139 [VoltaBracket], page 532, to 3.
• Set translator property createSpacing to #t.
• Set translator property instrumentName to '().
• Set translator property localAlterations to '().
• Set translator property shortInstrumentName to '().
• Set translator property squashedPosition to 0.

This is not a ‘Bottom’ context; search for such a one will commence after creating an implicit context of type Section 2.1.33 [Voice], page 295.

Context RhythmicStaff can contain Section 2.1.3 [CueVoice], page 61, Section 2.1.20 [NullVoice], page 181, and Section 2.1.33 [Voice], page 295.

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

Section 2.2.5 [Axis_group_engraver], page 311
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.

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

keepAliveInterfaces (list)
A list of symbols, signifying grob interfaces that are worth keeping a staff with remove-empty set around for.
Properties (write)

hasAxisGroup (boolean)
   True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.7 [Bar_engraver], page 312
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. This engraver is required to trigger the creation of clefs at the start of systems.
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 scm/bar-line.scm.

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 383.

Section 2.2.27 [Dot_column_engraver], page 321
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 3.1.33 [DotColumn], page 413.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.55 [Instrument_name_engraver], page 330
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

\texttt{shortInstrumentName} property labels
following lines.

\texttt{shortInstrumentName} (markup)
See \texttt{instrumentName}.

\texttt{shortVocalName} (markup)
Name of a vocal line, short version.

\texttt{vocalName} (markup)
Name of a vocal line.

This engraver creates the following layout object(s):
Section 3.1.55 \texttt{[InstrumentName]}, page 438.

\textbf{Section 2.2.62} \texttt{[Ledger_line_engraver], page 333}
Create the spanner to draw ledger lines, and notices objects that need
ledger lines.

This engraver creates the following layout object(s):
Section 3.1.62 \texttt{[LedgerLineSpanner]}, page 448.

\textbf{Section 2.2.82} \texttt{[Output_property_engraver], page 340}
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 \texttt{[apply-output-event]}, page 42.

\textbf{Section 2.2.92} \texttt{[Pitch_squash_engraver], page 343}
Set the vertical position of note heads to \texttt{squashedPosition}, if that
property is set. This can be used to make a single-line staff demonstrat-
ing the rhythm of a melody.
Properties (read)

\texttt{squashedPosition} (integer)
Vertical position of squashing for Section
“Pitch\_squash\_engraver” in \textit{Internals Reference}.

\textbf{Section 2.2.103} \texttt{[Separating_line_group_engraver], page 347}
Generate objects for computing spacing parameters.
Properties (read)

\texttt{createSpacing} (boolean)
Create \texttt{StaffSpacing} objects? Should be set
for staves.

Properties (write)

\texttt{hasStaffSpacing} (boolean)
True if the current \texttt{CommandColumn} contains
items that will affect spacing.

This engraver creates the following layout object(s):
Section 3.1.106 \texttt{[StaffSpacing]}, page 494.

\textbf{Section 2.2.115} \texttt{[Staff_symbol_engraver], page 349}
Create the constellation of five (default) staff lines.
Music types accepted:
This engraver creates the following layout object(s):

Section 3.1.107 [StaffSymbol], page 494.

Section 2.2.128 [TimeSignatureEngraver], page 354
Create a Section 3.1.126 [TimeSignature], page 517, whenever timeSignatureFraction changes.

Music types accepted:
Section 1.2.72 [time-signature-event], page 50,

Properties (read)
initialTimeSignatureVisibility (vector)
break visibility for the initial time signature.

partialBusy (boolean)
Signal that partial acts at the current timestep.

timeSignatureFraction (fraction, as pair)
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 3.1.126 [TimeSignature], page 517.

2.1.26 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 also accepts commands for the following context(s):
Timing.

This context creates the following layout object(s):
Section 3.1.12 [BarNumber], page 386, Section 3.1.21 [BreakAlignGroup], page 394, Section 3.1.22 [BreakAlignment], page 395, Section 3.1.45 [FootnoteItem], page 427, Section 3.1.46 [FootnoteSpanner], page 428, Section 3.1.49 [GraceSpacing], page 432, Section 3.1.63 [LeftEdge], page 448, Section 3.1.73 [MetronomeMark], page 459, Section 3.1.77 [NonMusicalPaperColumn], page 465, Section 3.1.84 [PaperColumn], page 472, Section 3.1.85 [ParenthesesItem], page 473, Section 3.1.90 [RehearsalMark], page 479, Section 3.1.102 [SpacingSpanner], page 490, Section 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, Section 3.1.120 [SystemStartSquare], page 508, Section 3.1.136 [VerticalAlignment], page 529, Section 3.1.139 [VoltaBracket], page 532, and Section 3.1.140 [VoltaBracketSpanner], page 534.

This context sets the following properties:
• Set translator property additionalPitchPrefix to "".
• Set translator property aDueText to "a2".
• Set translator property alternativeRestores to:
  '(measurePosition measureLength lastChord)
• Set translator property `associatedVoiceType` to 'Voice.'
• Set translator property `autoAccidentals` to:
  ```scheme
'(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 `barNumberFormatter` to `robust-bar-number-function`.
• Set translator property `barNumberVisibility` to `first-bar-number-invisible-and-no-parenthesized-bar-numbers`.
• Set translator property `beamHalfMeasure` to `#t`.
• Set translator property `chordNameExceptionsFull` to:
  ```scheme
'(((#<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 normal-size-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)> "\(\)")))
  ((#<Pitch c' >
    #<Pitch e' >
    #<Pitch g' >
    #<Pitch b' >
    #<Pitch fis'' >)
    (#<procedure line-markup (layout props args)>
      (#+#<procedure super-markup (layout props arg)> "lyd")))
  ((#<Pitch c' >
    #<Pitch e' >
    #<Pitch g' >
    #<Pitch bes' >
    #<Pitch des'' >
    #<Pitch ees'' >
    #<Pitch fis'' >
    ...)
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")))
  ((#<Pitch c' > #<Pitch ees' > #<Pitch g' >)
    (#<procedure line-markup (layout props args)>
     ("m")))
  ((#<Pitch c' > #<Pitch d' > #<Pitch ees' >)
    (#<procedure line-markup (layout props args)>
     ("m")))
))

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 normal-size-super-markup (layout props arg)>
      "g")))
  ((#<Pitch ees' > #<Pitch ges' > #<Pitch beses' >)
    #<procedure line-markup (layout props args)>
    ((#<procedure super-markup (layout props arg)>
      "o7")))
  ((#<Pitch e' >
    #<Pitch g' >
    #<Pitch b' >
    #<procedure line-markup (layout props args)>
    ("+++")))
  (------+------">
  ((#<Pitch e' > #<Pitch ees' >)
    #<procedure line-markup (layout props args)>
    (+"")))
  ((#<Pitch ees' > #<Pitch ges' >)
    #<procedure line-markup (layout props args)>
    ("+++")))
  ((#<Pitch ees' > #<Pitch ges' > #<Pitch bes' >)
    #<procedure line-markup (layout props args)>
    ("+++")))
  ((#<Pitch ees' > #<Pitch ges' > #<Pitch beses' >)
    #<procedure line-markup (layout props args)>
    ("+++")))
)

Set translator property chordNameExceptionsPartial to:
#<Pitch fis'' >)
#<procedure line-markup (layout props args)>
((#<procedure super-markup (layout props arg)>
  "lyd")))
((#<Pitch e' >
  #<Pitch g' >
  #<Pitch bes' >
  #<Pitch des'' >
  #<Pitch ees'' >
  #<Pitch fis'' >
  #<Pitch aes'' >)
#<procedure line-markup (layout props args)>
((#<procedure super-markup (layout props arg)>
  "alt")))

• Set translator property chordNameFunction to ignatzek-chord-names.
• Set translator property chordNameLowercaseMinor to #f.
• Set translator property chordNameSeparator to:
  '(
(#<procedure hspace-markup (layout props amount)>
  0.5)
)
• 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 clefTranspositionFormatter to clef-transposition-markup.
• Set translator property completionFactor to unity-if-multimeasure.
• Set translator property crescendoSpanner to 'hairpin.
• Set translator property cueClefTranspositionFormatter to clef-transposition-markup.
• 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 endRepeatType to "|.
• 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 extendersOverRests to #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 Slur direction -1)
   (Voice Stem font-size -3)
   (Voice Flag 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 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 `initialTimeSignatureVisibility` 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 `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 `minorChordModifier` to:
  '('#<procedure simple-markup (layout props str)>
    "m")
• 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
    tremolo-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 . 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)
(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)
(skyline-horizontal-padding . 0.1)
(side-relative-direction . -1)
(toward-stem-shift . 1.0)
(toward-stem-shift-in-column . 0.0))
("staccato"
(script-stencil feta "staccato" . "staccato")
(side-relative-direction . -1)
(quantize-position . #t)
(avoid-slr . inside)
(toward-stem-shift . 1.0)
(toward-stem-shift-in-column . 0.0)
(padding . 0.2)
(skyline-horizontal-padding . 0.1)
(script-priority . -100))
("stopped"
(script-stencil feta "stopped" . "stopped")
(avoid-slr . inside)
(padding . 0.2)
(direction . 1))
("tenuto"
(script-stencil feta "tenuto" . "tenuto")
(quantize-position . #t)
(avoid-slr . inside)
(padding . 0.2)
(side-relative-direction . -1))
("trill"
(script-stencil feta "trill" . "trill")
(direction . 1)
(padding . 0.2)
(avoid-slr . outside)
(script-priority . 200))
("turn"
(script-stencil feta "turn" . "turn")
(avoid-slr . inside)
(padding . 0.2)
(direction . 1))
("upbow"
(script-stencil feta "upbow" . "upbow")
(avoid-slr . around)
(padding . 0.2)
(direction . 1)
(script-priority . 150))
("upmordent"
(script-stencil feta "upmordent" . "upmordent")
(padding . 0.2)
(avoid-slr . around)
(direction . 1))
("upprall"
(script-stencil feta "upprall" . "upprall")
(padding . 0.2)
(avoid-slr . around)
(direction . 1))
("varcoda"
(script-stencil feta "varcoda" . "varcoda")
(padding . 0.2)
(avoid-slr . outside)
(direction . 1))
("varcomma"
• Set translator property `slashChordSeparator` to:
  `'(#<procedure simple-markup (layout props str)>
   "/")`
• Set translator property `soloIIText` to "Solo II".
• Set translator property `soloText` to "Solo".
• Set translator property `startRepeatType` to ".|:".
• 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 `tablatureStaffLineLayoutFunction` 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))))
   ((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)))))
((9 . 4)
 (beamExceptions (end (1/32 8 8 8 8 8 8 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)))))
((5 . 8) (beatStructure 3 2))
((8 . 8) (beatStructure 3 3 2))

- Set translator property timing to #t.
- Set translator property topLevelAlignment to #t.

This is not a ‘Bottom’ context; search for such a one will commence after creating an implicit context of type Section 2.1.27 [Staff], page 237.

Context Score can contain Section 2.1.1 [ChoirStaff], page 57, Section 2.1.2 [ChordNames], page 58, Section 2.1.4 [Devnull], page 74, Section 2.1.5 [DrumStaff], page 74, Section 2.1.7 [Dynamics], page 93, Section 2.1.8 [FiguredBass], page 97, Section 2.1.9 [FretBoards], page 99, Section 2.1.11 [GrandStaff], page 102, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.16 [Lyrics], page 152, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.19 [NoteNames], page 179, Section 2.1.21 [OneStaff], page 184, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.24 [PianoStaff], page 209, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.28 [StaffGroup], page 247, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

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

Section 2.2.8 [Bar_number_engraver], page 312
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 2.2.113 [Staff_collecting_engraver], page 349.

Music types accepted:
Section 1.2.2 [alternative-event], page 41,
Properties (read)

alternativeNumberingStyle (symbol)
The style of an alternative’s bar numbers. Can be numbers for going back to the same number or numbers-with-letters for going back to the same number with letter suffixes. No setting will not go back in measure-number time.

barNumberFormatter (procedure)
A procedure that takes a bar number, measure position, and alternative number and returns a markup of the bar number to print.

barNumberVisibility (procedure)
A procedure that takes a bar number and a measure position and returns whether the cor-
responding bar number should be printed. Note that the actual print-out of bar numbers is controlled with the `break-visibility` property.

The following procedures are predefined:

**all-bar-numbers-visible**

Enable bar numbers for all bars, including the first one and broken bars (which get bar numbers in parentheses).

**first-bar-number-invisible**

Enable bar numbers for all bars (including broken bars) except the first one. If the first bar is broken, it doesn't get a bar number either.

**first-bar-number-invisible-save-broken-bars**

Enable bar numbers for all bars (including broken bars) except the first one. A broken first bar gets a bar number.

**first-bar-number-invisible-and-no-parenthesized-bar-numbers**

Enable bar numbers for all bars except the first bar and broken bars. This is the default.

**every-nth-bar-number-visible**

Assuming $n$ is value 2, for example, this enables bar numbers for bars 2, 4, 6, etc.

**modulo-bar-number-visible**

If bar numbers 1, 4, 7, etc., should be enabled, $n$ (the modulo) must be set to 3 and $m$ (the division remainder) to 1.

**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 `scm/bar-line.scm`.

Properties (write)

`currentBarNumber` (integer)
Contains the current bar number. This property is incremented at every bar line.

This engraver creates the following layout object(s):
Section 3.1.12 [BarNumber], page 386.

**Section 2.2.9 [Beam_collision_engraver], page 314**
Help beams avoid colliding with notes and clefs in other voices.

**Section 2.2.13 [Break_align_engraver], page 315**
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 394, Section 3.1.22 [BreakAlignment], page 395, and Section 3.1.63 [LeftEdge], page 448.

**Section 2.2.22 [Concurrent_hairpin_engraver], page 319**
Collect concurrent hairpins.

**Section 2.2.26 [Default_bar_line_engraver], page 320**
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 2.2.130 [Timing_translator], page 354.
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.
timing (boolean)
Keep administration of measure length, position, bar number, etc.? Switch off for cadenzas.

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 scm/bar-line.scm.

Section 2.2.42 [Footnote_engraver], page 326
Create footnote texts.
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 3.1.45 [FootnoteItem], page 427, and Section 3.1.46 [FootnoteSpanner], page 428.

Section 2.2.49 [Grace_spacing_engraver], page 329
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 3.1.49 [GraceSpacing], page 432.

Section 2.2.66 [Mark_engraver], page 334
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 2.2.113 [Staff_collecting_engraver], page 349, must move along, otherwise all marks end up on the same Y location.
Music types accepted:
Section 1.2.35 [mark-event], page 45,
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 3.1.90 [RehearsalMark], page 479.

Section 2.2.72 [Metronome_mark_engraver], page 336
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 prop-
erty, which is maintained by Section 2.2.113 [Staff_collecting_engraver],
page 349.
Music types accepted:
Section 1.2.68 [tempo-change-event], page 50,
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 3.1.73 [MetronomeMark], page 459.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.84 [Paper_column_engraver], page 340
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 1.2.12 [break-event], page 42, and Section 1.2.29 [label-event],
page 44,
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 3.1.77 [NonMusicalPaperColumn], page 465, and Section 3.1.84 [PaperColumn], page 472.

Section 2.2.85 [Parenthesis_engraver], page 341
Parenthesize objects whose music cause has the `parenthesize` property.
This engraver creates the following layout object(s):
Section 3.1.85 [ParenthesesItem], page 473.

Section 2.2.95 [Repeat_acknowledge_engraver], page 344
Acknowledge repeated music, and convert the contents of `repeatCommands` into an appropriate setting for `whichBar`.
Properties (read)

`doubleRepeatSegnoType` (string)
Set the default bar line for the combinations double repeat with segno. Default is ‘:|S.|:’.

`doubleRepeatType` (string)
Set the default bar line for double repeats.

`endRepeatSegnoType` (string)
Set the default bar line for the combinations ending of repeat with segno. Default is ‘:| `.S’.

`endRepeatType` (string)
Set the default bar line for the ending of 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.

`segnoType` (string)
Set the default bar line for a requested segno. Default is ‘S’.

`startRepeatSegnoType` (string)
Set the default bar line for the combinations beginning of repeat with segno. Default is ‘S.|:’.

`startRepeatType` (string)
Set the default bar line for the beginning of repeats.
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
   scm/bar-line.scm.

Section 2.2.107 [Spacing_engraver], page 348
   Make a SpacingSpanner and do bookkeeping of shortest starting and
   playing notes.
   Music types accepted:
   Section 1.2.60 [spacing-section-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.).
   proportionalNotationDuration (moment)
      Global override for shortest-playing duration.
      This is used for switching on proportional no-
      tation.
   This engraver creates the following layout object(s):
   Section 3.1.102 [SpacingSpanner], page 490.

Section 2.2.113 [Staff_collecting_engraver], page 349
   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 2.2.116 [Stanza_number_align_engraver], page 350
   This engraver ensures that stanza numbers are neatly aligned.

Section 2.2.119 [System_start_delimiter_engraver], page 351
   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 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, and Section 3.1.120 [SystemStartSquare], page 508.

Section 2.2.130 [Timing_translator], page 354
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)
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 (fraction, as pair)
A pair of numbers, signifying the time signature. For example, '(4 . 4) is a 4/4 time signature.

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 (fraction, as pair)
A pair of numbers, signifying the time signature. For example, '(4 . 4) is a 4/4 time signature.

Section 2.2.133 [Tweak_engraver], page 356
Read the tweaks property from the originating event, and set properties.

Section 2.2.135 [Vertical_align_engraver], page 356
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.

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.136 [VerticalAlignment], page 529.

Section 2.2.136 [Volta_engraver], page 357
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 3.1.139 [VoltaBracket], page 532, and Section 3.1.140 [VoltaBracketSpanner], page 534.

2.1.27 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 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.11 [BarLine], page 383, Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.33 [DotColumn], page 413, Section 3.1.43 [FingeringColumn], page 426, Section 3.1.55 [InstrumentName], page 438, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeySignature], page 443, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.78 [NoteCollision], page 467, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.95 [RestCollision], page 484, Section 3.1.98 [scriptRow], page 486, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.114 [SustainPedal], page 502, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.126 [TimeSignature], page 517, Section 3.1.133 [UnaCordaPedal], page 526, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, and Section 3.1.137 [VerticalAxisGroup], page 530.

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 localAlterations to '().
- Set translator property shortInstrumentName to '().

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Section 2.1.33 [Voice], page 295.

Context Staff can contain Section 2.1.3 [CueVoice], page 61, Section 2.1.20 [NullVoice], page 181, and Section 2.1.33 [Voice], page 295.

This context is built from the following engraver(s):
Section 2.2.1 [Accidental_engraver], page 308
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)
accidentalGrouping (symbol)
If set to 'voice, accidentals on the same note in different octaves may be horizontally staggered
if in different voices.

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 that reduce the effect of a previous alteration.

**harmonicAccidentals** (boolean)  
If set, harmonic notes in chords get accidentals.
internalBarNumber (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

keyAlterations (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. keyAlterations = #`((6 . ,FLAT)).

localAlterations (list)
The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.

Properties (write)

localAlterations (list)
The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.

This engraver creates the following layout object(s):
Section 3.1.1 [Accidental], page 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, and Section 3.1.4 [AccidentalSuggestion], page 375.

Section 2.2.5 [Axis_group_engraver], page 311
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.

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

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

Properties (write)

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.
Section 2.2.7 [Bar_engraver], page 312
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. This engraver is required to trigger the creation of clefs at the start of systems.

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 scm/bar-line.scm.

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 383.

Section 2.2.17 [Clef_engraver], page 316
Determine and set reference point for pitches.

Properties (read)

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

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

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

**clefTranspositionStyle** (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are `default`, `parenthesized` and `bracketed`.

**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 399, and Section 3.1.26 [ClefModifier], page 402.
Section 2.2.19 [Collision_ engraver], page 317
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 3.1.78 [NoteCollision], page 467.

Section 2.2.24 [Cue_ clef_ engraver], page 319
Determine and set reference point for pitches in cued voices.
Properties (read)

  clefTransposition (integer)
  Add this much extra transposition. Values of 7 and -7 are common.

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

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

  cueClefTransposition (integer)
  Add this much extra transposition. Values of 7 and -7 are common.

  cueClefTranspositionStyle (symbol)
  Determines the way the ClefModifier grob is displayed. Possible values are 'default', 'parenthesized' and 'bracketed'.

  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 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, and Section 3.1.31 [CueEndClef], page 409.

Section 2.2.27 [Dot_ column_ engraver], page 321
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 3.1.33 [DotColumn], page 413.

Section 2.2.37 [Figured_ bass_ engraver], page 324
Make figured bass numbers.
Music types accepted:
Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event], page 47,
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 388, Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

Section 2.2.38 [Figured_bass_position_engraver], page 325
Position figured bass alignments over notes.
This engraver creates the following layout object(s):
Section 3.1.15 [BassFigureAlignmentPositioning], page 389.

Section 2.2.39 [Fingering_column_engraver], page 325
Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.
This engraver creates the following layout object(s):
Section 3.1.43 [FingeringColumn], page 426.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.52 [Grob_pq_engraver], page 329
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)

\texttt{busyGros} (list)
A queue of \texttt{(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\_name\_engraver], page 330
Create a system start text for instrument or vocal names.

Properties (read)

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

\texttt{instrumentName} (markup)
The name to print left of a staff.
The \texttt{instrumentName} property labels the staff in the first system, and the
\texttt{shortInstrumentName} property labels following lines.

\texttt{shortInstrumentName} (markup)
See \texttt{instrumentName}.

\texttt{shortVocalName} (markup)
Name of a vocal line, short version.

\texttt{vocalName} (markup)
Name of a vocal line.

This engraver creates the following layout object(s):
Section 3.1.55 [Instrument\_Name], page 438.

Section 2.2.58 [Key\_engraver], page 331
Engrave a key signature.
Music types accepted:
Section 1.2.28 [key-change-event], page 44,

Properties (read)

\texttt{createKeyOnClefChange} (boolean)
Print a key signature whenever the clef is changed.

\texttt{explicitKeySignatureVisibility} (vector)
\texttt{\textbackslash break-visibility} function for explicit key changes. \texttt{\textbackslash override} of the
\texttt{break-visibility} property will set the visibility for normal (i.e., at the start of the line) key signatures.

\texttt{extraNatural} (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.
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).

keyAlterations (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. keyAlterations = #'(6 . ,FLAT)).

lastKeyAlterations (list)
Last key signature before a key signature change.

middleCClefPosition (number)
The position of the middle C, as determined only by the clef. This can be calculated by looking at clefPosition and clefGlyph.

printKeyCancellation (boolean)
Print restoration alterations before a key signature change.

Properties (write)

keyAlterations (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. keyAlterations = #'(6 . ,FLAT)).

lastKeyAlterations (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 3.1.57 [KeyCancellation], page 440, and Section 3.1.58 [KeySignature], page 443.

Section 2.2.62 [Ledger_line_engraver], page 333
Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):
Section 3.1.62 [LedgerLineSpanner], page 448.

Section 2.2.81 [Ottava_spanner_engraver], page 339
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 3.1.83 [OttavaBracket], page 470.

**Section 2.2.82 [Output_property_engraver], page 340**
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

**Section 2.2.89 [Piano_pedal_align_engraver], page 342**
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 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.115 [SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCordaPedalLineSpanner], page 527.

**Section 2.2.90 [Piano_pedal_engraver], page 342**
Engrave piano pedal symbols and brackets.
Music types accepted:
Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event], page 50, and Section 1.2.77 [una-corda-event], page 51,
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 3.1.89 [PianoPedalBracket], page 477, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

Section 2.2.94 [Pure_from_neighbor_engraver], page 344
Coordinates items that get their pure heights from their neighbors.

Section 2.2.97 [Rest_collision_engraver], page 345
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 3.1.95 [RestCollision], page 484.

Section 2.2.102 [Script_row_engraver], page 346
Determine order in horizontal side position elements.
This engraver creates the following layout object(s):
Section 3.1.98 [ScriptRow], page 486.

Section 2.2.103 [Separating_line_group_engraver], page 347
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 3.1.106 [StaffSpacing], page 494.
Section 2.2.113 [Staff_collecting_engraver], page 349

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 2.2.115 [Staff_symbol_engraver], page 349

Create the constellation of five (default) staff lines.

Music types accepted:
Section 1.2.63 [staff-span-event], page 49.

This engraver creates the following layout object(s):
Section 3.1.107 [StaffSymbol], page 494.

Section 2.2.128 [Time_signature_engraver], page 354

Create a Section 3.1.126 [TimeSignature], page 517, whenever timeSignatureFraction changes.

Music types accepted:
Section 1.2.72 [time-signature-event], page 50,

Properties (read)

initialTimeSignatureVisibility (vector)
break visibility for the initial time signature.

partialBusy (boolean)
Signal that \partial acts at the current timestep.

timeSignatureFraction (fraction, as pair)
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 3.1.126 [TimeSignature], page 517.

2.1.28 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 381, Section 3.1.55 [InstrumentName], page 438, Section 3.1.103 [SpanBar], page 491, Section 3.1.104 [SpanBarStub], page 492, Section 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, Section 3.1.120 [SystemStartSquare], page 508, and Section 3.1.136 [VerticalAlignment], page 529.

This context sets the following properties:

• Set grob-property extra-spacing-width in Section 3.1.39 [DynamicText], page 420, to #f.
• Set translator property instrumentName to '().
• Set translator property shortInstrumentName to '()'.
• Set translator property systemStartDelimiter to 'SystemStartBracket'.
• Set translator property topLevelAlignment to $f$.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Section 2.1.27 [Staff], page 237.

Context StaffGroup can contain Section 2.1.1 [ChoirStaff], page 57, Section 2.1.2 [ChordNames], page 58, Section 2.1.5 [DrumStaff], page 74, Section 2.1.8 [FiguredBass], page 97, Section 2.1.9 [FretBoards], page 99, Section 2.1.11 [GrandStaff], page 102, Section 2.1.16 [Lyrics], page 152, Section 2.1.21 [OneStaff], page 184, Section 2.1.24 [PianoStaff], page 209, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.28 [StaffGroup], page 247, and Section 2.1.29 [TabStaff], page 250.

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

Section 2.2.55 [Instrument_name_engraver], page 330
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 3.1.55 [InstrumentName], page 438.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.108 [Span_arpeggio_engraver], page 348
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 381.
Section 2.2.109 [Span_bar_engraver], page 348
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 3.1.103 [SpanBar], page 491.

Section 2.2.110 [Span_bar_stub_engraver], page 349
Make stubs for span bars in all contexts that the span bars cross.
This engraver creates the following layout object(s):
Section 3.1.104 [SpanBarStub], page 492.

Section 2.2.119 [System_start_delimiter_engraver], page 351
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 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, and Section 3.1.120 [SystemStartSquare], page 508.

Section 2.2.135 [Vertical_align_engraver], page 356
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.

- hasAxisGroup (boolean)
  True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.136 [VerticalAlignment], page 529.
2.1.29 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 383, Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.33 [DotColumn], page 413, Section 3.1.43 [FingeringColumn], page 426, Section 3.1.55 [InstrumentName], page 438, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.78 [NoteCollision], page 467, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.95 [RestCollision], page 484, Section 3.1.98 [ScriptRow], page 486, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.114 [SustainPedal], page 502, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.126 [TimeSignature], page 517, Section 3.1.133 [UnaCordaPedal], page 526, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, and Section 3.1.137 [VerticalAxisGroup], page 530.

This context sets the following properties:

- Set grob-property after-line-breaking in Section 3.1.92 [RepeatTie], page 481, to repeat-tie::handle-tab-note-head.
- Set grob-property after-line-breaking in Section 3.1.124 [Tie], page 514, to tie::handle-tab-note-head.
- Set grob-property avoid-note-head in Section 3.1.109 [Stem], page 496, to #t.
- Set grob-property beam-thickness in Section 3.1.19 [Beam], page 391, to 0.32.
- Set grob-property beam-thickness in Section 3.1.111 [StemTremolo], page 498, to 0.32.
- Set grob-property beam-width in Section 3.1.111 [StemTremolo], page 498, to stem-tremolo::calc-tab-width.
- Set grob-property bound-details.left in Section 3.1.48 [Glissando], page 431, to:
  `'((attach-dir . 1) (padding . 0.3))`
- Set grob-property bound-details.right in Section 3.1.48 [Glissando], page 431, to:
  `'((attach-dir . -1) (padding . 0.3))`
- Set grob-property details in Section 3.1.109 [Stem], page 496, 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 3.1.48 [Glissando], page 431, to glissando::calc-tab-extra-dy.
- Set grob-property glyph-name in Section 3.1.121 [TabNoteHead], page 509, to tab-note-head::calc-glyph-name.
- Set grob-property ignore-collision in Section 3.1.79 [NoteColumn], page 467, to #t.
- Set grob-property length-fraction in Section 3.1.19 [Beam], page 391, to 0.62.
• Set grob-property `length-fraction` in Section 3.1.111 [StemTremolo], page 498, to `f`.
• Set grob-property `no-stem-extend` in Section 3.1.109 [Stem], page 496, to `t`.
• Set grob-property `staff-space` in Section 3.1.107 [StaffSymbol], page 494, to `1.5`.
• Set grob-property `stencil` in Section 3.1.19 [Beam], page 391, to `f`.
• Set grob-property `stencil` in Section 3.1.25 [Clef], page 399, to `clef::print-modern-tab-if-set`.
• Set grob-property `stencil` in Section 3.1.34 [Dots], page 414, to `f`.
• Set grob-property `stencil` in Section 3.1.40 [DynamicTextSpanner], page 421, to `f`.
• Set grob-property `stencil` in Section 3.1.48 [Glissando], page 431, to `glissando::draw-tab-glissando`.
• Set grob-property `stencil` in Section 3.1.52 [Hairpin], page 434, to `f`.
• Set grob-property `stencil` in Section 3.1.60 [LaissezVibrerTie], page 446, to `f`.
• Set grob-property `stencil` in Section 3.1.75 [MultiMeasureRestNumber], page 462, to `f`.
• Set grob-property `stencil` in Section 3.1.76 [MultiMeasureRestText], page 464, to `f`.
• Set grob-property `stencil` in Section 3.1.99 [Slur], page 486, to `slur::draw-tab-slur`.
• Set translator property `autoBeaming` 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 `localAlterations` to '()'.
• Set translator property `style` in Section 3.1.44 [Flag], page 426, to 'no-flag'.

...
• Set translator property `restrainOpenStrings` to `#f`.
• Set translator property `shortInstrumentName` to `()'.

This is not a ‘Bottom’ context; search for such a one will commence after creating an implicit context of type Section 2.1.30 [TabVoice], page 259.

Context TabStaff can contain Section 2.1.3 [CueVoice], page 61, Section 2.1.20 [NullVoice], page 181, and Section 2.1.30 [TabVoice], page 259.

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

**Section 2.2.5 [Axis_group_engraver], page 311**
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.

- `hasAxisGroup` (boolean)
  True if the current context is contained in an axis group.

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

Properties (write)

- `hasAxisGroup` (boolean)
  True if the current context is contained in an axis group.

This engraver creates the following layout object(s):

**Section 3.1.137 [VerticalAxisGroup], page 530**

**Section 2.2.7 [Bar_engraver], page 312**
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. This engraver is required to trigger the creation of clefs at the start of systems.

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 `scm/bar-line.scm`.

Properties (write)

- `forbidBreak` (boolean)
  If set to `#t`, prevent a line break at this point.
Chapter 2: Translation

This engraver creates the following layout object(s):
Section 3.1.11 [BarLine], page 383.

Section 2.2.17 [Clef_engraver], page 316
Determine and set reference point for pitches.
Properties (read)

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

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

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

**clefTranspositionStyle** (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are default, parenthesized and bracketed.

**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 399, and Section 3.1.26 [ClefModifier], page 402.

Section 2.2.19 [Collision_engraver], page 317
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 3.1.78 [NoteCollision], page 467.

Section 2.2.24 [Cue_clef_engraver], page 319
Determine and set reference point for pitches in cued voices.
Properties (read)

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

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

**cueClefPosition** (number)
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.
cueClefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

cueClefTranspositionStyle (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are 'default', 'parenthesized' and 'bracketed'.

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 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, and Section 3.1.31 [CueEndClef], page 409.

Section 2.2.27 [Dot_column_engraver], page 321
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 3.1.33 [DotColumn], page 413.

Section 2.2.37 [Figured_bass_engraver], page 324
Make figured bass numbers.
Music types accepted:
Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event], page 47,
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 388, Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

Section 2.2.38 [Figured_bass_position_engraver], page 325

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 389.

Section 2.2.39 [Fingering_column_engraver], page 325

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

This engraver creates the following layout object(s):

Section 3.1.43 [FingeringColumn], page 426.

Section 2.2.41 [Font_size_engraver], page 325

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

Properties (read)

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

Section 2.2.52 [Grob_pq_engraver], page 329

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_name_engraver], page 330

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.

tVocalName (markup)
Name of a vocal line.

This engraver creates the following layout object(s):
Section 3.1.55 [InstrumentName], page 438.

Section 2.2.62 [Ledger_line_engraver], page 333
Create the spanner to draw ledger lines, and notices objects that need
ledger lines.
This engraver creates the following layout object(s):
Section 3.1.62 [LedgerLineSpanner], page 448.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.89 [Piano_pedal_align_engraver], page 342
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 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.115
[SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCordaPedalLineSpanner], page 527.

Section 2.2.90 [Piano_pedal_engraver], page 342
Engrave piano pedal symbols and brackets.
Music types accepted:
Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event],
page 50, and Section 1.2.77 [una-corda-event], page 51,
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 3.1.89 [PianoPedalBracket], page 477, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

Section 2.2.94 [Pure_from_neighbor_engraver], page 344
Coordinates items that get their pure heights from their neighbors.

Section 2.2.97 [Rest_collision_engraver], page 345
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 3.1.95 [RestCollision], page 484.

Section 2.2.102 [Script_row_engraver], page 346
Determine order in horizontal side position elements.
This engraver creates the following layout object(s):
Section 3.1.98 [ScriptRow], page 486.

Section 2.2.103 [Separating_line_group_engraver], page 347
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 3.1.106 [StaffSpacing], page 494.
Section 2.2.113 [Staff_collecting_engraver], page 349
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 2.2.115 [Staff_symbol_engraver], page 349
Create the constellation of five (default) staff lines.
Music types accepted:
Section 1.2.63 [staff-span-event], page 49.
This engraver creates the following layout object(s):
Section 3.1.107 [StaffSymbol], page 494.

Section 2.2.121 [Tab_staff_symbol_engraver], page 352
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 3.1.107 [StaffSymbol], page 494.

Section 2.2.128 [Time_signature_engraver], page 354
Create a Section 3.1.126 [TimeSignature], page 517, whenever timeSignatureFraction changes.
Music types accepted:
Section 1.2.72 [time-signature-event], page 50.
Properties (read)

initialTimeSignatureVisibility (vector)
break visibility for the initial time signature.

partialBusy (boolean)
Signal that \partial acts at the current timestep.

timeSignatureFraction (fraction, as pair)
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 3.1.126 [TimeSignature], page 517.
2.1.30 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 381, Section 3.1.19 [Beam], page 391, Section 3.1.20 [BendAfter], page 394, Section 3.1.23 [BreathingSign], page 396, Section 3.1.27 [ClusterSpanner], page 403, Section 3.1.28 [ClusterSpannerBeacon], page 404, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.34 [Dots], page 414, Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.44 [Flag], page 426, Section 3.1.48 [Glissando], page 431, Section 3.1.52 [Hairpin], page 434, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.60 [LaissezVibrerTie], page 446, Section 3.1.61 [LaissezVibrerTieColumn], page 447, Section 3.1.64 [LigatureBracket], page 450, Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.79 [NoteColumn], page 467, Section 3.1.82 [NoteSpacing], page 469, Section 3.1.86 [PercentRepeat], page 473, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.88 [PhrasingSlur], page 476, Section 3.1.91 [RepeatSlash], page 480, Section 3.1.92 [RepeatTie], page 481, Section 3.1.93 [RepeatTieColumn], page 482, Section 3.1.94 [Rest], page 483, Section 3.1.96 [Script], page 484, Section 3.1.97 [ScriptColumn], page 485, Section 3.1.99 [Slur], page 486, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, Section 3.1.111 [StemTremolo], page 498, Section 3.1.121 [TabNoteHead], page 509, Section 3.1.122 [TextScript], page 511, Section 3.1.123 [TextSpanner], page 513, Section 3.1.124 [Tie], page 514, Section 3.1.125 [TieColumn], page 516, Section 3.1.130 [TrillSpanner], page 522, Section 3.1.131 [TupletBracket], page 523, Section 3.1.132 [TupletNumber], page 525, and Section 3.1.138 [VoiceFollower], page 531.

This is a ‘Bottom’ context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

- Section 2.2.3 [Arpeggio_engraver], page 310
  Generate an Arpeggio symbol.
  Music types accepted:
  Section 1.2.5 [arpeggio-event], page 42,
  This engraver creates the following layout object(s):
  Section 3.1.9 [Arpeggio], page 381.

- Section 2.2.4 [Auto_beam_engraver], page 311
  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 2.2.118 [Stem_engraver], page 350, properties stemLeftBeamCount and stemRightBeamCount.
  Music types accepted:
  Section 1.2.9 [beam-forbid-event], page 42,
  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.

**beamHalfMeasure** (boolean)
Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

**beatStructure** (list)
List of `baseMoment`s 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 391.

**Section 2.2.10 [Beam_engraver], page 314**
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:
Section 1.2.8 [beam-event], page 42,

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 `baseMoment`s 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 391.

**Section 2.2.12 [Bend_engraver], page 315**
Create fall spanners.
Music types accepted:
Section 1.2.10 [bend-after-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.20 [BendAfter], page 394.

Section 2.2.14 [Breathing_sign_engraver], page 315
Create a breathing sign.
Music types accepted:
Section 1.2.14 [breathing-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.23 [BreathingSign], page 396.

Section 2.2.16 [Chord_tremolo_engraver], page 316
Generate beams for tremolo repeats.
Music types accepted:
Section 1.2.74 [tremolo-span-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.18 [Cluster_spanner_engraver], page 317
Engrave a cluster using Spanner notation.
Music types accepted:
Section 1.2.15 [cluster-note-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.27 [ClusterSpanner], page 403, and Section 3.1.28 [ClusterSpannerBeacon], page 404.

Section 2.2.28 [Dots_engraver], page 321
Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590s.
This engraver creates the following layout object(s):
Section 3.1.34 [Dots], page 414.

Section 2.2.29 [Double_percent_repeat_engraver], page 321
Make double measure repeats.
Music types accepted:
Section 1.2.19 [double-percent-event], page 43,
Properties (read)

\texttt{countPercentRepeats} \ (boolean)
If set, produce counters for percent repeats.

\texttt{measureLength} \ (moment)
Length of one measure in the current time signature.

\texttt{repeatCountVisibility} \ (procedure)
A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when \texttt{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 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36 [DoublePercentRepeatCounter], page 416.

Section 2.2.32 [Dynamic_align_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.

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 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.
Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48.

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 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

\texttt{fontSize} \ (\texttt{number})

The relative size of all grobs in a context.

Section 2.2.43 \[\texttt{Forbid\_line\_break\_engraver}, \textit{page 326}\]

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

Properties (read)

\texttt{busyGrobs} \ (\texttt{list})

A queue of \texttt{(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)

\texttt{forbidBreak} \ (\texttt{boolean})

If set to \texttt{#t}, prevent a line break at this point.

Section 2.2.45 \[\texttt{Glissando\_engraver}, \textit{page 327}\]

Engrave glissandi.

Music types accepted:

Section 1.2.25 \[\texttt{glissando\_event}, \textit{page 44}, \]

Properties (read)

\texttt{glissandoMap} \ (\texttt{list})

A map in the form of \texttt{'}((source1 \ . \ target1) (source2 \ . \ target2) (source1 \ . \ target1) ... (sourceN \ . \ targetN))\texttt{'}, showing the glissandi to be drawn for note columns. The value \texttt{'}()\texttt{'} will default to \texttt{'}((0 \ . \ 0) (1 \ . \ 1) ... (n \ . \ n))\texttt{',} where \texttt{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 3.1.48 \[\texttt{Glissando}, \textit{page 431}\] .

Section 2.2.46 \[\texttt{Grace\_auto\_beam\_engraver}, \textit{page 327}\]

Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \texttt{noBeam} will block autobeaming, just like setting the context property \texttt{autoBeaming} to \texttt{#f}.

Music types accepted:

Section 1.2.9 \[\texttt{beam\_forbid\_event}, \textit{page 42}, \]

Properties (read)

\texttt{autoBeaming} \ (\texttt{boolean})

If set to true then beams are generated automatically.

This engraver creates the following layout object(s):

Section 3.1.19 \[\texttt{Beam}, \textit{page 391}\] .

Section 2.2.47 \[\texttt{Grace\_beam\_engraver}, \textit{page 328}\]

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 1.2.8 [beam-event], page 42,
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 `baseMoment` s 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 391.

**Section 2.2.48 [Grace_ engraver], page 328**
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 2.2.52 [Grob_pq_ engraver], page 329**
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 2.2.56 [Instrument_ switch_ engraver], page 331**
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 3.1.56 [InstrumentSwitch], page 439.

Section 2.2.61 [Laissez_vibrer_engraver], page 332
Create laissez vibrer items.
Music types accepted:
Section 1.2.30 [laissez-vibrer-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.61 [LaissezVibrerTieColumn], page 447.

Section 2.2.63 [Ligature_bracket_engraver], page 333
Handle Ligature_events by engraving Ligature brackets.
Music types accepted:
Section 1.2.32 [ligature-event], page 45,
This engraver creates the following layout object(s):
Section 3.1.64 [LigatureBracket], page 450.

Section 2.2.74 [Multi_measure_rest_engraver], page 337
Engrave multi-measure rests that are produced with ‘R’. It reads
measurePosition and internalBarNumber to determine what number
to print over the Section 3.1.74 [MultiMeasureRest], page 461.
Music types accepted:
Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39
[multi-measure-text-event], page 45,
Properties (read)

\begin{itemize}
  \item \texttt{currentCommandColumn} (graphical (layout)
object)
  Grob that is X-parent to all current breakable
  (clef, key signature, etc.) items.
  \item \texttt{internalBarNumber} (integer)
  Contains the current barnumber. This property
  is used for internal timekeeping, among others
  by the Accidental_engraver.
  \item \texttt{measurePosition} (moment)
  How much of the current measure have we had.
  This can be set manually to create incomplete
  measures.
  \item \texttt{restNumberThreshold} (number)
  If a multimeasure rest has more measures than
  this, a number is printed.
  \item \texttt{whichBar} (string)
  This property is read to determine what type
  of bar line to create.
  Example:
  \begin{verbatim}
  \set Staff.whichBar = ".|:
  \end{verbatim}
  This will create a start-repeat bar in this
  staff only. Valid values are described in
  scm/bar-line.scm.
This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRestText], page 464.

**Section 2.2.76 [Note_head_line_engraver], page 338**
Engrave a line between two note heads in a staff switch if followVoice is set.
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 3.1.138 [VoiceFollower], page 531.

**Section 2.2.80 [Note_spacing_engraver], page 339**
Generate NoteSpacing, an object linking horizontal lines for use in spacing.
This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 469.

**Section 2.2.82 [Output_property_engraver], page 340**
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

**Section 2.2.86 [Part_combine_engraver], page 341**
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.  
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,
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 3.1.29 [CombineTextScript], page 404.
Section 2.2.87 [Percent_repeat_engraver], page 341
Make whole measure repeats.
Music types accepted:
Section 1.2.47 [percent-event], page 47,
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 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

Section 2.2.88 [Phrasing_slur_engraver], page 342
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

Section 2.2.96 [Repeat_tie_engraver], page 345
Create repeat ties.
Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.

Section 2.2.98 [Rest_engraver], page 345
Engrave rests.
Music types accepted:
Section 1.2.52 [rest-event], page 47,
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 3.1.94 [Rest], page 483.
Section 2.2.99 [Rhythmic_column_engraver], page 346
Generate NoteColumn, an object that groups stems, note heads, and rests.
This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Section 2.2.100 [Script_column_engraver], page 346
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 3.1.97 [ScriptColumn], page 485.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
Properties (read)

\[
\text{scriptDefinitions} \quad \text{(list)}
\]
The description of scripts. This is used by the \text{Script_engraver} for typesetting note-superscripts and subscripts. See \text{scm/script.scm} for more information.
This engraver creates the following layout object(s):
Section 3.1.96 [Script], page 484.

Section 2.2.104 [Slash_repeat_engraver], page 347
Make beat repeats.
Music types accepted:
Section 1.2.50 [repeat-slash-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.

Section 2.2.105 [Slur_engraver], page 347
Build slur grobs from slur events.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.56 [slur-event], page 48,
Properties (read)

\[
\text{doubleSlurs} \quad \text{(boolean)}
\]
If set, two slurs are created for every slurred note, one above and one below the chord.

\[
\text{slurMelismaBusy} \quad \text{(boolean)}
\]
Signal if a slur is present.
This engraver creates the following layout object(s):
Section 3.1.99 [Slur], page 486.

Section 2.2.112 [Spanner_break_forbid_engraver], page 349
Forbid breaks in certain spanners.
Section 2.2.118 [Stem_engraver], page 350
Create stems, flags and single-stem tremolos. It also works together
with the beam engraver for overriding beaming.

Music types accepted:
Section 1.2.73 [tremolo-event], page 50, and Section 1.2.76 [tuplet-span-
event], page 51,

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.

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
scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.44 [Flag], page 426, Section 3.1.109 [Stem], page 496,
Section 3.1.110 [StemStub], page 498, and Section 3.1.111
[StemTremolo], page 498.

Section 2.2.120 [Tab_note_heads_engraver], page 351
Generate one or more tablature note heads from event of type
NoteEvent.

Music types accepted:
Section 1.2.23 [fingering-event], page 44, Section 1.2.41 [note-event],
page 46, and Section 1.2.65 [string-number-event], page 49,

Properties (read)

defaultStrings (list)
A list of strings to use in calculating frets for
tablatures and fretboards if no strings are pro-
vided 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 high-
est 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.

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.

tablatureStaffLineLayoutFunction (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 3.1.121 [TabNoteHead], page 509.

Section 2.2.122 [Tab_tie_follow_engraver], page 352
Adjust TabNoteHead properties when a tie is followed by a slur or glissando.

Section 2.2.124 [Text_engraver], page 352
Create text scripts.
Music types accepted:
Section 1.2.69 [text-script-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.122 [TextScript], page 511.

Section 2.2.125 [Text_spanner_engraver], page 353
Create text spanner from an event.
Music types accepted:
Section 1.2.70 [text-span-event], page 50.
Properties (read)

\[
\text{currentMusicalColumn (graphical (layout) object)}
\]
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 [TextSpanner], page 513.

Section 2.2.126 [Tie_engraver], page 353
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50.
Properties (read)

\[
\text{skipTypesetting (boolean)}
\]
If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

\[
\text{tieWaitForNote (boolean)}
\]
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

\[
\text{tieMelismaBusy (boolean)}
\]
Signal whether a tie is present.

This engraver creates the following layout object(s):
Section 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

Section 2.2.131 [Trill_spanner_engraver], page 355
Create trill spanner from an event.
Music types accepted:
Section 1.2.75 [trill-span-event], page 50.
Properties (read)

\[
\text{currentCommandColumn (graphical (layout) object)}
\]
Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

\[
\text{currentMusicalColumn (graphical (layout) object)}
\]
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):
Section 3.1.130 [TrillSpanner], page 522.
Section 2.2.132 [Tuplet_ engraver], page 356
Catch tuplet events and generate appropriate bracket.

Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,

Properties (read)

\textit{tupletFullLength} \text{(boolean)}
If set, the tuplet is printed up to the start of the next note.

\textit{tupletFullLengthNote} \text{(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 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [TupletNumber], page 525.

2.1.31 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 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.11 [BarLine], page 383, Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.32 [Custos], page 412, Section 3.1.33 [DotColumn], page 413, Section 3.1.43 [FingeringColumn], page 426, Section 3.1.55 [InstrumentName], page 438, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeySignature], page 443, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.78 [NoteCollision], page 467, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.95 [RestCollision], page 484, Section 3.1.98 [ScriptRow], page 486, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.114 [SustainPedal], page 502, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.133 [UnaCordaPedal], page 526, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, and Section 3.1.137 [VerticalAxisGroup], page 530.

This context sets the following properties:

- Set grob-property \textit{glyph-name-alist} in Section 3.1.1 [Accidental], page 372, to:

\texttt{\((/-1/2 . \"accidentals.vaticanaM1\")\)
\((0 . \"accidentals.vaticana0\")\)
\((1/2 . \"accidentals.mensural1\")\)}

- Set grob-property \textit{glyph-name-alist} in Section 3.1.58 [KeySignature], page 443, to:

\texttt{\((/-1/2 . \"accidentals.vaticanaM1\")\)}
Chapter 2: Translation

(0 . "accidentals.vaticana0")
(1/2 . "accidentals.mensural1")

• Set grob-property line-count in Section 3.1.107 [StaffSymbol], page 494, to 4.
• Set grob-property neutral-direction in Section 3.1.32 [Custos], page 412, to -1.
• Set grob-property neutral-position in Section 3.1.32 [Custos], page 412, to 3.
• Set grob-property style in Section 3.1.32 [Custos], page 412, to 'vaticana.
• Set grob-property style in Section 3.1.34 [Dots], page 414, to 'vaticana.
• Set grob-property thickness in Section 3.1.107 [StaffSymbol], page 494, to 0.6.
• Set grob-property transparent in Section 3.1.11 [BarLine], page 383, to #t.
• Set translator property clefGlyph to "clefs.vaticana.do".
• Set translator property clefPosition to 1.
• Set translator property clefTransposition to 0.
• Set translator property createSpacing to #t.
• Set translator property ignoreFiguredBassRest to #f.
• Set translator property instrumentName to '().
• Set translator property localAlterations to '().
• Set translator property middleCClefPosition to 1.
• Set translator property middleCPosition to 1.
• Set translator property shortInstrumentName to '().

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Section 2.1.32 [VaticanaVoice], page 283.

Context VaticanaStaff can contain Section 2.1.3 [CueVoice], page 61, Section 2.1.20 [NullVoice], page 181, and Section 2.1.32 [VaticanaVoice], page 283.

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

Section 2.2.1 [Accidental_engraver], page 308
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)

accidentalGrouping (symbol)
If set to 'voice, accidentals on the same note in different octaves may be horizontally staggered if in different voices.

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 accidental 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 that reduce the effect of a previous alteration.

harmonicAccidentals (boolean)
If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the Accidental_ engraver.

keyAlterations (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
localAlterations (list)
The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.

Properties (write)

localAlterations (list)
The key signature at this point in the measure. The format is the same as for keyAlterations, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.

This engraver creates the following layout object(s):
Section 3.1.1 [Accidental], page 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, and Section 3.1.4 [AccidentalSuggestion], page 375.

Section 2.2.5 [Axis_group_engraver], page 311
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.

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

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

Properties (write)

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Section 2.2.7 [Bar_engraver], page 312
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. This engraver is required to trigger the creation of clefs at the start of systems.
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 \texttt{scm/bar-line.scm}.

Properties (write)

\textbf{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 383.

\textbf{Section 2.2.17 [Clef_engraver], page 316}
Determine and set reference point for pitches.

Properties (read)

\textbf{clefGlyph} (string)
Name of the symbol within the music font.

\textbf{clefPosition} (number)
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

\textbf{clefTransposition} (integer)
Add this much extra transposition. Values of 7 and -7 are common.

\textbf{clefTranspositionStyle} (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are ‘default’, ‘parenthesized’ and ‘bracketed’.

\textbf{explicitClefVisibility} (vector)
‘break-visibility’ function for clef changes.

\textbf{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 399, and Section 3.1.26 [ClefModifier], page 402.

\textbf{Section 2.2.19 [Collision_engraver], page 317}
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 3.1.78 [NoteCollision], page 467.

\textbf{Section 2.2.24 [Cue_clef_engraver], page 319}
Determine and set reference point for pitches in cued voices.

Properties (read)

\textbf{clefTransposition} (integer)
Add this much extra transposition. Values of 7 and -7 are common.
Chapter 2: Translation

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

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

`cueClefTransposition` (integer)
Add this much extra transposition. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are `default`, `parenthesized` and `bracketed`.

`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 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, and Section 3.1.31 [CueEndClef], page 409.

Section 2.2.25 [Custos_engraver], page 320
Engrave custodes.

This engraver creates the following layout object(s):
Section 3.1.32 [Custos], page 412.

Section 2.2.27 [Dot_column_engraver], page 321
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 3.1.33 [DotColumn], page 413.

Section 2.2.37 [Figured_bass_engraver], page 324
Make figured bass numbers.
Music types accepted:
Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event], page 47.
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 388, Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

Section 2.2.38 [Figured_bass_position_engraver], page 325
Position figured bass alignments over notes.
This engraver creates the following layout object(s):
Section 3.1.15 [BassFigureAlignmentPositioning], page 389.

Section 2.2.39 [Fingering_column_engraver], page 325
Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.
This engraver creates the following layout object(s):
Section 3.1.43 [FingeringColumn], page 426.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.52 [Grob_pq_engraver], page 329
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_name_engraver], page 330
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 3.1.55 [InstrumentName], page 438.

Section 2.2.58 [Key_engraver], page 331
Engrave a key signature.
Music types accepted:
Section 1.2.28 [key-change-event], page 44,
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 that reduce the effect of a previous alteration.

`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).

`keyAlterations` (list)
The current key signature. This is an alist containing `(step . alter)` or `((octave . step) . alter)`, where `step` is a number in the
Chapter 2: Translation

range 0 to 6 and alter a fraction, denoting alteration. For alterations, use symbols, e.g. 
\texttt{keyAlterations = \#\cdot(6 . ,FLAT)}.

\texttt{lastKeyAlterations (list)}
Last key signature before a key signature change.

\texttt{middleCClefPosition (number)}
The position of the middle C, as determined only by the clef. This can be calculated by looking at \texttt{clefPosition} and \texttt{clefGlyph}.

\texttt{printKeyCancellation (boolean)}
Print restoration alterations before a key signature change.

Properties (write)

\texttt{keyAlterations (list)}
The current key signature. This is an alist containing \texttt{(step . alter)} or \texttt{((octave . step) . alter)}, where \texttt{step} is a number in the range 0 to 6 and \texttt{alter} a fraction, denoting alteration. For alterations, use symbols, e.g. 
\texttt{keyAlterations = \#\cdot(6 . ,FLAT)}.

\texttt{lastKeyAlterations (list)}
Last key signature before a key signature change.

\texttt{tonic (pitch)}
The tonic of the current scale.

This engraver creates the following layout object(s):
Section 3.1.57 [KeyCancellation], page 440, and Section 3.1.58 [KeySignature], page 443.

Section 2.2.62 [Ledger_line_engraver], page 333
Create the spanner to draw ledger lines, and notices objects that need ledger lines.
This engraver creates the following layout object(s):
Section 3.1.62 [LedgerLineSpanner], page 448.

Section 2.2.81 [Ottava_spanner_engraver], page 339
Create a text spanner when the ottavation property changes.

Properties (read)

\texttt{currentMusicalColumn (graphical (layout) object)}
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

\texttt{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 3.1.83 [OttavaBracket], page 470.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.
Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.89 [Piano_pedal_align_engraver], page 342
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 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.115
[SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCordaPedalLineSpanner], page 527.

Section 2.2.90 [Piano_pedal_engraver], page 342
Engrave piano pedal symbols and brackets.
Music types accepted:
Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event],
page 50, and Section 1.2.77 [una-corda-event], page 51,
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 3.1.89 [PianoPedalBracket], page 477, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

Section 2.2.94 [Pure_from_neighbor_engraver], page 344
Coordinates items that get their pure heights from their neighbors.

Section 2.2.97 [Rest_collision_engraver], page 345
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 3.1.95 [RestCollision], page 484.

Section 2.2.102 [Script_row_engraver], page 346
Determine order in horizontal side position elements.
This engraver creates the following layout object(s):
Section 3.1.98 [ScriptRow], page 486.

Section 2.2.103 [Separating_line_group_engraver], page 347
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 3.1.106 [StaffSpacing], page 494.

Section 2.2.113 [Staff_collecting_engraver], page 349
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 2.2.115 [Staff_symbol engraver], page 349
Create the constellation of five (default) staff lines.
Music types accepted:
Section 1.2.63 [staff-span-event], page 49,
This engraver creates the following layout object(s):
Section 3.1.107 [StaffSymbol], page 494.

2.1.32 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 381, Section 3.1.19 [Beam], page 391, Section 3.1.20 [BendAfter], page 394, Section 3.1.23 [BreathingSign], page 396, Section 3.1.27 [ClusterSpanner], page 403, Section 3.1.28 [ClusterSpannerBeacon], page 404, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.33 [DotColumn], page 413, Section 3.1.34 [Dots], page 414, Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.41 [Episema], page 423, Section 3.1.42 [Fingering], page 424, Section 3.1.48 [Glissando], page 431, Section 3.1.52 [Hairpin], page 434, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.60 [LaissezViberTie], page 446, Section 3.1.61 [LaissezViberTieColumn], page 447, Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.79 [NoteColumn], page 467, Section 3.1.80 [NoteHead], page 468, Section 3.1.82 [NoteSpacing], page 469, Section 3.1.86 [PercentRepeat], page 473, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.88 [PhrasingSlur], page 476, Section 3.1.91 [RepeatSlash], page 480, Section 3.1.92 [RepeatTie], page 481, Section 3.1.93 [RepeatTieColumn], page 482, Section 3.1.94 [Rest], page 483, Section 3.1.96 [Script], page 484, Section 3.1.97 [ScriptColumn], page 485, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501, Section 3.1.122 [TextScript], page 511, Section 3.1.124 [Tie], page 514, Section 3.1.125 [TieColumn], page 516, Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, Section 3.1.129 [TrillPitchHead], page 521, Section 3.1.130 [TrillSpanner], page 522, Section 3.1.131 [TupletBracket], page 523, Section 3.1.132 [TupletNumber], page 525, Section 3.1.135 [VaticanaLigature], page 528, and Section 3.1.138 [VoiceFollower], page 531.

This context sets the following properties:
• Set grob-property padding in Section 3.1.96 [Script], page 484, to 0.5.
• Set grob-property style in Section 3.1.80 [NoteHead], page 468, to 'vaticana.punctum.'
• Set translator property autoBeaming to #f.

This is a ‘Bottom’ context; no contexts will be created implicitly from it.
This context cannot contain other contexts.
This context is built from the following engraver(s):
Section 2.2.3 [Arpeggio engraver], page 310
Generate an Arpeggio symbol.
Music types accepted:
Section 1.2.5 \[arpeggio-event\], page 42,
This engraver creates the following layout object(s):
Section 3.1.9 \[Arpeggio\], page 381.

Section 2.2.4 \[Auto\_beam\_engraver\], page 311
Generate beams based on measure characteristics and observed Stems. Uses \texttt{baseMoment}, \texttt{beatStructure}, \texttt{beamExceptions}, \texttt{measureLength}, and \texttt{measurePosition} to decide when to start and stop a beam. Overriding beaming is done through Section 2.2.118 \[Stem\_engraver\], page 350, properties \texttt{stemLeftBeamCount} and \texttt{stemRightBeamCount}.

Music types accepted:
Section 1.2.9 \[beam-forbid-event\], page 42,
Properties (read)

\texttt{autoBeaming} (boolean)
If set to true then beams are generated automatically.

\texttt{baseMoment} (moment)
Smallest unit of time that will stand on its own as a subdivided section.

\texttt{beamExceptions} (list)
An alist of exceptions to autobeam rules that normally end on beats.

\texttt{beamHalfMeasure} (boolean)
Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

\texttt{beatStructure} (list)
List of \texttt{baseMoment}s that are combined to make beats.

\texttt{subdivideBeams} (boolean)
If set, multiple beams will be subdivided at \texttt{baseMoment} positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):
Section 3.1.19 \[Beam\], page 391.

Section 2.2.10 \[Beam\_engraver\], page 314
Handle \texttt{Beam} events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:
Section 1.2.8 \[beam-event\], page 42,
Properties (read)

\texttt{baseMoment} (moment)
Smallest unit of time that will stand on its own as a subdivided section.

\texttt{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 391.

Section 2.2.12 [Bend_engraver], page 315
  Create fall spanners.
  Music types accepted:
  Section 1.2.10 [bend-after-event], page 42,
  This engraver creates the following layout object(s):
  Section 3.1.20 [BendAfter], page 394.

Section 2.2.14 [Breathing_sign_engraver], page 315
  Create a breathing sign.
  Music types accepted:
  Section 1.2.14 [breathing-event], page 43,
  This engraver creates the following layout object(s):
  Section 3.1.23 [BreathingSign], page 396.

Section 2.2.16 [Chord_tremolo_engraver], page 316
  Generate beams for tremolo repeats.
  Music types accepted:
  Section 1.2.74 [tremolo-span-event], page 50,
  This engraver creates the following layout object(s):
  Section 3.1.19 [Beam], page 391.

Section 2.2.18 [Cluster_spanner_engraver], page 317
  Engrave a cluster using Spanner notation.
  Music types accepted:
  Section 1.2.15 [cluster-note-event], page 43,
  This engraver creates the following layout object(s):
  Section 3.1.27 [ClusterSpanner], page 403, and Section 3.1.28 [ClusterSpannerBeacon], page 404.

Section 2.2.28 [Dots_engraver], page 321
  Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590.
  This engraver creates the following layout object(s):
  Section 3.1.34 [Dots], page 414.
Section 2.2.29 [Double_percent_repeat_engraver], page 321
Make double measure repeats.
Music types accepted:
Section 1.2.19 [double-percent-event], page 43,
Properties (read)

\textit{countPercentRepeats} (boolean)
If set, produce counters for percent repeats.

\textit{measureLength} (moment)
Length of one measure in the current time signature.

\textit{repeatCountVisibility} (procedure)
A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when \textit{countPercentRepeats} is set.

Properties (write)

\textit{forbidBreak} (boolean)
If set to \texttt{#t}, prevent a line break at this point.

This engraver creates the following layout object(s):
Section 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36 [DoublePercentRepeatCounter], page 416.

Section 2.2.32 [Dynamic_align_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.
Properties (read)

\textit{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 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.
Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48,
Properties (read)

\textit{crescendoSpanner} (symbol)
The type of spanner to be used for crescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

\textit{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 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.35 [Episema_engraver], page 323
Create an Editio Vaticana-style episema line.
Music types accepted:
Section 1.2.21 [episema-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.41 [Episema], page 423.

Section 2.2.40 [Fingering_engraver], page 325
Create fingering scripts.
Music types accepted:
Section 1.2.23 [fingering-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.42 [Fingering], page 424.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.43 [Forbid_line_break_engraver], page 326
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 [Glissando_engraver], page 327
Engrave glissandi.
Music types accepted:
Section 1.2.25 [glissando-event], page 44,
Properties (read)

\texttt{glissandoMap} (list)
A map in the form of `\((\text{source1 . target1})
(\text{source2 . target2}) (\text{sourceN . targetN})\)` 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 3.1.48 [Glissando], page 431.

Section 2.2.46 [Grace_auto_beam_engraver], page 327
Generates one autobeam group across an entire grace phrase. As usual,
any manual beaming or \texttt{noBeam} will block autobeaming, just like setting
the context property `\texttt{autoBeaming} to `##f`.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
Properties (read)

\texttt{autoBeaming} (boolean)
If set to true then beams are generated auto-
matically.

This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.47 [Grace_beam_engraver], page 328
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 1.2.8 [beam-event], page 42,
Properties (read)

\texttt{baseMoment} (moment)
Smallest unit of time that will stand on its own
as a subdivided section.

\texttt{beamMelismaBusy} (boolean)
Signal if a beam is present.

\texttt{beatStructure} (list)
List of \texttt{baseMoments} that are combined to make
beats.

\texttt{subdivideBeams} (boolean)
If set, multiple beams will be subdivided at
\texttt{baseMoment} positions by only drawing one
beam over the beat.
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.48 [Grace_engraver], page 328
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 2.2.52 [Grob_pq_engraver], page 329
Administrate when certain grobs (e.g., note heads) stop playing.
Properties (read)

busyGrobs (list)
A queue of \((\text{end-moment}, \text{grob})\) 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 \((\text{end-moment}, \text{grob})\) 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 2.2.56 [Instrument_switch_engraver], page 331
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 3.1.56 [InstrumentSwitch], page 439.

Section 2.2.61 [Laissez_vibrer_engraver], page 332
Create laissez vibrer items.
Music types accepted:
Section 1.2.30 [laissez-vibrer-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.61 [LaissezVibrerTieColumn], page 447.

Section 2.2.74 [Multi_measure_rest_engraver], page 337
Engrave multi-measure rests that are produced with ‘R’. It reads measurePosition and internalBarNumber to determine what number to print over the Section 3.1.74 [MultiMeasureRest], page 461.
Music types accepted:
Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39 [multi-measure-text-event], page 45,
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 bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

**measurePosition** (moment)
How much of the current measure have we had. This can be set manually to create incomplete measures.

**restNumberThreshold** (number)
If a multimeasure rest has more measures than this, a number is printed.

**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 scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRestText], page 464.

**Section 2.2.75 [New_fingering_engraver], page 337**
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 3.1.42 [Fingering], page 424, Section 3.1.96 [Script], page 484, Section 3.1.112 [StringNumber], page 499, and Section 3.1.113 [StrokeFinger], page 501.
Section 2.2.76 [Note_head_line_engraver], page 338
Engrave a line between two note heads in a staff switch if followVoice is set.

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 3.1.138 [VoiceFollower], page 531.

Section 2.2.77 [Note_heads_engraver], page 338
Generate note heads.

Music types accepted:
Section 1.2.41 [note-event], page 46,

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 3.1.80 [NoteHead], page 468.

Section 2.2.80 [Note_spacing_engraver], page 339
Generate NoteSpacing, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 469.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.

Music types accepted:
Section 1.2.4 [apply-output-event], page 42,

Section 2.2.86 [Part_combine_engraver], page 341
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,

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 3.1.29 [CombineTextScript], page 404.

Section 2.2.87 [Percent_repeat_engraver], page 341
Make whole measure repeats.
Music types accepted:
Section 1.2.47 [percent-event], page 47,
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 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

Section 2.2.88 [Phrasing_slur_engraver], page 342
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

Section 2.2.93 [Pitched_trill_engraver], page 344
Print the bracketed note head after a note head with trill.
This engraver creates the following layout object(s):
Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, and Section 3.1.129 [TrillPitchHead], page 521.

Section 2.2.96 [Repeat_tie_engraver], page 345
Create repeat ties.
Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.

Section 2.2.98 [Rest_engraver], page 345
Engrave rests.
Music types accepted:
Section 1.2.52 [rest-event], page 47,
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 3.1.94 [Rest], page 483.

Section 2.2.99 [Rhythmic_column_engraver], page 346
Generate NoteColumn, an object that groups stems, note heads, and rests.
This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Section 2.2.100 [Script_column_engraver], page 346
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 3.1.97 [ScriptColumn], page 485.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
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 3.1.96 [Script], page 484.

Section 2.2.104 [Slash_repeat_engraver], page 347
Make beat repeats.
Music types accepted:
Section 1.2.50 [repeat-slash-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.
Section 2.2.112 [Spanner_break_forbid_engraver], page 349
Forbid breaks in certain spanners.

Section 2.2.124 [Text_engraver], page 352
Create text scripts.
Music types accepted:
Section 1.2.69 [text-script-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.122 [TextScript], page 511.

Section 2.2.126 [Tie_engraver], page 353
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)

  skipTypesetting (boolean)
  If true, no typesetting is done, speeding up
  the interpretation phase. Useful for debugging
  large scores.

  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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn],
page 516.

Section 2.2.131 [Trill_spanner_engraver], page 355
Create trill spanner from an event.
Music types accepted:
Section 1.2.75 [trill-span-event], page 50,
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 3.1.130 [TrillSpanner], page 522.

Section 2.2.132 [Tuplet_engraver], page 356
Catch tuplet events and generate appropriate bracket.
Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,
Properties (read)

\texttt{tupletFullLength} (boolean)
If set, the tuplet is printed up to the start of
the next note.

\texttt{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 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [Tuplet-
Number], page 525.

Section 2.2.134 [Vaticana_ligature_engraver], page 356
Handle ligatures by gluing special ligature heads together.

Music types accepted:
Section 1.2.32 [ligature-event], page 45, and Section 1.2.48 [pes-or-flexa-
event], page 47,
This engraver creates the following layout object(s):
Section 3.1.33 [DotColumn], page 413, and Section 3.1.135 [VaticanaLi-
gature], page 528.

2.1.33 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 381, Section 3.1.19 [Beam], page 391, Section 3.1.20
[BendAfter], page 394, Section 3.1.23 [BreathingSign], page 396, Section 3.1.27 [Clus-
terSpanner], page 403, Section 3.1.28 [ClusterSpannerBeacon], page 404, Section 3.1.29
[CombineTextScript], page 404, Section 3.1.34 [Dots], page 414, Section 3.1.35 [Dou-
blePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416,
Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.38 [DynamicLineSpanner], page 418,
Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421,
Section 3.1.42 [Fingering], page 424, Section 3.1.44 [Flag], page 426, Section 3.1.48 [Glissando],
page 431, Section 3.1.52 [Hairpin], page 434, Section 3.1.56 [InstrumentSwitch], page 439,
Section 3.1.60 [LaissezVibrerTie], page 446, Section 3.1.61 [LaissezVibrerTieColumn], page 447,
Section 3.1.64 [LigatureBracket], page 450, Section 3.1.74 [MultiMeasureRest], page 461,
Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText],
page 464, Section 3.1.79 [NoteColumn], page 467, Section 3.1.80 [NoteHead], page 468,
Section 3.1.82 [NoteSpacing], page 469, Section 3.1.86 [PercentRepeat], page 473,
Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.88 [PhrasingSlur], page 476,
Section 3.1.91 [RepeatSlash], page 480, Section 3.1.92 [RepeatTie], page 481, Section 3.1.93
[RepeatTieColumn], page 482, Section 3.1.94 [Rest], page 483, Section 3.1.96 [Script], page 484,
Section 3.1.97 [ScriptColumn], page 485, Section 3.1.99 [Slur], page 486, Section 3.1.109
[Stem], page 496, Section 3.1.110 [StemStub], page 498, Section 3.1.111 [StemTremolo],
page 498, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501,
Section 3.1.122 [TextScript], page 511, Section 3.1.123 [TextSpanner], page 513, Section 3.1.124
This is a ‘Bottom’ context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

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

**Section 2.2.3 [Arpeggio_engraver], page 310**
Generate an Arpeggio symbol.
Music types accepted:
Section 1.2.5 [arpeggio-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.9 [Arpeggio], page 381.

**Section 2.2.4 [Auto_beam_engraver], page 311**
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 2.2.118 [Stem_engraver], page 350, properties stemLeftBeamCount and stemRightBeamCount.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
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.

- **beamHalfMeasure** (boolean)
  Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

- **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 391.
Section 2.2.10 [Beam_engraver], page 314
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.
Music types accepted:
Section 1.2.8 [beam-event], page 42,
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 391.

Section 2.2.12 [Bend_engraver], page 315
Create fall spanners.
Music types accepted:
Section 1.2.10 [bend-after-event], page 42,
This engraver creates the following layout object(s):
Section 3.1.20 [BendAfter], page 394.

Section 2.2.14 [Breathing_sign_engraver], page 315
Create a breathing sign.
Music types accepted:
Section 1.2.14 [breathing-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.23 [BreathingSign], page 396.

Section 2.2.16 [Chord_tremolo_engraver], page 316
Generate beams for tremolo repeats.
Music types accepted:
Section 1.2.74 [tremolo-span-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.18 [Cluster_spanner_engraver], page 317
Engrave a cluster using Spanner notation.
Music types accepted:
Section 1.2.15 [cluster-note-event], page 43,
This engraver creates the following layout object(s):
Section 3.1.27 [ClusterSpanner], page 403, and Section 3.1.28 [ClusterSpannerBeacon], page 404.

Section 2.2.28 [Dots_engraver], page 321
Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590s.
This engraver creates the following layout object(s):
Section 3.1.34 [Dots], page 414.

Section 2.2.29 [Double_percent_repeat_engraver], page 321
Make double measure repeats.
Music types accepted:
Section 1.2.19 [double-percent-event], page 43,
Properties (read)

\[
\text{countPercentRepeats} \text{ (boolean)} \\
\quad \text{If set, produce counters for percent repeats.}
\]

\[
\text{measureLength} \text{ (moment)} \\
\quad \text{Length of one measure in the current time signature.}
\]

\[
\text{repeatCountVisibility} \text{ (procedure)} \\
\quad \text{A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when countPercentRepeats is set.}
\]

Properties (write)

\[
\text{forbidBreak} \text{ (boolean)} \\
\quad \text{If set to \#t, prevent a line break at this point.}
\]

This engraver creates the following layout object(s):
Section 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36 [DoublePercentRepeatCounter], page 416.

Section 2.2.32 [Dynamic_align_engraver], page 322
Align hairpins and dynamic texts on a horizontal line.
Properties (read)

\[
\text{currentMusicalColumn} \text{ (graphical (layout) object)} \\
\quad \text{Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).}
\]

This engraver creates the following layout object(s):
Section 3.1.38 [DynamicLineSpanner], page 418.

Section 2.2.33 [Dynamic_engraver], page 322
Create hairpins, dynamic texts and dynamic text spanners.
Music types accepted:
Chapter 2: Translation

Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48.

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 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Section 2.2.40 [Fingering_engraver], page 325
Create fingering scripts.
Music types accepted:
Section 1.2.23 [fingering-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.42 [Fingering], page 424.

Section 2.2.41 [Font_size_engraver], page 325
Put fontSize into font-size grob property.
Properties (read)

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

Section 2.2.43 [Forbid_line_break_engraver], page 326
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 [Glissando_ engraver], page 327
Engrave glissandi.
Music types accepted:
Section 1.2.25 [glissando-event], page 44,
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 3.1.48 [Glissando], page 431.

Section 2.2.46 [Grace_auto_beam_ engraver], page 327
Generates one autobeam group across an entire grace phrase. As usual,
any manual beaming or \noBeam will block autobeaming, just like set-
ting the context property ‘autoBeaming’ to ##f.
Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,
Properties (read)

autoBeaming (boolean)
If set to true then beams are generated auto-
matically.

This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.

Section 2.2.47 [Grace_beam_ engraver], page 328
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 1.2.8 [beam-event], page 42,
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 391.

Section 2.2.48 [Grace_engraver], page 328
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 2.2.52 [Grob_pq_engraver], page 329
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 2.2.56 [Instrument_switch_engraver], page 331
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 3.1.56 [InstrumentSwitch], page 439.

Section 2.2.61 [Laissez_vibrer_engraver], page 332
Create laissez vibrer items.
Music types accepted:
Section 1.2.30 [laissez-vibrer-event], page 44,
This engraver creates the following layout object(s):
Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.61 [LaissezVibrerTieColumn], page 447.

Section 2.2.63 [Ligature_bracket_engraver], page 333
Handle Ligature_events by engraving Ligature brackets.
Music types accepted:
Section 1.2.32 [ligature-event], page 45,
This engraver creates the following layout object(s):
Section 3.1.64 [LigatureBracket], page 450.

Section 2.2.74 [Multi_measure_rest_engraver], page 337
Engrave multi-measure rests that are produced with ‘R’. It reads
measurePosition and internalBarNumber to determine what number
to print over the Section 3.1.74 [MultiMeasureRest], page 461.
Music types accepted:
Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39
[multi-measure-text-event], page 45,
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.

   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.

   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
       scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [Multi-
MeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRest-
Text], page 464.

Section 2.2.75 [New_fingering_engraver], page 337
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 3.1.42 [Fingering], page 424, Section 3.1.96 [Script], page 484,
Section 3.1.112 [StringNumber], page 499, and Section 3.1.113 [StrokeFinger], page 501.

Section 2.2.76 [Note_head_line_engraver], page 338
Engrave a line between two note heads in a staff switch if followVoice is set.

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 3.1.138 [VoiceFollower], page 531.

Section 2.2.77 [Note_heads_engraver], page 338
Generate note heads.

Music types accepted:
Section 1.2.41 [note-event], page 46,

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 3.1.80 [NoteHead], page 468.

Section 2.2.80 [Note_spacing_engraver], page 339
Generate NoteSpacing, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 469.

Section 2.2.82 [Output_property_engraver], page 340
Apply a procedure to any grob acknowledged.

Music types accepted:
Section 1.2.4 [apply-output-event], page 42,
Section 2.2.86 [Part_combine_engraver], page 341
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,

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 3.1.29 [CombineTextScript], page 404.

Section 2.2.87 [Percent_repeat_engraver], page 341
Make whole measure repeats.

Music types accepted:
Section 1.2.47 [percent-event], page 47,

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 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

Section 2.2.88 [Phrasing_slur_engraver], page 342
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47.
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

Section 2.2.93 [Pitched_trill_engraver], page 344
Print the bracketed note head after a note head with trill.
This engraver creates the following layout object(s):
Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, and Section 3.1.129 [TrillPitchHead], page 521.

Section 2.2.96 [Repeat_tie_engraver], page 345
Create repeat ties.
Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47.
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.

Section 2.2.98 [Rest_engraver], page 345
Engrave rests.
Music types accepted:
Section 1.2.52 [rest-event], page 47,
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 3.1.94 [Rest], page 483.

Section 2.2.99 [Rhythmic_column_engraver], page 346
Generate \[NoteColumn\], an object that groups stems, note heads, and rests.
This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Section 2.2.100 [Script_column_engraver], page 346
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 3.1.97 [ScriptColumn], page 485.

Section 2.2.101 [Script_engraver], page 346
Handle note scripted articulations.
Music types accepted:
Section 1.2.6 [articulation-event], page 42,
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 3.1.96 [Script], page 484.

**Section 2.2.104 [Slash_repeat_engraver], page 347**
Make beat repeats.
Music types accepted:
Section 1.2.50 [repeat-slash-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.

**Section 2.2.105 [Slur_engraver], page 347**
Build slur grobs from slur events.
Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.56 [slur-event], page 48,
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 3.1.99 [Slur], page 486.

**Section 2.2.112 [Spanner_break_forbid_engraver], page 349**
Forbid breaks in certain spanners.

**Section 2.2.118 [Stem_engraver], page 350**
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.
Music types accepted:
Section 1.2.73 [tremolo-event], page 50, and Section 1.2.76 [tuplet-span-event], page 51,
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`. 

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 scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.44 [Flag], page 426, Section 3.1.109 [Stem], page 496,
Section 3.1.110 [StemStub], page 498, and Section 3.1.111 [StemTremolo], page 498.

Section 2.2.124 [Text_engraver], page 352
Create text scripts.
Music types accepted:
Section 1.2.69 [text-script-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.122 [TextScript], page 511.

Section 2.2.125 [Text_spanner_engraver], page 353
Create text spanner from an event.
Music types accepted:
Section 1.2.70 [text-span-event], page 50,
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 3.1.123 [TextSpanner], page 513.

Section 2.2.126 [Tie_engraver], page 353
Generate ties between note heads of equal pitch.
Music types accepted:
Section 1.2.71 [tie-event], page 50,
Properties (read)

  skipTypesetting (boolean)
  If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

  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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

**Section 2.2.131 [Trill_spanner_ engraver], page 355**
Create trill spanner from an event.
Music types accepted:
Section 1.2.75 [trill-span-event], page 50,
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 3.1.130 [TrillSpanner], page 522.

**Section 2.2.132 [Tuplet_ engraver], page 356**
Catch tuplet events and generate appropriate bracket.
Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,
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 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [Tuplet-Number], page 525.

### 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)
\[accidentalGrouping\] (symbol)
If set to 'voice, accidentals on the same note in different octaves may be horizontally staggered if in different voices.
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 that reduce the effect of a previous alteration.

harmonicAccidentals (boolean)
If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

keyAlterations (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. `keyAlterations = #`((6 . ,FLAT)).

localAlterations (list)
The key signature at this point in the measure. The format is the same as for `keyAlterations`, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.
Properties (write)

**localAlterations** (list)

The key signature at this point in the measure. The format is the same as for **keyAlterations**, but can also contain ((octave . name) . (alter barnumber . measureposition)) pairs.

This engraver creates the following layout object(s):

- Section 3.1.1 [Accidental], page 372
- Section 3.1.2 [AccidentalCautionary], page 373
- Section 3.1.3 [AccidentalPlacement], page 374
- Section 3.1.4 [AccidentalSuggestion], page 375

**Accidental_engraver** is part of the following context(s):
- Section 2.1.12 [GregorianTranscriptionStaff], page 104
- Section 2.1.14 [KievanStaff], page 128
- Section 2.1.17 [MensuralStaff], page 155
- Section 2.1.22 [PetrucciStaff], page 185
- Section 2.1.27 [Staff], page 237
- Section 2.1.31 [VaticanaStaff], page 272

### 2.2.2 Ambitus_engraver

Create an ambitus.

Properties (read)

**keyAlterations** (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. keyAlterations = #`((6 . ,FLAT))

**middleCClefPosition** (number)

The position of the middle C, as determined only by the clef. This can be calculated by looking at clefPosition and clefGlyph.

**middleCOffset** (number)

The offset of middle C from the position given by middleCClefPosition. This is used for ottava brackets.

This engraver creates the following layout object(s):

- Section 3.1.3 [AccidentalPlacement], page 374
- Section 3.1.5 [Ambitus], page 377
- Section 3.1.6 [AmbitusAccidental], page 378
- Section 3.1.7 [AmbitusLine], page 379
- Section 3.1.8 [AmbitusNoteHead], page 380

**Ambitus_engraver** is not part of any context.

### 2.2.3 Arpeggio_engraver

Generate an Arpeggio symbol.

Music types accepted:

- Section 1.2.5 [arpeggio-event], page 42

This engraver creates the following layout object(s):

- Section 3.1.9 [Arpeggio], page 381

**Arpeggio_engraver** is part of the following context(s):

- Section 2.1.3 [CueVoice], page 61
- Section 2.1.13 [GregorianTranscriptionVoice], page 114
- Section 2.1.15 [KievanVoice], page 138
- Section 2.1.18 [MensuralVoice], page 166
- Section 2.1.23 [PetrucciVoice], page 196
- Section 2.1.30 [TabVoice], page 259
- Section 2.1.32 [VaticanaVoice], page 283
- Section 2.1.33 [Voice], page 295
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 2.2.118 [Stem_engraver], page 350, properties stemLeftBeamCount and stemRightBeamCount.

Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,

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.

beamHalfMeasure (boolean)
Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

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 391.

Auto_beam_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

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.

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

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

Properties (write)

hasAxisGroup (boolean)
True if the current context is contained in an axis group.
This engraver creates the following layout object(s):
Section 3.1.137 [VerticalAxisGroup], page 530.

Axis_group_engraver is part of the following context(s): Section 2.1.2 [ChordNames], page 58, Section 2.1.5 [DrumStaff], page 74, Section 2.1.7 [Dynamics], page 93, Section 2.1.8 [FiguredBass], page 97, Section 2.1.9 [FretBoards], page 99, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.16 [Lyrics], page 152, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.19 [NoteNames], page 179, Section 2.1.21 [OneStaff], page 184, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.6 Balloon_engraver
Create balloon texts.
Music types accepted:
Section 1.2.3 [annotate-output-event], page 41,
This engraver creates the following layout object(s):
Section 3.1.10 [BalloonTextItem], page 382.
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. This engraver is required to trigger the creation of clefs at the start of systems.

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 scm/bar-line.scm.

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 383.
Bar_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.7 [Dynamics], page 93, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

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 2.2.113 [Staff_collecting_engraver], page 349.

Music types accepted:
Section 1.2.2 [alternative-event], page 41,
Properties (read)

**alternativeNumberingStyle** (symbol)
The style of an alternative’s bar numbers. Can be **numbers** for going
back to the same number or **numbers-with-letters** for going back to
the same number with letter suffixes. No setting will not go back in
measure-number time.

**barNumberFormatter** (procedure)
A procedure that takes a bar number, measure position, and alternative
number and returns a markup of the bar number to print.

**barNumberVisibility** (procedure)
A procedure that takes a bar number and a measure position and
returns whether the corresponding bar number should be printed.
Note that the actual print-out of bar numbers is controlled with the
**break-visibility** property.
The following procedures are predefined:

**all-bar-numbers-visible**
Enable bar numbers for all bars, including the first one and
broken bars (which get bar numbers in parentheses).

**first-bar-number-invisible**
Enable bar numbers for all bars (including broken bars)
except the first one. If the first bar is broken, it doesn’t get
a bar number either.

**first-bar-number-invisible-save-broken-bars**
Enable bar numbers for all bars (including broken bars)
except the first one. A broken first bar gets a bar number.

**first-bar-number-invisible-and-no-parenthesized-bar-numbers**
Enable bar numbers for all bars except the first bar and
broken bars. This is the default.

**(every-nth-bar-number-visible n)**
Assuming \( n \) is value 2, for example, this enables bar num-
bers for bars 2, 4, 6, etc.

**(modulo-bar-number-visible n m)**
If bar numbers 1, 4, 7, etc., should be enabled, \( n \) (the mod-
ulo) must be set to 3 and \( m \) (the division remainder) to 1.

**currentBarNumber** (integer)
Contains the current bar number. 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:
\[
\texttt{\set Staff\whichBar = ".\1:"
}
This will create a start-repeat bar in this staff only. Valid values are
described in **scm/bar-line.scm**.
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 2.1.26 [Score], page 215.

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 1.2.8 [beam-event], page 42,

Properties (write)

- **currentBarNumber** (integer)
  
  Contains the current bar number. This property is incremented at every bar line.

This engraver creates the following layout object(s):

Section 3.1.12 [BarNumber], page 386.

**Bar\_number\_engraver** is part of the following context(s): Section 2.1.26 [Score], page 215.

2.2.11 Beam\_performer

Music types accepted:

- Section 1.2.8 [beam-event], page 42,

**Beam\_performer** is not part of any context.
2.2.12 Bend_engraver

Create fall spanners.

Music types accepted:
- Section 1.2.10 [bend-after-event], page 42,
- This engraver creates the following layout object(s):
  - Section 3.1.20 [BendAfter], page 394.

Bend_engraver is part of the following context(s):
- Section 2.1.3 [CueVoice], page 61,
- Section 2.1.6 [DrumVoice], page 81,
- Section 2.1.13 [GregorianTranscriptionVoice], page 114,
- Section 2.1.15 [KievanVoice], page 138,
- Section 2.1.18 [MensuralVoice], page 166,
- Section 2.1.23 [PetrucciVoice], page 196,
- Section 2.1.30 [TabVoice], page 259,
- Section 2.1.32 [VaticanaVoice], page 283,
- and Section 2.1.33 [Voice], page 295.

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 394,
- Section 3.1.22 [BreakAlignment], page 395,
- and Section 3.1.63 [LeftEdge], page 448.

Break_align_engraver is part of the following context(s):
- Section 2.1.26 [Score], page 215.

2.2.14 Breathing_sign_engraver

Create a breathing sign.

Music types accepted:
- Section 1.2.14 [breathing-event], page 43,
- This engraver creates the following layout object(s):
  - Section 3.1.23 [BreathingSign], page 396.

Breathing_sign_engraver is part of the following context(s):
- Section 2.1.3 [CueVoice], page 61,
- Section 2.1.6 [DrumVoice], page 81,
- Section 2.1.13 [GregorianTranscriptionVoice], page 114,
- Section 2.1.15 [KievanVoice], page 138,
- Section 2.1.18 [MensuralVoice], page 166,
- Section 2.1.23 [PetrucciVoice], page 196,
- Section 2.1.30 [TabVoice], page 259,
- Section 2.1.32 [VaticanaVoice], page 283,
- and Section 2.1.33 [Voice], page 295.

2.2.15 Chord_name_engraver

Catch note and rest events and generate the appropriate chordname.

Music types accepted:
- Section 1.2.41 [note-event], page 46,
- and Section 1.2.52 [rest-event], page 47,
- 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.

lastChord (markup)
Last chord, used for detecting chord changes.

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.

Properties (write)
lastChord (markup)
Last chord, used for detecting chord changes.

This engraver creates the following layout object(s):
Section 3.1.24 [ChordName], page 398.
Chord_name_engraver is part of the following context(s): Section 2.1.2 [ChordNames], page 58.

2.2.16 Chord_tremolo_engraver
Generate beams for tremolo repeats.

Music types accepted:
Section 1.2.74 [tremolo-span-event], page 50,
This engraver creates the following layout object(s):
Section 3.1.19 [Beam], page 391.
Chord_tremolo_engraver is part of the following context(s): Section 2.1.3 [CueVoice],
page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice],
page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166,
Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32
[VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.17 Clef_engraver
Determine and set reference point for pitches.

Properties (read)
clefGlyph (string)
Name of the symbol within the music font.
clefPosition (number)
Where should the center of the clef symbol go, measured in half staff
spaces from the center of the staff.
clefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.
clefTranspositionStyle (symbol)
Determines the way the ClefModifier grob is displayed. Possible values
are ‘default’, ‘parenthesized’ and ‘bracketed’.
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 399, and Section 3.1.26 [ClefModifier], page 402.

Clef_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.18 Cluster_spanner_engraver
Engrave a cluster using Spanner notation.

Music types accepted:
   Section 1.2.15 [cluster-note-event], page 43,

This engraver creates the following layout object(s):
   Section 3.1.27 [ClusterSpanner], page 403, and Section 3.1.28 [ClusterSpannerBeacon], page 404.

Cluster_spanner_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

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 3.1.78 [NoteCollision], page 467.

Collision_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

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 1.2.41 [note-event], page 46,

Properties (read)

   completionFactor (an exact rational or procedure)

   When Completion_heads_engraver and Completion_rest_engraver need to split a note or rest with a scaled duration, such as c2*3, this
specifies the scale factor to use for the newly-split notes and rests created by the engraver.

If #f, the completion engraver uses the scale-factor of each duration being split.

If set to a callback procedure, that procedure is called with the context of the completion engraver, and the duration to be split.

completionUnit (moment)
Sub-bar unit of completion.

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.

timing (boolean)
Keep administration of measure length, position, bar number, etc.? Switch off for cadenzas.

Properties (write)

completionBusy (boolean)
Whether a completion-note head is playing.

This engraver creates the following layout object(s):
Section 3.1.80 [NoteHead], page 468, Section 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.
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 1.2.52 [rest-event], page 47,

Properties (read)

completionFactor (an exact rational or procedure)
When Completion_heads_engraver and Completion_rest_engraver need to split a note or rest with a scaled duration, such as c2*3, this specifies the scale factor to use for the newly-split notes and rests created by the engraver.

If #f, the completion engraver uses the scale-factor of each duration being split.

If set to a callback procedure, that procedure is called with the context of the completion engraver, and the duration to be split.

completionUnit (moment)
Sub-bar unit of completion.
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 de-
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 3.1.94 [Rest], page 483.
Completion_rest_engraver is not part of any context.

2.2.22 Concurrent_hairpin_engraver
Collect concurrent hairpins.

Concurrent_hairpin_engraver is part of the following context(s): Section 2.1.26 [Score],
page 215.

2.2.23 Control_track_performer
Control_track_performer is not part of any context.

2.2.24 Cue_clef_engraver
Determine and set reference point for pitches in cued voices.

Properties (read)
clefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

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

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

cueClefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

cueClefTranspositionStyle (symbol)
Determines the way the ClefModifier grob is displayed. Possible values
are ‘default’, ‘parenthesized’ and ‘bracketed’.

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 3.1.26 [ClefModifier], page 402, Section 3.1.30 [CueClef], page 406, and Section 3.1.31 [CueEndClef], page 409.

\texttt{Cue\_clef\_engraver} is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

\textbf{2.2.25 Custos\_engraver}

Engrave custodes.

This engraver creates the following layout object(s):

Section 3.1.32 [Custos], page 412.

\texttt{Custos\_engraver} is part of the following context(s): Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, and Section 2.1.31 [VaticanaStaff], page 272.

\textbf{2.2.26 Default\_bar\_line\_engraver}

This engraver determines what kind of automatic bar lines should be produced, and sets \texttt{whichBar} accordingly. It should be at the same level as Section 2.2.130 [Timing\_translator], page 354.

Properties (read)

\begin{itemize}
  \item \texttt{automaticBars} (boolean)
    \begin{itemize}
      \item If set to false then bar lines will not be printed automatically; they must be explicitly created with a \texttt{\bar} command. Unlike the \texttt{\cadenzaOn} keyword, measures are still counted. Bar line generation will resume according to that count if this property is unset.
    \end{itemize}
  \item \texttt{barAlways} (boolean)
    \begin{itemize}
      \item If set to true a bar line is drawn after each note.
    \end{itemize}
  \item \texttt{defaultBarType} (string)
    \begin{itemize}
      \item Set the default type of bar line. See \texttt{whichBar} for information on available bar types.
      \item This variable is read by Section “Timing\_translator” in Internals Reference at Section “Score” in Internals Reference level.
    \end{itemize}
  \item \texttt{measureLength} (moment)
    \begin{itemize}
      \item Length of one measure in the current time signature.
    \end{itemize}
  \item \texttt{measurePosition} (moment)
    \begin{itemize}
      \item How much of the current measure have we had. This can be set manually to create incomplete measures.
    \end{itemize}
  \item \texttt{timing} (boolean)
    \begin{itemize}
      \item Keep administration of measure length, position, bar number, etc.? Switch off for cadenzas.
    \end{itemize}
  \item \texttt{whichBar} (string)
    \begin{itemize}
      \item This property is read to determine what type of bar line to create.
      \item Example:
        \begin{verbatim}
        \set Staff\_whichBar = ".|:"
        \end{verbatim}
      \item This will create a start-repeat bar in this staff only. Valid values are described in \texttt{scm/bar-line.scm}.
    \end{itemize}
\end{itemize}
Default_bar_line_engraver is part of the following context(s): Section 2.1.26 [Score], page 215.

2.2.27 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 3.1.33 [DotColumn], page 413.

Dot_column_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.28 Dots_engraver

Create Section 3.1.34 [Dots], page 414, objects for Section 3.2.97 [rhythmic-head-interface], page 590.

This engraver creates the following layout object(s):

Section 3.1.34 [Dots], page 414.

Dots_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.29 Double_percent_repeat_engraver

Make double measure repeats.

Music types accepted:

Section 1.2.19 [double-percent-event], page 43,

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 3.1.35 [DoublePercentRepeat], page 415, and Section 3.1.36 [DoublePercentRepeat-Counter], page 416.

Double_percent_repeat_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice],
2.2.30 Drum_note_performer

Play drum notes.

Music types accepted:
Section 1.2.41 [note-event], page 46,
Drum_note_performer is not part of any context.

2.2.31 Drum_notes_engraver

Generate drum note heads.

Music types accepted:
Section 1.2.41 [note-event], page 46,
Properties (read)

\begin{verbatim}
  drumStyleTable (hash table)
  A hash table which maps drums to layout settings. Predefined values: 'drums-style', 'agostini-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.
\end{verbatim}

This engraver creates the following layout object(s):
Section 3.1.80 [NoteHead], page 468, and Section 3.1.96 [Script], page 484.
Drum_notes_engraver is part of the following context(s): Section 2.1.6 [DrumVoice], page 81.

2.2.32 Dynamic_align_engraver

Align hairpins and dynamic texts on a horizontal line.

Properties (read)

\begin{verbatim}
  currentMusicalColumn (graphical (layout) object)
  Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).
\end{verbatim}

This engraver creates the following layout object(s):
Section 3.1.38 [DynamicLineSpanner], page 418.
Dynamic_align_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.7 [Dynamics], page 93, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.33 Dynamic_engraver

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.13 [break-span-event], page 43, and Section 1.2.61 [span-dynamic-event], page 48,
Properties (read)

\begin{verbatim}
  crescendoSpanner (symbol)
  The type of spanner to be used for crescendi. Available values are 'hairpin' and 'text'. If unset, a hairpin crescendo is used.
\end{verbatim}
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 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

Dynamic_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.7 [Dynamics], page 93, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.34 Dynamic_performer
Music types accepted:
Section 1.2.1 [absolute-dynamic-event], page 41, Section 1.2.17 [crescendo-event], page 43, and Section 1.2.18 [decrescendo-event], page 43.

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.

2.2.35 Episema_engraver
Create an Editio Vaticana-style episema line.

Music types accepted:
Section 1.2.21 [episema-event], page 43.

This engraver creates the following layout object(s):
Section 3.1.41 [Episema], page 423.

Episema_engraver is part of the following context(s): Section 2.1.13 [GregorianTranscriptionVoice], page 114, and Section 2.1.32 [VaticanaVoice], page 283.
2.2.36 Extender **engraver**

Create lyric extenders.

Music types accepted:

- Section 1.2.16 [completize-extender-event], page 43, and Section 1.2.22 [extender-event], page 43,

Properties (read)

- **extendersOverRests** (boolean)
  
  Whether to continue extenders as they cross a rest.

This engraver creates the following layout object(s):

- Section 3.1.65 [LyricExtender], page 452.

**Extender_engraver** is part of the following context(s): Section 2.1.16 [Lyrics], page 152.

2.2.37 Figured **bass** **engraver**

Make figured bass numbers.

Music types accepted:

- Section 1.2.7 [bass-figure-event], page 42, and Section 1.2.52 [rest-event], page 47,

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 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, and Section 3.1.18 [BassFigureLine], page 391.

**Figured_bass_engraver** is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.8 [FiguredBass], page 97, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.
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 389.

Figured_bass_position_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.39 Fingering_column_engraver

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

This engraver creates the following layout object(s):
Section 3.1.43 [FingeringColumn], page 426.

Fingering_column_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.40 Fingering_engraver

Create fingering scripts.

Music types accepted:
Section 1.2.23 [fingering-event], page 44,

This engraver creates the following layout object(s):
Section 3.1.42 [Fingering], page 424.

Fingering_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.41 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 61, Section 2.1.5 [DrumStaff], page 74, Section 2.1.6 [DrumVoice], page 81, Section 2.1.7 [Dynamics], page 93, Section 2.1.9 [FretBoards], page 99, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.14 [KievanStaff], page 128, Section 2.1.15 [KievanVoice], page 138, Section 2.1.16 [Lyrics], page 152, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, Section 2.1.30 [TabVoice], page 259, Section 2.1.31 [VaticanaStaff], page 272, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.
2.2.42 Footnote_ engraver
Create footnote texts.

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 3.1.45 [FootnoteItem], page 427, and Section 3.1.46 [FootnoteSpanner], page 428.
Footnote_ engraver is part of the following context(s): Section 2.1.26 [Score], page 215.

2.2.43 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 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.44 Fretboard_ engraver
Generate fret diagram from one or more events of type NoteEvent.

Music types accepted:
Section 1.2.23 [fingering-event], page 44, Section 1.2.41 [note-event], page 46, and Section 1.2.65 [string-number-event], page 49.

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 3.1.47 [FretBoard], page 429.

Fretboard_engraver is part of the following context(s): Section 2.1.9 [FretBoards], page 99.

### 2.2.45 Glissando_engraver

Engrave glissandi.

Music types accepted:
Section 1.2.25 [glissando-event], page 44,

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 3.1.48 [Glissando], page 431.

Glissando_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

### 2.2.46 Grace_auto_beam_engraver

Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or `\noBeam` will block autobeaming, just like setting the context property `autoBeaming` to `##f`.

Music types accepted:
Section 1.2.9 [beam-forbid-event], page 42,

Properties (read)

**autoBeaming** (boolean)
If set to true then beams are generated automatically.
This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 391.

Grace_auto_beam_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.47 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 1.2.8 [beam-event], page 42,

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 391.

Grace_beam_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.48 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 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.
2.2.49 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 3.1.49 [GraceSpacing], page 432.

Grace_spacing_engraver is part of the following context(s): Section 2.1.26 [Score], page 215.

2.2.50 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 3.1.50 [GridLine], page 433.

Grid_line_span_engraver is not part of any context.

2.2.51 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 3.1.51 [GridPoint], page 434.

Grid_point_engraver is not part of any context.

2.2.52 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 61, Section 2.1.5 [DrumStaff], page 74, Section 2.1.6 [DrumVoice], page 81, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.14 [KievanStaff], page 128, Section 2.1.15 [KievanVoice], page 138, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.20 [NullVoice], page 181, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, Section 2.1.30 [TabVoice], page 259, Section 2.1.31 [VaticanaStaff], page 272, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.
2.2.53 **Horizontal_bracket_engraver**

Create horizontal brackets over notes for musical analysis purposes.

Music types accepted:
- Section 1.2.42 [note-grouping-event], page 46,
- This engraver creates the following layout object(s):
  - Section 3.1.53 [HorizontalBracket], page 436, and Section 3.1.54 [HorizontalBracketText], page 437.

*Horizontal_bracket_engraver* is not part of any context.

2.2.54 **Hyphen_engraver**

Create lyric hyphens and distance constraints between words.

Music types accepted:
- Section 1.2.27 [hyphen-event], page 44,
- This engraver creates the following layout object(s):
  - Section 3.1.66 [LyricHyphen], page 452, and Section 3.1.67 [LyricSpace], page 454.

*Hyphen_engraver* is part of the following context(s): Section 2.1.16 [Lyrics], page 152.

2.2.55 **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 3.1.55 [InstrumentName], page 438.

*Instrument_name_engraver* is part of the following context(s): Section 2.1.1 [ChoirStaff], page 57, Section 2.1.5 [DrumStaff], page 74, Section 2.1.9 [FretBoards], page 99, Section 2.1.11 [GrandStaff], page 102, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.16 [Lyrics], page 152, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.24 [PianoStaff], page 209, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.28 [StaffGroup], page 247, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanStaff], page 272.
2.2.56 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 3.1.56 [InstrumentSwitch], page 439.

Instrument_switch_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.57 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 2.1.24 [PianoStaff], page 209.

2.2.58 Key_engraver

Engrave a key signature.

Music types accepted:
Section 1.2.28 [key-change-event], page 44,

Properties (read)

- createKeyOnClefChange (boolean)
  Print a key signature whenever the clef is changed.

- explicitKeySignatureVisibility (vector)
  \texttt{break-visibility} function for explicit key changes. \texttt{\textbackslash override} of the \texttt{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 that reduce the effect of a previous alteration.

- keyAlterationOrder (list)
  An alist that defines in what order alterations should be printed. The format is \texttt{(step . alter)}, where \texttt{step} is a number from 0 to 6 and \texttt{alter} from -2 (sharp) to 2 (flat).

- keyAlterations (list)
  The current key signature. This is an alist containing \texttt{(step . alter)} or \texttt{((octave . step) . alter)}, where \texttt{step} is a number in the range 0 to 6 and \texttt{alter} a fraction, denoting alteration. For alterations, use symbols, e.g. \texttt{keyAlterations = #\textbackslash'((6 . ,FLAT))}.

- lastKeyAlterations (list)
  Last key signature before a key signature change.
middleCClefPosition (number)
   The position of the middle C, as determined only by the clef. This can
   be calculated by looking at clefPosition and clefGlyph.

printKeyCancellation (boolean)
   Print restoration alterations before a key signature change.

Properties (write)

keyAlterations (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. keyAlterations = #'(6 . ,FLAT)).

lastKeyAlterations (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 3.1.57 [KeyCancellation], page 440, and Section 3.1.58 [KeySignature], page 443.
   Key_engraver is part of the following context(s): Section 2.1.12 [GregorianTranscription-Staff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.59 Key_performer

Music types accepted:
   Section 1.2.28 [key-change-event], page 44,
   Properties (read)

   instrumentTransposition (pitch)
      Define the transposition of the instrument. Its value is the pitch that
      sounds when the instrument plays written middle C. This is used to
      transpose the MIDI output, and \\'quotes.

   Key_performer is not part of any context.

2.2.60 Kievan_ligature_engraver

Handle Kievan_ligature_events by glueing Kievan heads together.

Music types accepted:
   Section 1.2.32 [ligature-event], page 45,
   This engraver creates the following layout object(s):
   Section 3.1.59 [KievanLigature], page 446.
   Kievan_ligature_engraver is part of the following context(s): Section 2.1.15 [KievanVoice], page 138.

2.2.61 Laissez_vibrer_engraver

Create laissez vibrer items.

Music types accepted:
   Section 1.2.30 [laissez-vibrer-event], page 44,
This engraver creates the following layout object(s):

Section 3.1.60 [LaissezViberTie], page 446, and Section 3.1.61 [LaissezViberTieColumn], page 447.

Laissez_vibrer_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.62 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 3.1.62 [LedgerLineSpanner], page 448.

Ledger_line_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.63 Ligature_bracket_engraver
Handle Ligature_events by engraving Ligature brackets.

Music types accepted:

Section 1.2.32 [ligature-event], page 45.

This engraver creates the following layout object(s):

Section 3.1.64 [LigatureBracket], page 450.

Ligature_bracket_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.30 [TabVoice], page 259, and Section 2.1.33 [Voice], page 295.

2.2.64 Lyric_engraver
Engrave text for lyrics.

Music types accepted:

Section 1.2.34 [lyric-event], page 45.

Properties (read)

  ignoreMelismata (boolean)
  Ignore melismata for this Section “Lyrics” in Internals Reference line.

  lyricMelismaAlignment (number)
  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 3.1.68 [LyricText], page 454.

Lyric_engraver is part of the following context(s): Section 2.1.16 [Lyrics], page 152.
2.2.65 Lyric_performer

Music types accepted:

Section 1.2.34 [lyric-event], page 45,

Lyric_performer is not part of any context.

2.2.66 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 2.2.113 [Staff_collecting_engraver], page 349, must move along, otherwise all marks end up on the same Y location.

Music types accepted:

Section 1.2.35 [mark-event], page 45,

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 3.1.90 [RehearsalMark], page 479.

Mark_engraver is part of the following context(s): Section 2.1.26 [Score], page 215.

2.2.67 Measure_counter_engraver

This engraver numbers ranges of measures, which is useful in parts as an aid for counting repeated measures. There is no requirement that the affected measures be repeated, however. The user delimits the area to receive a count with \startMeasureCount and \stopMeasureCount.

Music types accepted:

Section 1.2.36 [measure-counter-event], page 45,

Properties (read)

currentBarNumber (integer)
Contains the current barnumber. This property is incremented at every bar line.

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

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 3.1.69 [MeasureCounter], page 456.

Measure_counter_engraver is not part of any context.
2.2.68 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 3.1.70 [MeasureGrouping], page 457.
Measure_grouping_engraver is not part of any context.

2.2.69 Melody_engraver
Create information for context dependent typesetting decisions.

This engraver creates the following layout object(s):
Section 3.1.71 [MelodyItem], page 458.
Melody_engraver is not part of any context.

2.2.70 Mensural_ligature_engraver
Handle Mensural_ligature_events by gluing special ligature heads together.

Music types accepted:
Section 1.2.32 [ligature-event], page 45,
This engraver creates the following layout object(s):
Section 3.1.72 [MensuralLigature], page 458.
Mensural_ligature_engraver is part of the following context(s): Section 2.1.18 [MensuralVoice], page 166, and Section 2.1.23 [PetrucciVoice], page 196.

2.2.71 Merge_rests_engraver
Engraver to merge rests in multiple voices on the same staff. This works by gathering all rests at a time step. If they are all of the same length and there are at least two they are moved to the correct location as if there were one voice.

Properties (read)

- suspendRestMerging (boolean)
  When using the Merge_rests_engraver do not merge rests when this is set to true.

Merge_rests_engraver is not part of any context.
2.2.72 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 2.2.113 [Staff_collecting_ engraver], page 349.

Music types accepted:
Section 1.2.68 [tempo-change-event], page 50,

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 3.1.73 [MetronomeMark], page 459.

Metronome_mark_engraver is part of the following context(s): Section 2.1.26 [Score], page 215.

2.2.73 Midi_control_change_performer

This performer listens to SetProperty events on context properties for generating MIDI control changes and prepares them for MIDI output.

Properties (read)

  midiBalance (number)
    Stereo balance for the MIDI channel associated with the current context. Ranges from -1 to 1, where the values -1 (#LEFT), 0 (#CENTER) and 1 (#RIGHT) correspond to leftmost emphasis, center balance, and rightmost emphasis, respectively.

  midiChorusLevel (number)
    Chorus effect level for the MIDI channel associated with the current context. Ranges from 0 to 1 (0=off, 1=full effect).

  midiExpression (number)
    Expression control for the MIDI channel associated with the current context. Ranges from 0 to 1 (0=off, 1=full effect).

  midiPanPosition (number)
    Pan position for the MIDI channel associated with the current context. Ranges from -1 to 1, where the values -1 (#LEFT), 0 (#CENTER) and 1 (#RIGHT) correspond to hard left, center, and hard right, respectively.
Chapter 2: Translation

midiReverbLevel (number)
Reverb effect level for the MIDI channel associated with the current context. Ranges from 0 to 1 (0=off, 1=full effect).

Midi_control_change_performer is not part of any context.

2.2.74 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 3.1.74 [MultiMeasureRest], page 461.

Music types accepted:
Section 1.2.38 [multi-measure-rest-event], page 45, and Section 1.2.39 [multi-measure-text-event], page 45.

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 bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

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

restNumberThreshold (number)
If a multi-measure rest has more measures than this, a number is printed.

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 

This engraver creates the following layout object(s):
Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRestText], page 464.

Multi_measure_rest_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.75 New_fingerprinting_engraver
Create fingerprinting 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)
fingerprintingOrientations (list)
A list of symbols, containing 'left', 'right', 'up' and/or 'down'. This list determines where fingerprintings 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 3.1.42 [Fingering], page 424, Section 3.1.96 [Script], page 484, Section 3.1.112
   [StringNumber], page 499, and Section 3.1.113 [StrokeFinger], page 501.

New_fingering_engraver is part of the following context(s): Section 2.1.3 [CueVoice],
   page 61, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice],
   page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196,
   Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.76 Note_head_line_engraver

Engrave a line between two note heads in a staff switch if followVoice is set.

   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 3.1.138 [VoiceFollower], page 531.

Note_head_line_engraver is part of the following context(s): Section 2.1.3 [CueVoice],
   page 61, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice],
   page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196,
   Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33
   [Voice], page 295.

2.2.77 Note_heads_engraver

Generate note heads.

   Music types accepted:

      Section 1.2.41 [note-event], page 46,

   Properties (read)

      middleCPosition (number)
      The place of the middle C, measured in half staff-spaces. Usually de-
      termined by looking at middleCClefPosition and middleCOffset.

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

This engraver creates the following layout object(s):

   Section 3.1.80 [NoteHead], page 468.

Note_heads_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61,
   Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138,
   Section 2.1.18 [MensuralVoice], page 166, Section 2.1.20 [NullVoice], page 181, Section 2.1.23
   [PetrucciVoice], page 196, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice],
   page 295.
2.2.78 Note_name_engraver

Print pitches as words.

Music types accepted:
Section 1.2.41 [note-event], page 46,

Properties (read)

\[\text{printOctaveNames} \] (boolean)
Print octave marks for the NoteNames context.

This engraver creates the following layout object(s):
Section 3.1.81 [NoteName], page 469.

Note_name_engraver is part of the following context(s): Section 2.1.19 [NoteNames], page 179.

2.2.79 Note_performer

Music types accepted:
Section 1.2.6 [articulation-event], page 42, Section 1.2.14 [breathing-event], page 43, Section 1.2.41 [note-event], page 46, and Section 1.2.71 [tie-event], page 50,

Note_performer is not part of any context.

2.2.80 Note_spacing_engraver

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

This engraver creates the following layout object(s):
Section 3.1.82 [NoteSpacing], page 469.

Note_spacing_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetruciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.81 Ottava_spanner_engraver

Create a text spanner when the ottavation property changes.

Properties (read)

\[\text{currentMusicalColumn} \] (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

\[\text{middleCOffset} \] (number)
The offset of middle C from the position given by middleCClefPosition
This is used for ottava brackets.

\[\text{ottavation} \] (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 3.1.83 [OttavaBracket], page 470.

Ottava_spanner_engraver is part of the following context(s): Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetruciStaff], page 185, Section 2.1.27 [Staff], page 237, and Section 2.1.31 [VaticanaStaff], page 272.
2.2.82 Output\_property\_engraver

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.4 [apply-output-event], page 42,

Output\_property\_engraver is part of the following context(s): Section 2.1.2 [ChordNames], page 58, Section 2.1.3 [CueVoice], page 61, Section 2.1.5 [DrumStaff], page 74, Section 2.1.6 [DrumVoice], page 81, Section 2.1.7 [Dynamics], page 93, Section 2.1.9 [FretBoards], page 99, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.14 [KievanStaff], page 128, Section 2.1.15 [KievanVoice], page 138, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.26 [Score], page 215, Section 2.1.27 [Staff], page 237, Section 2.1.28 [StaffGroup], page 247, Section 2.1.29 [TabStaff], page 250, Section 2.1.30 [TabVoice], page 259, Section 2.1.31 [VaticanaStaff], page 272, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.83 Page\_turn\_engraver

Decide where page turns are allowed to go.

Music types accepted:

Section 1.2.12 [break-event], page 42.

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.

2.2.84 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 1.2.12 [break-event], page 42, and Section 1.2.29 [label-event], page 44.

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 3.1.77 [NonMusicalPaperColumn], page 465, and Section 3.1.84 [PaperColumn], page 472.

Paper_column_engraver is part of the following context(s): Section 2.1.26 [Score], page 215.

2.2.85 Parenthesis_engraver
Parenthesize objects whose music cause has the parenthesize property.

This engraver creates the following layout object(s):
Section 3.1.85 [ParenthesesItem], page 473.

Parenthesis_engraver is part of the following context(s): Section 2.1.26 [Score], page 215.

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

Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.45 [part-combine-event], page 47,

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 3.1.29 [CombineTextScript], page 404.

Part_combine_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.87 Percent_repeat_engraver
Make whole measure repeats.

Music types accepted:
Section 1.2.47 [percent-event], page 47,

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 3.1.86 [PercentRepeat], page 473, and Section 3.1.87 [PercentRepeatCounter], page 474.

Percent_repeat_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.88 Phrasing_slur_engraver
Print phrasing slurs. Similar to Section 2.2.105 [Slur_engraver], page 347.

Music types accepted:
Section 1.2.41 [note-event], page 46, and Section 1.2.49 [phrasing-slur-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.88 [PhrasingSlur], page 476.

Phrasing_slur_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.89 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 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.115 [SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCordaPedalLineSpanner], page 527.

Piano_pedal_align_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.90 Piano_pedal_engraver
Engrave piano pedal symbols and brackets.

Music types accepted:
Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event], page 50, and Section 1.2.77 [una-corda-event], page 51.

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 \((\text{up \ updown \ down})\), 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 3.1.89 [PianoPedalBracket], page 477, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

- **Piano_pedal_engraver** is part of the following context(s): Section 2.1.7 [Dynamics], page 93, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

### 2.2.91 Piano_pedal_performer

Music types accepted:

- Section 1.2.59 [sostenuto-event], page 48, Section 1.2.67 [sustain-event], page 50, and Section 1.2.77 [una-corda-event], page 51.

- **Piano_pedal_performer** is not part of any context.

### 2.2.92 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 2.1.20 [NullVoice], page 181, and Section 2.1.25 [RhythmicStaff], page 212.
2.2.93 Pitched_trill_engraver

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

This engraver creates the following layout object(s):

Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, and Section 3.1.129 [TrillPitchHead], page 521.

Pitched_trill_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.94 Pure_from_neighbor_engraver

Coordinates items that get their pure heights from their neighbors.

Pure_from_neighbor_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.16 [Lyrics], page 152, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.95 Repeat_acknowledge_engraver

Acknowledge repeated music, and convert the contents of repeatCommands into an appropriate setting for whichBar.

Properties (read)

- **doubleRepeatSegnoType** (string)
  Set the default bar line for the combinations double repeat with segno.
  Default is ‘\(|.S.|:\)’.

- **doubleRepeatType** (string)
  Set the default bar line for double repeats.

- **endRepeatSegnoType** (string)
  Set the default bar line for the combinations ending of repeat with segno.
  Default is ‘\(|.S)’.

- **endRepeatType** (string)
  Set the default bar line for the ending of 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.

- **segnoType** (string)
  Set the default bar line for a requested segno. Default is ‘S’.

- **startRepeatSegnoType** (string)
  Set the default bar line for the combinations beginning of repeat with segno. Default is ‘S.|:\’.

- **startRepeatType** (string)
  Set the default bar line for the beginning of repeats.

- **whichBar** (string)
  This property is read to determine what type of bar line to create.
Example:
\set Staff\whichBar = ".:1:\"
This will create a start-repeat bar in this staff only. Valid values are described in \texttt{scm/bar-line.scm}.

\texttt{Repeat\_acknowledge\_engraver} is part of the following context(s): Section 2.1.26 [Score], page 215.

2.2.96 \texttt{Repeat\_tie\_engraver}
Create repeat ties.

Music types accepted:
Section 1.2.51 [repeat-tie-event], page 47,
This engraver creates the following layout object(s):
Section 3.1.92 [RepeatTie], page 481, and Section 3.1.93 [RepeatTieColumn], page 482.

\texttt{Repeat\_tie\_engraver} is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.97 \texttt{Rest\_collision\_engraver}
Handle collisions of rests.

Properties (read)
- \texttt{busyGrobs} (list)
  A queue of (\texttt{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 3.1.95 [RestCollision], page 484.

\texttt{Rest\_collision\_engraver} is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.98 \texttt{Rest\_engraver}
Engrave rests.

Music types accepted:
Section 1.2.52 [rest-event], page 47,
Properties (read)
- \texttt{middleCPosition} (number)
  The place of the middle C, measured in half staff-spaces. Usually determined by looking at \texttt{middleCClefPosition} and \texttt{middleCOffset}.

This engraver creates the following layout object(s):
Section 3.1.94 [Rest], page 483.

\texttt{Rest\_engraver} is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114,
2.2.99 Rhythmic_column_engraver

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

This engraver creates the following layout object(s):
Section 3.1.79 [NoteColumn], page 467.

Rhythmic_column_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.100 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 3.1.97 [ScriptColumn], page 485.

Script_column_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.101 Script_engraver

Handle note scripted articulations.

Music types accepted:
Section 1.2.6 [articulation-event], page 42,
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 3.1.96 [Script], page 484.

Script_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.7 [Dynamics], page 93, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.102 Script_row_engraver

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):
Section 3.1.98 [ScriptRow], page 486.

Script_row_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128,
Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.103 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 3.1.106 [StaffSpacing], page 494.

Separating_line_group_engraver is part of the following context(s): Section 2.1.2 [ChordNames], page 58, Section 2.1.5 [DrumStaff], page 74, Section 2.1.8 [FiguredBass], page 97, Section 2.1.9 [FretBoards], page 99, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.19 [NoteNames], page 179, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.104 Slash_repeat_engraver

Make beat repeats.

Music types accepted:

Section 1.2.50 [repeat-slash-event], page 47,

This engraver creates the following layout object(s):

Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.

Slash_repeat_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.105 Slur_engraver

Build slur grobs from slur events.

Music types accepted:

Section 1.2.41 [note-event], page 46, and Section 1.2.56 [slur-event], page 48,

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 3.1.99 [Slur], page 486.

**Slur_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.20 [NullVoice], page 181, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, and Section 2.1.33 [Voice], page 295.

### 2.2.106 Slur_performer

Music types accepted:
Section 1.2.56 [slur-event], page 48,

**Slur_performer** is not part of any context.

### 2.2.107 Spacing_engraver

Make a **SpacingSpanner** and do bookkeeping of shortest starting and playing notes.

Music types accepted:
Section 1.2.60 [spacing-section-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.).

- **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 3.1.102 [SpacingSpanner], page 490.

**Spacing_engraver** is part of the following context(s): Section 2.1.26 [Score], page 215.

### 2.2.108 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 381.

**Span_arpeggio_engraver** is part of the following context(s): Section 2.1.11 [GrandStaff], page 102, Section 2.1.24 [PianoStaff], page 209, and Section 2.1.28 [StaffGroup], page 247.

### 2.2.109 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 3.1.103 [SpanBar], page 491.
Span_bar_engraver is part of the following context(s): Section 2.1.11 [GrandStaff], page 102, Section 2.1.24 [PianoStaff], page 209, and Section 2.1.28 [StaffGroup], page 247.

2.2.110 Span_bar_stub_engraver
Make stubs for span bars in all contexts that the span bars cross.
  This engraver creates the following layout object(s):
  Section 3.1.104 [SpanBarStub], page 492.
  Span_bar_stub_engraver is part of the following context(s): Section 2.1.11 [GrandStaff], page 102, Section 2.1.24 [PianoStaff], page 209, and Section 2.1.28 [StaffGroup], page 247.

2.2.111 Span_stem_engraver
Connect cross-staff stems to the stems above in the system
  This engraver creates the following layout object(s):
  Section 3.1.109 [Stem], page 496.
  Span_stem_engraver is not part of any context.

2.2.112 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 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.113 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 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucciStaff], page 185, Section 2.1.26 [Score], page 215, Section 2.1.27 [Staff], page 237, Section 2.1.29 [TabStaff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.114 Staff_performer
Staff_performer is not part of any context.

2.2.115 Staff_symbol_engraver
Create the constellation of five (default) staff lines.
  Music types accepted:
    Section 1.2.63 [staff-span-event], page 49,
  This engraver creates the following layout object(s):
    Section 3.1.107 [StaffSymbol], page 494.
Staff_symbol_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 74, Section 2.1.12 [GregorianTranscriptionStaff], page 104, Section 2.1.14 [KievanStaff], page 128, Section 2.1.17 [MensuralStaff], page 155, Section 2.1.22 [PetrucchiStaff], page 185, Section 2.1.25 [RhythmicStaff], page 212, Section 2.1.27 [Staff], page 237, Section 2.1.29 [Tab-Staff], page 250, and Section 2.1.31 [VaticanaStaff], page 272.

2.2.116 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 2.1.26 [Score], page 215.

2.2.117 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 3.1.108 [StanzaNumber], page 495.

Stanza_number_engraver is part of the following context(s): Section 2.1.16 [Lyrics], page 152.

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

Music types accepted:
Section 1.2.73 [tremolo-event], page 50, and Section 1.2.76 [tuplet-span-event], page 51,

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.

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 scm/bar-line.scm.

This engraver creates the following layout object(s):
Section 3.1.44 [Flag], page 426, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, and Section 3.1.111 [StemTremolo], page 498.

Stem_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucchiVoice], page 196, Section 2.1.30 [TabVoice], page 259, and Section 2.1.33 [Voice], page 295.
2.2.119 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 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, and Section 3.1.120 [SystemStartSquare], page 508.

System_start_delimiter_engraver is part of the following context(s): Section 2.1.1 [ChoirStaff], page 57, Section 2.1.11 [GrandStaff], page 102, Section 2.1.24 [PianoStaff], page 209, Section 2.1.26 [Score], page 215, and Section 2.1.28 [StaffGroup], page 247.

2.2.120 Tab_note_heads_engraver

Generate one or more tablature note heads from event of type NoteEvent.

Music types accepted:

- Section 1.2.23 [fingering-event], page 44, Section 1.2.41 [note-event], page 46, and Section 1.2.65 [string-number-event], page 49.

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.

- `maximumFretStretch` (number)
  - Don’t allocate frets further than this from specified frets.

- `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 argu-
  ments: 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 3.1.121 [TabNoteHead], page 509.
  Tab_note_heads_engraver is part of the following context(s): Section 2.1.30 [TabVoice],
  page 259.

2.2.121 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 3.1.107 [StaffSymbol], page 494.
  Tab_staff_symbol_engraver is part of the following context(s): Section 2.1.29 [TabStaff],
  page 250.

2.2.122 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 2.1.30 [TabVoice],
  page 259.

2.2.123 Tempo_performer
Properties (read)
    tempoWholesPerMinute (moment)
      The tempo in whole notes per minute.

  Tempo_performer is not part of any context.

2.2.124 Text_engraver
Create text scripts.

  Music types accepted:
    Section 1.2.69 [text-script-event], page 50,
  This engraver creates the following layout object(s):
    Section 3.1.122 [TextScript], page 511.
**Text_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.7 [Dynamics], page 93, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

### 2.2.125 Text_spanner_engraver

Create text spanner from an event.

Music types accepted:
Section 1.2.70 [text-span-event], page 50,

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 3.1.123 [TextSpanner], page 513.

**Text_spanner_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.7 [Dynamics], page 93, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, and Section 2.1.33 [Voice], page 295.

### 2.2.126 Tie_engraver

Generate ties between note heads of equal pitch.

Music types accepted:
Section 1.2.71 [tie-event], page 50,

Properties (read)

- `skipTypesetting` (boolean)
  If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

- `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 3.1.124 [Tie], page 514, and Section 3.1.125 [TieColumn], page 516.

**Tie_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievanVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.19 [NoteNames], page 179, Section 2.1.20 [NullVoice], page 181, Section 2.1.23 [PetrucciVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.
2.2.127 **Tie**\_performer

Generate ties between note heads of equal pitch.

- **Music types accepted:**
  - Section 1.2.71 \[tie-event\], page 50.
- **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.

2.2.128 **Time\_signature\_engraver**

Create a Section 3.1.126 \[TimeSignature\], page 517, whenever `timeSignatureFraction` changes.

- **Music types accepted:**
  - Section 1.2.72 \[time-signature-event\], page 50.
- **Properties (read)**
  - `initialTimeSignatureVisibility` (vector)
    - break visibility for the initial time signature.
  - `partialBusy` (boolean)
    - Signal that `\partial` acts at the current timestep.
  - `timeSignatureFraction` (fraction, as pair)
    - 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 3.1.126 \[TimeSignature\], page 517.

*Time\_signature\_engraver* is part of the following context(s):
- Section 2.1.5 \[DrumStaff\], page 74,
- Section 2.1.12 \[GregorianTranscriptionStaff\], page 104,
- Section 2.1.17 \[MensuralStaff\], page 155,
- Section 2.1.22 \[PetrucciStaff\], page 185,
- Section 2.1.25 \[RhythmicStaff\], page 212,
- Section 2.1.27 \[Staff\], page 237,
- and Section 2.1.29 \[TabStaff\], page 250.

2.2.129 **Time\_signature\_performer**

*Time\_signature\_performer* is not part of any context.

2.2.130 **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)**
  - `baseMoment` (moment)
    - Smallest unit of time that will stand on its own as a subdivided section.
  - `currentBarNumber` (integer)
    - Contains the current bar number. 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 (fraction, as pair)
A pair of numbers, signifying the time signature. For example, '(4 .
4) is a 4/4 time signature.

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 (fraction, as pair)
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 2.1.26 [Score], page 215.

2.2.131 Trill_spanner_engraver
Create trill spanner from an event.

Music types accepted:
Section 1.2.75 [trill-span-event], page 50,

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 3.1.130 [TrillSpanner], page 522.

Trill_spanner_engraver is part of the following context(s): Section 2.1.3 [CueVoice],
page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice],
2.2.132 Tuplet_ engraver
Catch tuplet events and generate appropriate bracket.

Music types accepted:
Section 1.2.76 [tuplet-span-event], page 51,

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 3.1.131 [TupletBracket], page 523, and Section 3.1.132 [TupletNumber], page 525.

**Tuplet_ engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 61, Section 2.1.6 [DrumVoice], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 114, Section 2.1.15 [KievianVoice], page 138, Section 2.1.18 [MensuralVoice], page 166, Section 2.1.23 [PetrucchiVoice], page 196, Section 2.1.30 [TabVoice], page 259, Section 2.1.32 [VaticanaVoice], page 283, and Section 2.1.33 [Voice], page 295.

2.2.133 Tweak_ engraver
Read the **tweaks** property from the originating event, and set properties.

**Tweak_ engraver** is part of the following context(s): Section 2.1.26 [Score], page 215.

2.2.134 Vaticana_ligature_ engraver
Handle ligatures by glueing special ligature heads together.

Music types accepted:
Section 1.2.32 [ligature-event], page 45, and Section 1.2.48 [pes-or-flexa-event], page 47,

This engraver creates the following layout object(s):
Section 3.1.33 [DotColumn], page 413, and Section 3.1.135 [VaticanaLigature], page 528.

**Vaticana_ligature_ engraver** is part of the following context(s): Section 2.1.32 [VaticanaVoice], page 283.

2.2.135 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.

- **hasAxisGroup** (boolean)
  True if the current context is contained in an axis group.
Chapter 2: Translation

This engraver creates the following layout object(s):
Section 3.1.136 [VerticalAlignment], page 529.

Vertical-align- engraver is part of the following context(s): Section 2.1.1 [ChoirStaff], page 57, Section 2.1.11 [GrandStaff], page 102, Section 2.1.24 [PianoStaff], page 209, Section 2.1.26 [Score], page 215, and Section 2.1.28 [StaffGroup], page 247.

2.2.136 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 3.1.139 [VoltaBracket], page 532, and Section 3.1.140 [VoltaBracketSpanner], page 534.

Volta- engraver is part of the following context(s): Section 2.1.26 [Score], page 215.

2.3 Tunable context properties

accidentalGrouping (symbol)
   If set to 'voice, accidentals on the same note in different octaves may be horizontally staggered if in different voices.

additionalBassStrings (list)
   The additional tablature bass-strings, which will not get a separate line in TabStaff. It is a list of the pitches of each string (starting with the lowest numbered one).

additionalPitchPrefix (string)
   Text with which to prefix additional pitches within a chord name.

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.

alternativeNumberingStyle (symbol)
   The style of an alternative’s bar numbers. Can be numbers for going back to the same number or numbers-with-letters for going back to the same number with letter suffixes. No setting will not go back in measure-number time.
alternativeRestores (symbol list)
Timing variables that are restored to their value at the start of the first alternative in subsequent alternatives.

associatedVoice (string)
Name of the context (see associatedVoiceType for its type, usually Voice) that has the melody for this Lyrics line.

associatedVoiceType (symbol)
Type of the context that has the melody for this Lyrics line.

calledAccidentals (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:

currentcontext 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.

calledBeamCheck (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.

calledBeaming (boolean)
If set to true then beams are generated automatically.

calledCautionaries (list)
List similar to calledAccidentals, 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.

calledBars (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.

calledAlways (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.

barNumberFormatter (procedure)

A procedure that takes a bar number, measure position, and alternative number and returns a markup of the bar number to print.

barNumberVisibility (procedure)

A procedure that takes a bar number and a measure position and returns whether the corresponding bar number should be printed. Note that the actual print-out of bar numbers is controlled with the break-visibility property.

The following procedures are predefined:

all-bar-numbers-visible

Enable bar numbers for all bars, including the first one and broken bars (which get bar numbers in parentheses).

first-bar-number-invisible

Enable bar numbers for all bars (including broken bars) except the first one. If the first bar is broken, it doesn’t get a bar number either.

first-bar-number-invisible-save-broken-bars

Enable bar numbers for all bars (including broken bars) except the first one. A broken first bar gets a bar number.

first-bar-number-invisible-and-no-parenthesized-bar-numbers

Enable bar numbers for all bars except the first bar and broken bars. This is the default.

(every-nth-bar-number-visible n)

Assuming n is value 2, for example, this enables bar numbers for bars 2, 4, 6, etc.

(modulo-bar-number-visible n m)

If bar numbers 1, 4, 7, etc., should be enabled, n (the modulo) must be set to 3 and m (the division remainder) to 1.

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.

beamExceptions (list)

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

beamHalfMeasure (boolean)

Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

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.
Chapter 2: Translation

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.

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

clefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

clefTranspositionFormatter (procedure)
A procedure that takes the Transposition number as a string and the style as a symbol and returns a markup.

clefTranspositionStyle (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are 'default', 'parenthesized' and 'bracketed'.

completionBusy (boolean)
Whether a completion-note head is playing.

completionFactor (an exact rational or procedure)
When Completion_heads_deagram and Completion_rest_deagram need to split a note or rest with a scaled duration, such as c2*3, this specifies the scale factor to use for the newly-split notes and rests created by the engraver.
If #f, the completion engraver uses the scale-factor of each duration being split.
If set to a callback procedure, that procedure is called with the context of the completion engraver, and the duration to be split.

completionUnit (moment)
Sub-bar unit of completion.

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.

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

cueClefTransposition (integer)
Add this much extra transposition. Values of 7 and -7 are common.

cueClefTranspositionFormatter (procedure)
A procedure that takes the Transposition number as a string and the style as a symbol and returns a markup.

cueClefTranspositionStyle (symbol)
Determines the way the ClefModifier grob is displayed. Possible values are 'default', 'parenthesized' and 'bracketed'.

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.

doubleRepeatSegnoType (string)
Set the default bar line for the combinations double repeat with segno. Default is ‘:|.S.|:’.

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)
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.

endRepeatSegnoType (string)
Set the default bar line for the combinations ending of repeat with segno. Default is ‘:|:S’.

endRepeatType (string)
Set the default bar line for the ending of repeats.

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 that reduce the effect of a previous alteration.

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.

figuringOrientations (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.

goissandoMap (list)
   A map in the form of '(((source1 . target1) (source2 . target2) (source3 . target3))
   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.

includeGraceNotes (boolean)
   Do not ignore grace notes for Section “Lyrics” in Internals Reference.

initialTimeSignatureVisibility (vector)
   break visibility for the initial time signature.

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 when the instrument plays written middle C. This is used to transpose the MIDI output, and quotes.

internalBarNumber (integer)
   Contains the current bar number. 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).

keyAlterations (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. keyAlterations = #'((6 . ,FLAT)).

lyricMelismaAlignment (number)
   Alignment to use for a melisma syllable.

magnifyStaffValue (positive number)
   The most recent value set with \magnifyStaff.

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.

midiBalance (number)
   Stereo balance for the MIDI channel associated with the current context. Ranges 
   from -1 to 1, where the values -1 (#LEFT), 0 (#CENTER) and 1 (#RIGHT) correspond 
   to leftmost emphasis, center balance, and rightmost emphasis, respectively.

midiChannelMapping (symbol)
   How to map MIDI channels: per staff (default), instrument or voice.

midiChorusLevel (number)
   Chorus effect level for the MIDI channel associated with the current context. Ranges 
   from 0 to 1 (0=off, 1=full effect).

midiExpression (number)
   Expression control for the MIDI channel associated with the current context. Ranges 
   from 0 to 1 (0=off, 1=full effect).

midiInstrument (string)
   Name of the MIDI instrument to use.

midiMaximumVolume (number)
   Analogous to midiMinimumVolume.

midiMergeUnisons (boolean)
   If true, output only one MIDI note-on event when notes with the same pitch, in the 
   same MIDI-file track, overlap.

midiMinimumVolume (number)
   Set the minimum loudness for MIDI. Ranges from 0 to 1.

midiPanPosition (number)
   Pan position for the MIDI channel associated with the current context. Ranges 
   from -1 to 1, where the values -1 (#LEFT), 0 (#CENTER) and 1 (#RIGHT) correspond 
   to hard left, center, and hard right, respectively.

midiReverbLevel (number)
   Reverb effect level for the MIDI channel associated with the current context. Ranges 
   from 0 to 1 (0=off, 1=full effect).

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.

minorChordModifier (markup)
    Markup displayed following the root for a minor chord

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.

nullAccidentals (boolean)
    The Accidental_engraver generates no accidentals for notes in contexts were this is set. In addition to supressing the printed accidental, this option removes any effect the note would have had on accidentals in other voices.

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.

partCombineForced (symbol)
    Override for the partcombine decision. Can be apart, chords, unisono, solo1, or solo2.

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.

restrainOpenStrings (boolean)
   Exclude open strings from the automatic fret calculator.

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.

segnoType (string)
   Set the default bar line for a requested segno. Default is ‘S’.

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.

slashChordSeparator (markup)
   The markup object used to separate a chord name from its root note in case of inversions or slash chords.

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

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

squashedPosition (integer)
   Vertical position of squashing for Section “Pitch_squash_ engraver” in Internals Reference.

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

stanza (markup)
   Stanza ‘number’ to print before the start of a verse. Use in Lyrics context.

startRepeatSegnoType (string)
   Set the default bar line for the combinations beginning of repeat with segno. Default is ‘S.|:’.

startRepeatType (string)
   Set the default bar line for the beginning of repeats.

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.

strictBeatBeaming (boolean)
   Should partial beams reflect the beat structure even if it causes flags to hang out?

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.

supportNonIntegerFret (boolean)
   If set in Score the TabStaff will print micro-tones as ‘2 1/2’.
suspendRestMerging (boolean)
When using the Merge_rest_engraver do not merge rests when this is set to true.

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 (fraction, as pair)
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.

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 \frac{2}{3} \{ \text{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 scm/bar-line.scm.

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.

hasAxisGroup (boolean)
True if the current context is contained in an axis group.

hasStaffSpacing (boolean)
True if the current CommandColumn contains items that will affect spacing.
lastChord (markup)
Last chord, used for detecting chord changes.

lastKeyAlterations (list)
Last key signature before a key signature change.

localAlterations (list)
The key signature at this point in the measure. The format is the same as for keyAlterations, 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.

partialBusy (boolean)
Signal that \partial acts at the current timestep.

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 308.

Standard settings:

after-line-breaking (boolean):
   `ly:accidental-interface::remove-tied`
   Dummy property, used to trigger callback for after-line-breaking.

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.

extra-spacing-width (pair of numbers):
   '(-0.2 . 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).

glyph-name (string):
   `accidental-interface::glyph-name`
   The glyph name within the font.
   In the context of (span) bar lines, glyph-name represents a processed
   form of glyph, where decisions about line breaking etc. are already
taken.

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.
horizontal-skylines (pair of skylines):
  #<unpure-pure-container #<primitive-procedure
  ly:accidental-interface::horizontal-skylines> >
  Two skylines, one to the left and one to the right of this grob.

stencil (stencil):
  ly:accidental-interface::print
  The symbol to print.

vertical-skylines (pair of skylines):
  #<unpure-pure-container #<primitive-procedure
  ly:grob::vertical-skylines-from-stencil> #<primitive-
  procedure ly:grob::pure-simple-vertical-skylines-from-
  extents> >
  Two skylines, one above and one below this grob.

X-offset (number):
  ly:grob::x-parent-positioning
  The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure
  ly:accidental-interface::height> >
  Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

This object supports the following interface(s): Section 3.2.1 [accidental-interface], page 535,
Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.50
[inline-accidental-interface], page 567, and Section 3.2.52 [item-interface], page 569.

3.1.2 AccidentalCautionary

AccidentalCautionary objects are created by: Section 2.2.1 [Accidental engraver], page 308.

Standard settings:

  after-line-breaking (boolean):
    ly:accidental-interface::remove-tied
    Dummy property, used to trigger callback for after-line-breaking.

  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.

X-offset (number):
  ly:grob::x-parent-positioning
  The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure
  ly:accidental-interface::height> >
  Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

This object supports the following interface(s): Section 3.2.1 [accidental-interface], page 535,
Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.50 [inline-accidental-interface], page 567, and Section 3.2.52 [item-interface], page 569.

3.1.3 AccidentalPlacement

AccidentalPlacement objects are created by: Section 2.2.1 [Accidental_engraver], page 308, and
Section 2.2.2 [Ambitus_engraver], page 310.

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 key for determining the order of scripts in a stack, by being added to
  the position of the script in the user input, the sum being the overall
  priority. Smaller means closer to the head.
X-extent (pair of numbers):

- ly:axis-group-interface::width
  Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.2 [accidental-placement-interface], page 536, Section 3.2.45 [grob-interface], page 560, and Section 3.2.52 [item-interface], page 569.

### 3.1.4 AccidentalSuggestion

AccidentalSuggestion objects are created by: Section 2.2.1 [Accidental_engraver], page 308.

Standard settings:

- **after-line-breaking** (boolean):
  - ly:accidental-interface::remove-tied
    Dummy property, used to trigger callback for after-line-breaking.

- **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. If the context property `fontSize` is set, its value is added to this before the glyph is printed. 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.
parent-alignment-X (number):
0
Specify on which point of the parent the object is aligned. The value
-1 means aligned on parent’s left edge, 0 on center, and 1 right edge,
in X direction. Other numerical values may also be specified - the unit
is half the parent’s width. If unset, the value from self-alignment-X
property will be used.

script-priority (number):
0
A key for determining the order of scripts in a stack, by being added to
the position of the script in the user input, the sum being the overall
priority. Smaller means closer to the head.

self-alignment-X (number):
0
Specify alignment of an object. The value -1 means left aligned, 0 cen-
tered, and 1 right-aligned in X direction. Other numerical values may
also be specified - the unit is half the object width.

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-offset (number):
ly:self-alignment-interface::aligned-on-x-parent
The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure
ly:accidental-interface::height> >
Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

Y-offset (number):
#<unpure-pure-container #<primitive-procedure ly:side-
position-interface::y-aligned-side> #<primitive-procedure
ly:side-position-interface::pure-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 [acciden-tal-interface], page 535,
Section 3.2.3 [accidental-suggestion-interface], page 537, Section 3.2.36 [font-interface], page 554,
Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84
[outside-staff-interface], page 584, Section 3.2.99 [script-interface], page 590, Section 3.2.100
[self-alignment-interface], page 591, and Section 3.2.104 [side-position-interface], page 594.
### 3.1.5 Ambitus

Ambitus objects are created by: Section 2.2.2 [Ambitus engraver], page 310.

**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, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

- **break-visibility (vector):**
  
  `#(t t 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))
  
  An alist that specifies distances from this grob to other breakable items, using the format:

  `
  
  '((break-align-symbol . (spacing-style . space))
   (break-align-symbol . (spacing-style . space))
   ...
   )

  Standard choices for `break-align-symbol` are listed in Section “break-alignment-interface” in Internals Reference. Additionally, three special break-align symbols available to `space-alist` are:

- **first-note**
  
  used when the grob is just left of the first note on a line

- **next-note**
  
  used when the grob is just left of any other note; if not set, the value of `first-note` gets used

- **right-edge**
  
  used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)
Choices for \textit{spacing-style} are:

\begin{itemize}
\item \textit{extra-space} \hfill \break
\text{Put this much space between the two grobs.} \\
\text{The space is stretchable when paired with} \textit{first-note} \text{ or } \textit{next-note}; \text{ otherwise it is}
\text{fixed.}
\item \textit{minimum-space} \hfill \break
\text{Put at least this much space between the left} \\
\text{sides of both grobs, without allowing them to}
\text{collide. The space is stretchable when paired}
\text{with} \textit{first-note} \text{ or } \textit{next-note}; \text{ otherwise it is}
\text{fixed. Not compatible with} \textit{right-edge}.
\item \textit{fixed-space} \hfill \break
\text{Only compatible with} \textit{first-note} \text{ and}
\textit{next-note}. \text{ Put this much fixed space between}
\text{the grob and the note.}
\item \textit{minimum-fixed-space} \hfill \break
\text{Only compatible with} \textit{first-note} \text{ and}
\textit{next-note}. \text{ Put at least this much fixed space}
\text{between the left side of the grob and the left}
\text{side of the note, without allowing them to}
\text{collide.}
\item \textit{semi-fixed-space} \hfill \break
\text{Only compatible with} \textit{first-note} \text{ and}
\textit{next-note}. \text{ Put this much space between the}
\text{grob and the note, such that half of the space}
\text{is fixed and half is stretchable.}
\end{itemize}

Rules for this spacing are much more complicated than this. See

\textbf{X-extent} \hfill \text{(pair of numbers):} \hfill \break
\texttt{ly:axis-group-interface::width} \hfill \break
\text{Extent (size) in the X direction, measured in staff-space units, relative}
\text{to object’s reference point.}

\textbf{Y-extent} \hfill \text{(pair of numbers):} \hfill \break
\texttt{<unpure-pure-container <primitive-procedure ly:axis-group-interface::height> <primitive-procedure ly:axis-group-interface::pure-height> >} \hfill \break
\text{Extent (size) in the Y direction, measured in staff-space units, relative}
\text{to object’s reference point.}

This object supports the following interface(s): Section 3.2.5 [ambitus-interface], page 537, Section 3.2.7 [axis-group-interface], page 539, Section 3.2.15 [break-aligned-interface], page 546, Section 3.2.45 [grob-interface], page 560, and Section 3.2.52 [item-interface], page 569.

\section{3.1.6 AmbitusAccidental}

AmbitusAccidental objects are created by: Section 2.2.2 [Ambitus_engraver], page 310.

Standard settings:

\texttt{direction (direction):}

\hfill \texttt{-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):

```lisp
'((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:grob::x-parent-positioning`

The horizontal amount that this object is moved relative to its X-parent.

`Y-extent` (pair of numbers):

```lisp
#<unpure-pure-container #<primitive-procedure
  ly:accidental-interface::height> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.1 [accidental-interface], page 535, Section 3.2.15 [break-aligned-interface], page 546, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.104 [side-position-interface], page 594.

### 3.1.7 AmbitusLine

AmbitusLine objects are created by: Section 2.2.2 [Ambitus_engraver], page 310.

Standard settings:

`gap` (dimension, in staff space):

`ambitus-line::calc-gap`

Size of a gap in a variable symbol.
length-fraction (number):
  0.7
  Multiplier for lengths. Used for determining ledger lines and stem
  lengths.

maximum-gap (number):
  0.45
  Maximum value allowed for gap property.

stencil (stencil):
  ambitus::print
  The symbol to print.

thickness (number):
  2
  For grobs made up of lines, this is the thickness of the line. For slurs
  and ties, this is the distance between the two arcs of the curve’s outline
  at its thickest point, not counting the diameter of the virtual “pen” that
  draws the arcs. This property is expressed as a multiple of the current
  staff-line thickness (i.e. the visual output is influenced by changes to
  Staff.StaffSymbol.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 537,
Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, and
Section 3.2.52 [item-interface], page 569.

3.1.8 AmbitusNoteHead

AmbitusNoteHead objects are created by: Section 2.2.2 [Ambitus engraver], page 310.

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.
  In the context of (span) bar lines, glyph-name represents a processed
  form of glyph, where decisions about line breaking etc. are already
  taken.

ignore-ambitus (boolean):
  #t
  If set, don’t consider this notehead for ambitus calculation.

stencil (stencil):
  ly:note-head::print
  The symbol to print.
Y-extent (pair of numbers):
   #<unpure-pure-container #<primitive-procedure
   ly:gro::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

Y-offset (number):
   #<unpure-pure-container #<primitive-procedure 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 537,
Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52
[item-interface], page 569, Section 3.2.57 [ledgered-interface], page 572, Section 3.2.77 [note-
head-interface], page 581, Section 3.2.97 [rhythmic-head-interface], page 590, and Section 3.2.115
[staff-symbol-referencer-interface], page 604.

3.1.9 Arpeggio

Arpeggio objects are created by: Section 2.2.3 [Arpeggio_engraver], page 310, and Section 2.2.108
[Span_arpeggio_engraver], page 348.

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.

protrusion (number):
   0.4
   In an arpeggio bracket, the length of the horizontal edges.

script-priority (number):
   0
   A key for determining the order of scripts in a stack, by being added to
   the position of the script in the user input, the sum being the overall
   priority. Smaller means closer to the head.

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
  Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

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):
  #<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> #<primitive-procedure ly:arpeggio::pure-height> >
  Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
  #<unpure-pure-container #<primitive-procedure 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 538, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.

3.1.10 BalloonTextItem

BalloonTextItem objects are created by: Section 2.2.6 [Balloon_engraver], page 312.

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.

eextra-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).
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):
  #{unpure-pure-container #<primitive-procedure
    ly:grob::stencil-height>}
  Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

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 541, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.125 [text-interface], page 610.

3.1.11 BarLine

BarLine objects are created by: Section 2.2.7 [Bar engraver], page 312.

Standard settings:

allow-span-bar (boolean):
  #t
  If false, no inter-staff bar line will be created below this bar line.

bar-extent (pair of numbers):
  ly:bar-line::calc-bar-extent
  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.

break-align-anchor (number):
  ly:bar-line::calc-anchor
  Grobs aligned to this breakable item 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, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

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.
extra-spacing-height (pair of numbers):
  pure-from-neighbor-interface::account-for-span-bar
  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).

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.
  In combination with (span) bar lines, it is a string resembling the bar
  line appearance in ASCII form.

glyph-name (string):
  bar-line::calc-glyph-name
  The glyph name within the font.
  In the context of (span) bar lines, glyph-name represents a processed
  form of glyph, where decisions about line breaking etc. are already
  taken.

hair-thickness (number):
  1.9
  Thickness of the thin line in a bar line, expressed as a multiple of the
  default staff-line thickness (i.e. the visual output is not influenced by
  changes to Staff.StaffSymbol.thickness).

kern (dimension, in staff space):
  3.0
  The space between individual elements in any compound bar
  line, expressed as a multiple of the default staff-line thick-
  ness (i.e. the visual output is not influenced by changes to
  Staff.StaffSymbol.thickness).

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.

rounded (boolean)
  Decide whether lines should be drawn rounded or not.
**segno-kern** (number):

`3.0`

The space between the two thin lines of the segno bar line symbol, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to `Staff.StaffSymbol.thickness`).

**space-alist** (list):

`
'((time-signature extra-space . 0.75)
 (custos minimum-space . 2.0)
 (clef extra-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))`

An alist that specifies distances from this grob to other breakable items, using the format:

`
'((break-align-symbol . (spacing-style . space))
 (break-align-symbol . (spacing-style . space))
 ...)`

Standard choices for **break-align-symbol** are listed in Section “break-alignment-interface” in *Internals Reference*. Additionally, three special break-align symbols available to **space-alist** are:

- **first-note**
  used when the grob is just left of the first note on a line

- **next-note**
  used when the grob is just left of any other note; if not set, the value of **first-note** gets used

- **right-edge**
  used when the grob is the last item on the line (only compatible with the **extra-space** spacing style)

Choices for **spacing-style** are:

- **extra-space**
  Put this much space between the two grobs. The space is stretchable when paired with **first-note** or **next-note**; otherwise it is fixed.

- **minimum-space**
  Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with **first-note** or **next-note**; otherwise it is fixed. Not compatible with **right-edge**.
**fixed-space**
Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

**minimum-fixed-space**
Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

**semi-fixed-space**
Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

**stencil**

```
(stencil):
  ly:bar-line::print
```

The symbol to print.

**thick-thickness**

```
(number):
  6.0
```

Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to `Staff.StaffSymbol.thickness`).

**Y-extent**

```
(pair of numbers):
  #<unpure-pure-container #<primitive-procedure
    ly:grob::stencil-height> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.9 [bar-line-interface], page 541, Section 3.2.15 [break-aligned-interface], page 546, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.93 [pure-from-neighbor-interface], page 588.

### 3.1.12 BarNumber

BarNumber objects are created by: Section 2.2.8 [Bar_number_engraver], page 312.

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 `break-align symbols` that determines which breakable items 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 listed in Section “break-alignment-interface” in Internals Reference.

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.

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-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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

horizon-padding (number):

\(0.05\)

The amount to pad the axis along which a Skyline is built for the side-position-interface.

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 - the unit is half the object width.

**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):

```
self-alignment-interface::self-aligned-on-breakable
```

The horizontal amount that this object is moved relative to its X-parent.

**Y-extent** (pair of numbers):

```
#<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

**Y-offset** (number):

```
#<unpure-pure-container #<primitive-procedure ly:side-position-interface::y-aligned-side> #<primitive-procedure ly:side-position-interface::pure-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 546, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.125 [text-interface], page 610.

### 3.1.13 BassFigure

BassFigure objects are created by: Section 2.2.37 [Figured_bass_engraver], page 324.

**Standard settings:**

**stencil** (stencil):

```
ly:text-interface::print
```

The symbol to print.

**Y-extent** (pair of numbers):

```
#<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.11 [bass-figure-interface], page 542, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.96 [rhythmic-grob-interface], page 589, and Section 3.2.125 [text-interface], page 610.
3.1.14 BassFigureAlignment

BassFigureAlignment objects are created by: Section 2.2.37 [Figured_bass_engraver], page 324.

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?

X-extent (pair of numbers):

ly:axis-group-interface::width
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

Y-extent (pair of numbers):

#<unpure-pure-container #<primitive-procedure ly:axis-group-interface::height> #<primitive-procedure ly:axis-group-interface::pure-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.4 [align-interface], page 537, Section 3.2.7 [axis-group-interface], page 539, Section 3.2.10 [bass-figure-alignment-interface], page 542, Section 3.2.45 [grob-interface], page 560, and Section 3.2.111 [spanner-interface], page 601.

3.1.15 BassFigureAlignmentPositioning

BassFigureAlignmentPositioning objects are created by: Section 2.2.38 [Figured_bass_position_engraver], page 325.

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.

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.

X-extent (pair of numbers):
  ly:axis-group-interface::width
  Extent (size) in the X direction, measured in staff-space units, relative
  to object’s reference point.

Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure ly:axis-
  group-interface::height> #<primitive-procedure ly:axis-
  group-interface::pure-height> >
  Extent (size) in the Y direction, measured in staff-space units, relative
  to object’s reference point.

Y-offset (number):
  #<unpure-pure-container #<primitive-procedure ly:side-
  position-interface::y-aligned-side> #<primitive-procedure
  ly:side-position-interface::pure-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 539,
Section 3.2.45 [grob-interface], page 560, Section 3.2.84 [outside-staff-interface], page 584,
Section 3.2.104 [side-position-interface], page 594, and Section 3.2.111 [spanner-interface],
page 601.

3.1.16 BassFigureBracket

BassFigureBracket objects are created by: Section 2.2.37 [Figured_bass_engraver], page 324.

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
  Extent (size) in the X direction, measured in staff-space units, relative
  to object’s reference point.

This object supports the following interface(s): Section 3.2.30 [enclosing-bracket-interface],
page 552, Section 3.2.45 [grob-interface], page 560, and Section 3.2.52 [item-interface], page 569.
3.1.17 BassFigureContinuation
BassFigureContinuation objects are created by: Section 2.2.37 [Figured_bass_engraver], page 324.

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 3.2.32 [figured-bass-continuation-interface], page 553, Section 3.2.45 [grob-interface], page 560, and Section 3.2.111 [spanner-interface], page 601.

3.1.18 BassFigureLine
BassFigureLine objects are created by: Section 2.2.37 [Figured_bass_engraver], page 324.

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.

- **X-extent (pair of numbers):**
  - `ly:axis-group-interface::width`
  - Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

- **Y-extent (pair of numbers):**
  - `#<unpure-pure-container #<primitive-procedure ly:axis-group-interface::height> #<primitive-procedure ly:axis-group-interface::pure-height> >`
  - Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539, Section 3.2.45 [grob-interface], page 560, Section 3.2.83 [outside-staff-axis-group-interface], page 583, and Section 3.2.111 [spanner-interface], page 601.

3.1.19 Beam
Beam objects are created by: Section 2.2.4 [Auto_beam_engraver], page 311, Section 2.2.10 [Beam_engraver], page 314, Section 2.2.16 [Chord_tremolo_engraver], page 316, Section 2.2.46 [Grace_auto_beam_engraver], page 327, and Section 2.2.47 [Grace_beam_engraver], page 328.

Standard settings:

- **auto-knee-gap (dimension, in staff space):**
  - `5.5`
If a gap is found between note heads where a horizontal beam fits and it 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
clef-modifier-interface
flag-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.

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))
A list 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):
```py
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):
```py
'roman'
```
The font family is the broadest category for selecting text fonts. Options include: sans, roman.

**gap** (dimension, in staff space):
```py
0.8
```
Size of a gap in a variable symbol.

**neutral-direction** (direction):
```py
-1
```
Which direction to take in the center of the staff.

**normalized-endpoints** (pair):
```py
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):
```py
beam::place-broken-parts-individually
```
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):
```py
ly:beam::print
```
The symbol to print.

**transparent** (boolean):
```py
#<procedure #f (grob)>
```
This makes the grob invisible.

**vertical-skylines** (pair of skylines):
```py
#<unpure-pure-container #<primitive-procedure ly:grob::vertical-skylines-from-stencil> #<primitive-procedure ly:grob::pure-simple-vertical-skylines-from-extents> >
```
Two skylines, one above and one below this grob.

**X-positions** (pair of numbers):
```py
ly:beam::calc-x-positions
```
Pair of X staff coordinates of a spanner in the form (left. right), where both left and right are in staff-space units of the current staff.
3.1.20 BendAfter

BendAfter objects are created by: Section 2.2.12 [Bend_engraver], page 315.

Standard settings:

minimum-length (dimension, in staff space):
  0.5
  Try to make a spanner at least this long, normally in the horizontal
direction. This requires an appropriate callback for the springs-and-
rods property. If added to a Tie, this sets the minimum distance be-
tween noteheads.

stencil (stencil):
  bend::print
  The symbol to print.

thickness (number):
  2.0
  For grobs made up of lines, this is the thickness of the line. For slurs
and ties, this is the distance between the two arcs of the curve’s outline
at its thickest point, not counting the diameter of the virtual “pen” that
draws the arcs. This property is expressed as a multiple of the current
staff-line thickness (i.e. the visual output is influenced by changes to
Staff.StaffSymbol.thickness).

This object supports the following interface(s): Section 3.2.13 [bend-after-interface], page 545,
Section 3.2.45 [grob-interface], page 560, and Section 3.2.111 [spanner-interface], page 601.

3.1.21 BreakAlignGroup

BreakAlignGroup objects are created by: Section 2.2.13 [Break_align_engraver], page 315.

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 breakable item 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
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539, Section 3.2.15 [break-aligned-interface], page 546, Section 3.2.45 [grob-interface], page 560, and Section 3.2.52 [item-interface], page 569.

3.1.22 BreakAlignment

BreakAlignment objects are created by: Section 2.2.13 [Break_align_engraver], page 315.

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
time-signature
staff-bar
cue-clef
custos))

This is a vector of 3 lists: #(end-of-line unbroken start-of-line). Each list contains break-align symbols that specify an order of breakable items (see Section “break-alignment-interface” in Internals Reference).
For example, this places time signatures before clefs:

\override Score.BreakAlignment.break-align-orders = 
#(make-vector 3 '(left-edge 
  cue-end-clef
  ambitus
  breathing-sign
  time-signature
  clef
  cue-clef
  staff-bar
  key-cancellation
  key-signature
  custos))

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
  Extent (size) in the X direction, measured in staff-space units, relative
to object’s reference point.

This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539,
Section 3.2.16 [break-alignment-interface], page 547, Section 3.2.45 [grob-interface], page 560,
and Section 3.2.52 [item-interface], page 569.

3.1.23 BreathingSign

BreathingSign objects are created by: Section 2.2.14 [Breathing_sign_engraver], page 315.

Standard settings:

break-align-symbol (symbol):
  'breathing-sign
  This key is used for aligning, ordering, and spacing breakable items. See
  Section “break-alignment-interface” in Internals Reference.

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)
An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
 (break-align-symbol . (spacing-style . space))
 ...)
```

Standard choices for `break-align-symbol` are listed in Section “break-alignment-interface” in Internals Reference. Additionally, three special break-align symbols available to `space-alist` are:

- **first-note**
  - used when the grob is just left of the first note on a line

- **next-note**
  - used when the grob is just left of any other note;
  - if not set, the value of `first-note` gets used

- **right-edge**
  - used when the grob is the last item on the line
  - (only compatible with the `extra-space` spacing style)

Choices for `spacing-style` are:

- **extra-space**
  - Put this much space between the two grobs.
  - The space is stretchable when paired with `first-note` or `next-note`; otherwise it is fixed.

- **minimum-space**
  - Put at least this much space between the left sides of both grobs, without allowing them to collide.
  - The space is stretchable when paired with `first-note` or `next-note`; otherwise it is fixed.
  - Not compatible with `right-edge`.

- **fixed-space**
  - Only compatible with `first-note` and `next-note`
  - Put this much fixed space between the grob and the note.

- **minimum-fixed-space**
  - Only compatible with `first-note` and `next-note`
  - Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.
**semi-fixed-space**

Only compatible with **first-note** and **next-note**. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

**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-extent** (pair of numbers):

```
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height>
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

**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 546, Section 3.2.17 [breathing-sign-interface], page 548, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, and Section 3.2.125 [text-interface], page 610.

### 3.1.24 ChordName

ChordName objects are created by: Section 2.2.15 [Chord name engraver], page 315.

**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).

**extra-spacing-width** (pair of numbers):

```
'(-0.5 . 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).
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. If the context property
  fontSize is set, its value is added to this before the glyph is printed.
  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.

Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure
  ly:grob::stencil-height> >
  Extent (size) in the Y direction, measured in staff-space units, relative
  to object’s reference point.

This object supports the following interface(s): Section 3.2.18 [chord-name-interface],
  page 549, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560,
  Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584,
  Section 3.2.96 [rhythmic-grob-interface], page 589, and Section 3.2.125 [text-interface], page 610.

3.1.25 Clef

Clef objects are created by: Section 2.2.17 [Clef engraver], page 316.

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 breakable item 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 \texttt{ly:break-aligned-interface::calc-extent-aligned-anchor} for aligning an anchor to a grob’s extent.

\textbf{break-align-symbol} (symbol):
\begin{verbatim}
'clef
\end{verbatim}
This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in \textit{Internals Reference}.

\textbf{break-visibility} (vector):
\begin{verbatim}
#(#f #f #t)
\end{verbatim}
A vector of 3 booleans, \texttt{#(end-of-line unbroken begin-of-line)}. \texttt{#t} means visible, \texttt{#f} means killed.

\textbf{extra-spacing-height} (pair of numbers):
\begin{verbatim}
pure-from-neighbor-interface::extra-spacing-height-at-beginning-of-line
\end{verbatim}
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 \texttt{(-inf.0 . +inf.0)}.

\textbf{glyph-name} (string):
\begin{verbatim}
ly:clef::calc_glyph_name
\end{verbatim}
The glyph name within the font.

In the context of (span) bar lines, \texttt{glyph-name} represents a processed form of \texttt{glyph}, where decisions about line breaking etc. are already taken.

\textbf{non-musical} (boolean):
\begin{verbatim}
#t
\end{verbatim}
True if the grob belongs to a \texttt{NonMusicalPaperColumn}.

\textbf{space-alist} (list):
\begin{verbatim}
'((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 . 1.0)
 (right-edge extra-space . 0.5))
\end{verbatim}
An alist that specifies distances from this grob to other breakable items, using the format:
\begin{verbatim}
'((break-align-symbol . (spacing-style . space))
 (break-align-symbol . (spacing-style . space))
 ...)
\end{verbatim}
Standard choices for \texttt{break-align-symbol} are listed in Section “break-alignment-interface” in \textit{Internals Reference}. Additionally, three special break-align symbols available to \texttt{space-alist} are:

\texttt{first-note}
used when the grob is just left of the first note on a line
next-note

used when the grob is just left of any other note; if not set, the value of first-note gets used

right-edge

used when the grob is the last item on the line (only compatible with the extra-space spacing style)

Choices for spacing-style are:

extra-space

Put this much space between the two grobs. The space is stretchable when paired with first-note or next-note; otherwise it is fixed.

minimum-space

Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space

Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space

Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space

Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

stencil (stencil):

  ly:clef::print

  The symbol to print.

vertical-skylines (pair of skylines):

  #<unpure-pure-container #<primitive-procedure
  ly:grob::vertical-skylines-from-stencil> >

  Two skylines, one above and one below this grob.

Y-extent (pair of numbers):

  #<unpure-pure-container #<primitive-procedure
  ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):

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 546, Section 3.2.19 [clef-interface], page 549, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.93 [pure-from-neighbor-interface], page 588, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.

### 3.1.26 ClefModifier

ClefModifier objects are created by: Section 2.2.17 [Clef engraver], page 316, and Section 2.2.24 [Cue_clef_engraver], page 319.

Standard settings:

- **break-visibility (vector):**
  
  A vector of 3 booleans, `(end-of-line unbroken begin-of-line). #t means visible, #f means killed.

- **clef-alignments (list):**
  
  `(G -0.2 . 0.1) (F -0.3 . -0.2) (C 0 . 0))

  An alist of parent-alignments that should be used for clef modifiers with various clefs.

- **color (color):**
  
  The color of this grob.

- **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. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

- **parent-alignment-X (number):**
  
  Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

- **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 - the unit is half the object width.

**staff-padding** (dimension, in staff space):

0.7

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):

```latex
ly:text-interface::print
```

The symbol to print.

**transparent** (boolean):

```latex
#<procedure #f (grob)>
```

This makes the grob invisible.

**vertical-skylines** (pair of skylines):

```latex
#<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> >
```

Two skylines, one above and one below this grob.

**X-offset** (number):

```latex
ly:self-alignment-interface::aligned-on-x-parent
```

The horizontal amount that this object is moved relative to its X-parent.

**Y-extent** (pair of numbers):

```latex
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

**Y-offset** (number):

```latex
#<unpure-pure-container #<primitive-procedure
ly:side-position-interface::y-aligned-side> #<primitive-procedure
ly:side-position-interface::pure-y-aligned-side> >
```

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.20 [clef-modifier-interface], page 549, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.125 [text-interface], page 610.

### 3.1.27 ClusterSpanner

ClusterSpanner objects are created by: Section 2.2.18 [Cluster_spanner_ engraver], page 317.

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 3.2.22 [cluster-interface], page 550, Section 3.2.45 [grob-interface], page 560, and Section 3.2.111 [spanner-interface], page 601.

3.1.28 ClusterSpannerBeacon

ClusterSpannerBeacon objects are created by: Section 2.2.18 [Cluster_spanner_engraver], page 317.

Standard settings:

Y-extent (pair of numbers):

ly:cluster-beacon::height

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.21 [cluster-beacon-interface], page 550, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.96 [rhythmic-grob-interface], page 589.

3.1.29 CombineTextScript

CombineTextScript objects are created by: Section 2.2.86 [Part_combine_engraver], page 341.

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.

parentalignment-X (number)
Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

script-priority (number):
200
A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

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 - the unit is half the object width.

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::aligned-on-x-parent
   The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
   #<unpure-pure-container #<primitive-procedure
   ly:grob::stencil-height> >
   Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

Y-offset (number):
   #<unpure-pure-container #<primitive-procedure ly:side-
   position-interface::y-aligned-side> #<primitive-procedure
   ly:side-position-interface::pure-y-aligned-side> >
   The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554,
Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84
[outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591,
Section 3.2.104 [side-position-interface], page 594, Section 3.2.125 [text-interface], page 610,
and Section 3.2.126 [text-script-interface], page 610.

3.1.30 CueClef

CueClef objects are created by: Section 2.2.24 [Cue_clef_engraver], page 319.

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 breakable item 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, ordering, and spacing breakable items. See
   Section “break-alignment-interface” in Internals Reference.

break-visibility (vector):
   #(f f t)
   A vector of 3 booleans, #(end-of-line unbroken begin-of-line). t
   means visible, f means killed.
extra-spacing-height (pair of numbers):

   pure-from-neighbor-interface::extra-spacing-height-at-beginning-of-line

   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-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. If the context property fontSize is set, its value is added to this before the glyph is printed. 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.

   In the context of (span) bar lines, glyph-name represents a processed form of glyph, where decisions about line breaking etc. are already taken.

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 . 1.0)
      (right-edge extra-space . 0.5))

   An alist that specifies distances from this grob to other breakable items, using the format:

   '((break-align-symbol . (spacing-style . space))
      (break-align-symbol . (spacing-style . space))
      ...

   Standard choices for break-align-symbol are listed in Section “break-alignment-interface” in Internals Reference. Additionally, three special break-align symbols available to space-alist are:

first-note

   used when the grob is just left of the first note on a line
next-note
used when the grob is just left of any other note; if not set, the value of first-note gets used

right-edge
used when the grob is the last item on the line (only compatible with the extra-space spacing style)

Choices for spacing-style are:

extra-space
Put this much space between the two grobs. The space is stretchable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

stencil (stencil):
ly:clef::print
The symbol to print.

vertical-skylines (pair of skylines):
 #<unpure-pure-container #<primitive-procedure
  ly:grob::vertical-skylines-from-stencil> >
Two skylines, one above and one below this grob.

Y-extent (pair of numbers):
 #<unpure-pure-container #<primitive-procedure
  ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):

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 546, Section 3.2.19 [clef-interface], page 549, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.93 [pure-from-neighbor-interface], page 588, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.

3.1.31 CueEndClef

CueEndClef objects are created by: Section 2.2.24 [Cue_clef_engraver], page 319.

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 breakable item 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, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

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-height (pair of numbers):

pure-from-neighbor-interface::extra-spacing-height-at-beginning-of-line

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-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. If the context property *fontSize* is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`full-size-change` (boolean):

```scheme
#t
```

Don’t make a change clef smaller.

`glyph-name` (string):

```scheme
ly:clef::calc-glyph-name
```

The glyph name within the font.

In the context of (span) bar lines, *glyph-name* represents a processed form of *glyph*, where decisions about line breaking etc. are already taken.

`non-musical` (boolean):

```scheme
#t
```

True if the grob belongs to a *NonMusicalPaperColumn*.

`space-alist` (list):

```scheme
'((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 . 1.0)  
    (right-edge extra-space . 0.5))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```scheme
'((break-align-symbol . (spacing-style . space))  
    (break-align-symbol . (spacing-style . space))  
    ...
```

Standard choices for *break-align-symbol* are listed in Section “break-alignment-interface” in *Internals Reference*. Additionally, three special break-align symbols available to *space-alist* are:

- **first-note**
  used when the grob is just left of the first note on a line

- **next-note**
  used when the grob is just left of any other note; if not set, the value of **first-note** gets used

- **right-edge**
  used when the grob is the last item on the line (only compatible with the *extra-space* spacing style)

Choices for *spacing-style* are:
extra-space
Put this much space between the two grobs. The space is stretchable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

stencil (stencil):
   ly:clef::print
   The symbol to print.

Y-extent (pair of numbers):
   #$<unpure-pure-container #<primitive-procedure
   ly:grob::stencil-height> >
   Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
   #$<unpure-pure-container #<primitive-procedure 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 546, Section 3.2.19 [clef-interface], page 549, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.93 [pure-from-neighbor-interface], page 588, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.
### 3.1.32 Custos

Custos objects are created by: Section 2.2.25 [Custos_engraver], page 320.

Standard settings:

- **break-align-symbol (symbol):**
  ```scheme`
  'custos
  ```
  This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

- **break-visibility (vector):**
  ```scheme`
  #(t f f)
  ```
  A vector of 3 booleans, #(end-of-line unbroken begin-of-line). #t means visible, #f means killed.

- **neutral-direction (direction):**
  ```scheme`
  -1
  ```
  Which direction to take in the center of the staff.

- **non-musical (boolean):**
  ```scheme`
  #t
  ```
  True if the grob belongs to a NonMusicalPaperColumn.

- **space-alist (list):**
  ```scheme`
  '(((first-note minimum-fixed-space . 0.0)
  (right-edge extra-space . 0.1))
  An alist that specifies distances from this grob to other breakable items, using the format:
  ```scheme`
  '(((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...
  ```
  Standard choices for break-align-symbol are listed in Section “break-alignment-interface” in Internals Reference. Additionally, three special break-align symbols available to space-alist are:

  - **first-note**
    used when the grob is just left of the first note on a line

  - **next-note**
    used when the grob is just left of any other note; if not set, the value of first-note gets used

  - **right-edge**
    used when the grob is the last item on the line (only compatible with the extra-space spacing style)

  Choices for spacing-style are:

  - **extra-space**
    Put this much space between the two grobs. The space is stretchable when paired with first-note or next-note; otherwise it is fixed.
**minimum-space**

Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

**fixed-space**

Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

**minimum-fixed-space**

Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

**semi-fixed-space**

Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

**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):**

`#<unpure-pure-container #<primitive-procedure 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 546, Section 3.2.23 [custos-interface], page 550, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.

### 3.1.33 DotColumn

DotColumn objects are created by: Section 2.2.27 [Dot_column_engraver], page 321, and Section 2.2.134 [Vaticana_ligature_engraver], page 356.

Standard settings:

**axes (list):**

`'(0)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.
chord-dots-limit (integer):

3

Limits the column of dots on each chord to the height of the chord plus chord-dots-limit staff-positions.

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

Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539, Section 3.2.24 [dot-column-interface], page 551, Section 3.2.45 [grob-interface], page 560, and Section 3.2.52 [item-interface], page 569.

3.1.34 Dots

Dots objects are created by: Section 2.2.28 [Dots engraver], page 321.

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.

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).

ewtra-spacing-width (pair of numbers):

'(0.0 . 0.2)

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).
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.

Y-extent (pair of numbers):
   #<unpure-pure-container #<primitive-procedure
   ly:grob::stencil-height> >
   Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.25 [dots-interface], page 551, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.

3.1.35 DoublePercentRepeat

DoublePercentRepeat objects are created by: Section 2.2.29 [Double_percent_repeat_engraver], page 321.

Standard settings:

break-align-symbol (symbol):
   'staff-bar
   This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

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
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.15 [break-aligned-interface], page 546, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.87 [percent-repeat-interface], page 586, and Section 3.2.88 [percent-repeat-item-interface], page 587.

3.1.36 DoublePercentRepeatCounter
DoublePercentRepeatCounter objects are created by: Section 2.2.29 [double-percent-repeat- engraver], page 321.

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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.
padding (dimension, in staff space):
  0.2
  Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
  0
  Specify on which point of the parent the object is aligned. The value
  -1 means aligned on parent’s left edge, 0 on center, and 1 right edge,
  in X direction. Other numerical values may also be specified - the unit
  is half the parent’s width. If unset, the value from self-alignment-X
  property will be used.

self-alignment-X (number):
  0
  Specify alignment of an object. The value -1 means left aligned, 0 cen-
  tered, and 1 right-aligned in X direction. Other numerical values may
  also be specified - the unit is half the object width.

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):
  ly:self-alignment-interface::aligned-on-x-parent
  The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure
  ly:grob::stencil-height> >
  Extent (size) in the Y direction, measured in staff-space units, relative
  to object’s reference point.

Y-offset (number):
  #<unpure-pure-container #<primitive-procedure ly:side-
  position-interface::y-aligned-side> #<primitive-procedure
  ly:side-position-interface::pure-y-aligned-side> >
  The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [fon
t-font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.87 [percent-repeat-interface], page 586, Section 3.2.88 [percent-repeat-item-interface], page 587, Section 3.2.100 [self-alignment-
interface], page 591, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.125 [text-interface], page 610.
### 3.1.37 DoubleRepeatSlash

DoubleRepeatSlash objects are created by: Section 2.2.104 [Slash_repeat_engraver], page 347.

**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
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

- **Y-extent** (pair of numbers):
  #<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> >
  Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.87 [percent-repeat-interface], page 586, Section 3.2.88 [percent-repeat-item-interface], page 587, and Section 3.2.96 [rhythmic-grob-interface], page 589.

### 3.1.38 DynamicLineSpanner

DynamicLineSpanner objects are created by: Section 2.2.32 [Dynamic_align_engraver], page 322.

**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.

**vertical-skylines** (pair of skylines):

#<unpure-pure-container #<primitive-procedure ly:grob::vertical-skylines-from-element-stencils>
#<primitive-procedure ly:grob::pure-vertical-skylines-from-element-stencils> >

Two skylines, one above and one below this grob.

**X-extent** (pair of numbers):

ly:axis-group-interface::width

Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

**Y-extent** (pair of numbers):

#<unpure-pure-container #<primitive-procedure ly:axis-group-interface::height> #<primitive-procedure ly:axis-group-interface::pure-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):

\[
\text{Y-offset} \quad \text{(number)}:
\]

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 539, Section 3.2.26 [dynamic-interface], page 551, Section 3.2.27 [dynamic-line-spanner-interface], page 552, Section 3.2.45 [grob-interface], page 560, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.111 [spanner-interface], page 601.

3.1.39 DynamicText

DynamicText objects are created by: Section 2.2.33 [Dynamic_engraver], page 322.

Standard settings:

direction (direction):

\[
\text{direction} \quad \text{(direction)}:
\]

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):

\[
\text{extra-spacing-width} \quad \text{(pair of numbers)}:
\]

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).

font-encoding (symbol):

\[
\text{font-encoding} \quad \text{(symbol)}:
\]

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-series (symbol):

\[
\text{font-series} \quad \text{(symbol)}:
\]

Select the series of a font. Choices include medium, bold, bold-narrow, etc.

font-shape (symbol):

\[
\text{font-shape} \quad \text{(symbol)}:
\]

Select the shape of a font. Choices include upright, italic, caps.

parent-alignment-X (number):

\[
\text{parent-alignment-X} \quad \text{(number)}:
\]

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge,
in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from \texttt{self-alignment-X} property will be used.

\textbf{right-padding} (dimension, in staff space):
\begin{verbatim}
0.5
\end{verbatim}
Space to insert on the right side of an object (e.g., between note and its accidentals).

\textbf{self-alignment-X} (number):
\begin{verbatim}
0
\end{verbatim}
Specify alignment of an object. The value \texttt{-1} means left aligned, \texttt{0} centered, and \texttt{1} right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width.

\textbf{stencil} (stencil):
\begin{verbatim}
ly:text-interface::print
\end{verbatim}
The symbol to print.

\textbf{vertical-skylines} (pair of skylines):
\begin{verbatim}
#<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> >
\end{verbatim}
Two skylines, one above and one below this grob.

\textbf{X-align-on-main-noteheads} (boolean):
\begin{verbatim}
#t
\end{verbatim}
If true, this grob will ignore suspended noteheads when aligning itself on NoteColumn.

\textbf{X-offset} (number):
\begin{verbatim}
ly:self-alignment-interface::aligned-on-x-parent
\end{verbatim}
The horizontal amount that this object is moved relative to its X-parent.

\textbf{Y-extent} (pair of numbers):
\begin{verbatim}
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
\end{verbatim}
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

\textbf{Y-offset} (number):
\begin{verbatim}
#<unpure-pure-container #<procedure #f (grob)> >
\end{verbatim}
The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.26 [dynamic-interface], page 551, Section 3.2.28 [dynamic-text-interface], page 552, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.99 [script-interface], page 590, Section 3.2.100 [self-alignment-interface], page 591, and Section 3.2.125 [text-interface], page 610.

### 3.1.40 DynamicTextSpanner

DynamicTextSpanner objects are created by: Section 2.2.33 [Dynamic engraver], page 322.

Standard settings:

\textbf{before-line-breaking} (boolean):
\begin{verbatim}
dynamic-text-spanner::before-line-breaking
\end{verbatim}
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 0.1 and 1.0 (continuous line). If set to 0.0, a dotted line is produced.

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. If the context property fontSize is set, its value is added to this before the glyph is printed. 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.
skyline-horizontal-padding (number):
   0.2
   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.

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.

vertical-skylines (pair of skylines):
   #+#<unpure-pure-container #<primitive-procedure
   ly:grob::vertical-skylines-from-stencil> #+#<primitive-
   procedure ly:grob::pure-simple-vertical-skylines-from-
   extents> >
   Two skylines, one above and one below this grob.

This object supports the following interface(s): Section 3.2.26 [dynamic-interface], page 551,
Section 3.2.29 [dynamic-text-spanner-interface], page 552, Section 3.2.36 [font-interface],
page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.61 [line-interface], page 573,
Section 3.2.62 [line-spanner-interface], page 574, Section 3.2.111 [spanner-interface], page 601,
and Section 3.2.125 [text-interface], page 610.

3.1.41 Episema

Episema objects are created by: Section 2.2.35 [Episema_engraver], page 323.

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):
   #<unpure-pure-container #<primitive-procedure ly:side-
   position-interface::y-aligned-side> #<primitive-procedure
   ly:side-position-interface::pure-y-aligned-side> >
   The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.31 [episema-interface], page 553,
Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.61
[line-interface], page 573, Section 3.2.62 [line-spanner-interface], page 574, Section 3.2.104 [side-
position-interface], page 594, and Section 3.2.111 [spanner-interface], page 601.

3.1.42 Fingering

Fingering objects are created by: Section 2.2.40 [Fingering_engraver], page 325, and
Section 2.2.75 [New_fingering_engraver], page 337.

Standard settings:

   add-stem-support (boolean):
      only-if-beamed
      If set, the Stem object is included in this script’s support.

   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 stylesheet’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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

padding (dimension, in staff space):

    0.5

Add this much extra space between objects that are next to each other.

parent-alignment-X (number):

    0

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

parent-alignment-Y (number):

    0

Like parent-alignment-X but for the Y axis.

script-priority (number):

    100

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

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 - the unit is half the object width.

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.

**Y-extent (pair of numbers):**
```
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.33 [fingering-interface], page 554, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, Section 3.2.125 [text-interface], page 610, and Section 3.2.126 [text-script-interface], page 610.

### 3.1.43 FingeringColumn

FingeringColumn objects are created by: Section 2.2.39 [Fingering_column_engraver], page 325.

Standard settings:

**padding (dimension, in staff space):**
```
0.2
```

Add this much extra space between objects that are next to each other.

**snap-radius (number):**
```
0.3
```

The maximum distance between two objects that will cause them to snap to alignment along an axis.

This object supports the following interface(s): Section 3.2.34 [fingering-column-interface], page 554, Section 3.2.45 [grob-interface], page 560, and Section 3.2.52 [item-interface], page 569.

### 3.1.44 Flag

Flag objects are created by: Section 2.2.118 [Stem_engraver], page 350.

Standard settings:

**color (color):**
```
#<procedure #f (grob)>
```

The color of this grob.

**glyph-name (string):**
```
ly:flag::glyph-name
```

The glyph name within the font.

In the context of (span) bar lines, **glyph-name** represents a processed form of **glyph**, where decisions about line breaking etc. are already taken.

**stencil (stencil):**
```
ly:flag::print
```

The symbol to print.
transparent (boolean):
   #<procedure #f (grob)>
   This makes the grob invisible.

vertical-skylines (pair of skylines):
   #<unpure-pure-container #<primitive-procedure
   ly:grob::vertical-skylines-from-stencil> >
   Two skylines, one above and one below this grob.

X-extent (pair of numbers):
   ly:flag::width
   Extent (size) in the X direction, measured in staff-space units, relative
to object’s reference point.

X-offset (number):
   ly:flag::calc-x-offset
   The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
   #<unpure-pure-container #<primitive-procedure
   ly:grob::stencil-height> >
   Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

Y-offset (number):
   #<unpure-pure-container #<primitive-procedure
   ly:flag::calc-y-offset #<primitive-procedure
   ly:flag::pure-calc-y-offset> >
   The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.35 [flag-interface], page 554,
Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, and
Section 3.2.52 [item-interface], page 569.

3.1.45 FootnoteItem
FootnoteItem objects are created by: Section 2.2.42 [Footnote_engraver], page 326.
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.

   automatically-numbered (boolean):
      #<procedure #f (grob)>
      If set, footnotes are automatically numbered.

   break-visibility (vector):
      #<procedure #f (grob)>
      A vector of 3 booleans, #(end-of-line unbroken begin-of-line). #t
      means visible, #f means killed.

   footnote (boolean):
      #t
      Should this be a footnote or in-note?
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-extent (pair of numbers)
  Extent (size) in the X direction, measured in staff-space units, relative
to object’s reference point.

X-offset (number):
  #<procedure #f (grob)>
  The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers)
  Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

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 541,
Section 3.2.36 [font-interface], page 554, Section 3.2.37 [footnote-interface], page 556,
Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and
Section 3.2.125 [text-interface], page 610.

3.1.46 FootnoteSpanner

FootnoteSpanner objects are created by: Section 2.2.42 [Footnote engraver], page 326.

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.

  automatically-numbered (boolean):
      #<procedure #f (grob)>
      If set, footnotes are automatically numbered.

  footnote (boolean):
      #t
      Should this be a footnote or in-note?

  footnote-text (markup):
      #<procedure #f (grob)>
      A footnote for the grob.
3.1.47 FretBoard

FretBoard objects are created by: Section 2.2.44 [Fretboard_engraver], page 326.

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)`.

- **extra-spacing-width** (pair of numbers):
  `'(-0.5 . 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)`.

- **fret-diagram-details** (list):
  `'(finger-code . below-string)`
Chapter 3: Backend

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-distance** – Multiplier to adjust the distance between frets. Default 1.0.
- **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.
- **fret-label-horizontal-offset** – The offset of the fret label from the center of the fret in direction orthogonal to strings. Default 0.
- **paren-padding** – The padding for the parenthesis. Default 0.05.
- **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-distance** – Multiplier to adjust the distance between strings. Default 1.0.
• `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 \( \text{thickness} \times (1 + \text{string-thickness-factor})^{(k-1)} \). 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.
```

Y-extent (pair of numbers):
```
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.
```

This object supports the following interface(s): Section 3.2.18 [chord-name-interface], page 549, Section 3.2.36 [font-interface], page 554, Section 3.2.39 [fret-diagram-interface], page 556, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, and Section 3.2.96 [rhythmic-grob-interface], page 589.

### 3.1.48 Glissando

Glissando objects are created by: Section 2.2.45 [Glissando engraver], page 327.

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 . -1)
    (end-on-accidental . #t)
    (padding . 0.5))
  (left (attach-dir . 1)
    (padding . 0.5)
    (start-at-dot . #t))
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.

simple-Y (boolean):
  #t
  Should the Y placement of a spanner disregard changes in system
  heights?

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.

vertical-skylines (pair of skylines):
  #<unpure-pure-container #<primitive-procedure
  ly:grob::vertical-skylines-from-stencil> #<primitive-
  procedure ly:grob::pure-simple-vertical-skylines-from-
  extents> >
  Two skylines, one above and one below this grob.

X-extent (pair of numbers)
  Extent (size) in the X direction, measured in staff-space units, relative
  to object’s reference point.

Y-extent (pair of numbers)
  Extent (size) in the Y direction, measured in staff-space units, relative
  to object’s reference point.

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 3.2.40 [glissando-interface],
page 558, Section 3.2.45 [grob-interface], page 560, Section 3.2.61 [line-interface], page 573,
Section 3.2.62 [line-spanner-interface], page 574, Section 3.2.111 [spanner-interface], page 601,
and Section 3.2.134 [unbreakable-spanner-interface], page 617.

### 3.1.49 GraceSpacing

GraceSpacing objects are created by: Section 2.2.49 [Grace_spacing_engraver], page 329.

Standard settings:

common-shortest-duration (moment):
  grace-spacing::calc-shortest-duration
  The most common shortest note length. This is used in spacing. En-
  larging this sets the score tighter.
shortest-duration-space (number):
  1.6
  Start with this multiple of spacing-increment space for the shortest
duration. See also Section “spacing-spanner-interface” in Internals Reference.

spacing-increment (dimension, in staff space):
  0.8
  The unit of length for note-spacing. Typically, the width of a note head.
  See also Section “spacing-spanner-interface” in Internals Reference.

This object supports the following interface(s): Section 3.2.41 [grace-spacing-interface],
page 558, Section 3.2.45 [grob-interface], page 560, Section 3.2.108 [spacing-options-interface],
page 599, and Section 3.2.111 [spanner-interface], page 601.

3.1.50 GridLine
GridLine objects are created by: Section 2.2.50 [Grid_line_span_ engraver], page 329.

  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.

  parent-alignment-X (number):
    0
    Specify on which point of the parent the object is aligned. The value
-1 means aligned on parent’s left edge, 0 on center, and 1 right edge,
in X direction. Other numerical values may also be specified - the unit
is half the parent’s width. If unset, the value from self-alignment-X
property will be used.

  self-alignment-X (number):
    0
    Specify alignment of an object. The value -1 means left aligned, 0 cen-
tered, and 1 right-aligned in X direction. Other numerical values may
also be specified - the unit is half the object width.

  stencil (stencil):
    ly:grid-line-interface::print
    The symbol to print.

  X-extent (pair of numbers):
    ly:grid-line-interface::width
    Extent (size) in the X direction, measured in staff-space units, relative
to object’s reference point.

  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 3.2.43 [grid-line-interface], page 560, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.100 [self-alignment-interface], page 591.

3.1.51 GridPoint

GridPoint objects are created by: Section 2.2.51 [Grid_point_engraver], page 329.

Standard settings:

\textbf{X-extent} (pair of numbers):
\begin{verbatim}
'(0 . 0)
\end{verbatim}
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

\textbf{Y-extent} (pair of numbers):
\begin{verbatim}
'(0 . 0)
\end{verbatim}
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.44 [grid-point-interface], page 560, Section 3.2.45 [grob-interface], page 560, and Section 3.2.52 [item-interface], page 569.

3.1.52 Hairpin

Hairpin objects are created by: Section 2.2.33 [Dynamic_engraver], page 322.

Standard settings:

\textbf{after-line-breaking} (boolean):
\begin{verbatim}
ly:spanner::kill-zero-spanned-time
\end{verbatim}
Dummy property, used to trigger callback for \texttt{after-line-breaking}.

\textbf{bound-padding} (number):
\begin{verbatim}
1.0
\end{verbatim}
The amount of padding to insert around spanner bounds.

\textbf{broken-bound-padding} (number):
\begin{verbatim}
ly:hairpin::broken-bound-padding
\end{verbatim}
The amount of padding to insert when a spanner is broken at a line break.

\textbf{circled-tip} (boolean)
Put a circle at start/end of hairpins (al/del niente).

\textbf{grow-direction} (direction):
\begin{verbatim}
hairpin::calc-grow-direction
\end{verbatim}
Crescendo or decrescendo?

\textbf{height} (dimension, in staff space):
\begin{verbatim}
0.6666
\end{verbatim}
Height of an object in \texttt{staff-space} units.

\textbf{minimum-length} (dimension, in staff space):
\begin{verbatim}
2.0
\end{verbatim}
Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the \texttt{springs-and-rods} property. If added to a \texttt{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

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

to-barline (boolean):

#t

If true, the spanner will stop at the bar line just before it would otherwise stop.

vertical-skylines (pair of skylines):
    #<unpure-pure-container #<primitive-procedure
        ly:grob::vertical-skylines-from-stencil> #<primitive-
        procedure ly:grob::pure-simple-vertical-skylines-from-
        extents> >

Two skylines, one above and one below this grob.

Y-extent (pair of numbers):
    #<unpure-pure-container #<primitive-procedure
        ly:grob::stencil-height> #<primitive-procedure
        ly:hairpin::pure-height> >

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
    #<unpure-pure-container #<primitive-procedure ly:self-
        alignment-interface::y-aligned-on-self> #<primitive-
        procedure 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 3.2.26 [dynamic-interface], page 551, Section 3.2.45 [grob-interface], page 560, Section 3.2.46 [hairpin-interface], page 564, Section 3.2.61 [line-interface], page 573, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, and Section 3.2.111 [spanner-interface], page 601.
3.1.53 HorizontalBracket

HorizontalBracket objects are created by: Section 2.2.53 [Horizontal_bracket_engraver], page 330.

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

  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

- **Y-offset** (number):
  
  #<unpure-pure-container #<primitive-procedure ly:side-position-interface::y-aligned-side> #<primitive-procedure ly:side-position-interface::pure-y-aligned-side> >

  The vertical amount that this object is moved relative to its Y-parent.
This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.48 [horizontal-bracket-interface], page 566, Section 3.2.61 [line-interface], page 573, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.111 [spanner-interface], page 601.

3.1.54 HorizontalBracketText

HorizontalBracketText objects are created by: Section 2.2.53 [Horizontal_bracket_engraver], page 330.

Standard settings:

direction (direction):
  ly:horizontal-bracket-text::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):
  \-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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

padding (dimension, in staff space):
  0.5
  Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
  0
  Specify on which point of the parent the object is aligned. The value \-1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

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 - the unit is half the object width.

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:horizontal-bracket-text::print
  The symbol to print.

X-offset (number):
  ly:self-alignment-interface::aligned-on-x-parent
The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):

#<unpure-pure-container #<primitive-procedure ly:side-position-interface::y-aligned-side> #<primitive-procedure ly:side-position-interface::pure-y-aligned-side> >

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.49 [horizontal-bracket-text-interface], page 566, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 594, Section 3.2.104 [side-position-interface], page 599, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.125 [text-interface], page 610.

### 3.1.55 InstrumentName

InstrumentName objects are created by: Section 2.2.55 [Instrument_name_engraver], page 330.

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 - the unit is half the object width.

- **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 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, Section 3.2.123 [system-start-text-interface], page 609, and Section 3.2.125 [text-interface], page 610.
3.1.56 InstrumentSwitch

InstrumentSwitch objects are created by: Section 2.2.56 [Instrument_switch_engraver], page 331.

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.

parent-alignment-X (number)
Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

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 - the unit is half the object width.

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:: aligned-on-x-parent
  The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure
  ly: grob:: stencil-height >
  Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

Y-offset (number):
  #<unpure-pure-container #<primitive-procedure
  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 3.2.36 [font-interface], page 554,
Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84
[outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591,
Section 3.2.104 [side-position-interface], page 594, and Section 3.2.125 [text-interface], page 610.

3.1.57 KeyCancellation

KeyCancellation objects are created by: Section 2.2.58 [Key engraver], page 331.

Standard settings:

break-align-symbol (symbol):
  'key-cancellation
  This key is used for aligning, ordering, and spacing breakable items. See
  Section “break-alignment-interface” in Internals Reference.

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-height (pair of numbers):
  pure-from-neighbor-interface:: extra-spacing-height-
  including-staff
  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 . 1.0)
  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).

flat-positions (list):
  '(2 3 4 2 1 2 1)
  Flats in key signatures are placed within the specified ranges of staff-
  positions. The general form is a list of pairs, with one pair for each type
of clef, in order of the staff-position at which each clef places C: (alto
treble tenor soprano baritone mezzosoprano bass). If the list con-
tains a single element it applies for all clefs. A single number in place of
a pair sets accidentals within the octave ending at that staff-position.

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.

sharp-positions (list):
  '(4 5 4 2 3 2 3)
  Sharps in key signatures are placed within the specified ranges of staff-
positions. The general form is a list of pairs, with one pair for each type
of clef, in order of the staff-position at which each clef places C: (alto
treble tenor soprano baritone mezzosoprano bass). If the list con-
tains a single element it applies for all clefs. A single number in place of
a pair sets accidentals within the octave ending at that staff-position.

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)
    (custos extra-space . 1.0))
  An alist that specifies distances from this grob to other breakable items,
using the format:
    '(((break-align-symbol . (spacing-style . space))
      (break-align-symbol . (spacing-style . space))
      ...)
  Standard choices for break-align-symbol are listed in Section “break-
alignment-interface” in Internals Reference. Additionally, three special
break-align symbols available to space-alist are:

  first-note
  used when the grob is just left of the first note
  on a line

  next-note
  used when the grob is just left of any other note;
  if not set, the value of first-note gets used

  right-edge
  used when the grob is the last item on the line
  (only compatible with the extra-space spacing style)

  Choices for spacing-style are:

  extra-space
  Put this much space between the two grobs.
  The space is stretchable when paired with
first-note or next-note; otherwise it is fixed.

minimum-space
Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

stencil (stencil):
ly:key-signature-interface::print
The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container #<primitive-procedure ly:grob::vertical-skylines-from-stencil> >
Two skylines, one above and one below this grob.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
#<unpure-pure-container #<primitive-procedure 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 546, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.53 [key-cancellation-interface], page 571, Section 3.2.54 [key-signature-interface], page 571, Section 3.2.93 [pure-from-neighbor-interface], page 588, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.
3.1.58 KeySignature

KeySignature objects are created by: Section 2.2.58 [Key_engraver], page 331.

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 breakable item 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):
'key-signature
This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

break-visibility (vector):
#(#f #f #t)
A vector of 3 booleans, #(end-of-line unbroken begin-of-line). #t means visible, #f means killed.

extra-spacing-height (pair of numbers):
pure-from-neighbor-interface::extra-spacing-height-including-staff
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 . 1.0)
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).

flat-positions (list):
'(2 3 4 2 1 2 1)
Flats in key signatures are placed within the specified ranges of staff-positions. The general form is a list of pairs, with one pair for each type
of clef, in order of the staff-position at which each clef places C: (alto
treble tenor soprano baritone mezzosoprano bass). If the list con-
tains a single element it applies for all clefs. A single number in place of
a pair sets accidentals within the octave ending at that staff-position.

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.

sharp-positions (list):
'((4 5 4 2 3 2 3)
 Sharps in key signatures are placed within the specified ranges of staff-
positions. The general form is a list of pairs, with one pair for each type
of clef, in order of the staff-position at which each clef places C: (alto
treble tenor soprano baritone mezzosoprano bass). If the list con-
tains a single element it applies for all clefs. A single number in place of
a pair sets accidentals within the octave ending at that staff-position.

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))

An alist that specifies distances from this grob to other breakable items,
using the format:
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)

Standard choices for break-align-symbol are listed in Section “break-
alignment-interface” in Internals Reference. Additionally, three special
break-align symbols available to space-alist are:

first-note
used when the grob is just left of the first note
on a line

next-note
used when the grob is just left of any other note;
if not set, the value of first-note gets used
right-edge
used when the grob is the last item on the line
(only compatible with the extra-space spacing style)

Choices for spacing-style are:

extra-space
Put this much space between the two grobs. The space is stretchable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

stencil (stencil):
ly:key-signature-interface::print
The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> >
Two skylines, one above and one below this grob.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.
Y-offset (number):

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 546, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.54 [key-signature-interface], page 571, Section 3.2.93 [pure-from-neighbor-interface], page 588, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.

3.1.59 KievnLigature

KievanLigature objects are created by: Section 2.2.60 [Kievan_ligature_engraver], page 332.

Standard settings:

padding (dimension, in staff space):

0.5

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:kievan-ligature::print

The symbol to print.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.55 [kievan-ligature-interface], page 571, and Section 3.2.111 [spanner-interface], page 601.

3.1.60 LaissezVibrerTie

LaissezVibrerTie objects are created by: Section 2.2.61 [Laissez_vibrer_engraver], page 332.

Standard settings:

control-points (list of number pairs):

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))

A list 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
  For grobs made up of lines, this is the thickness of the line. For slurs
  and ties, this is the distance between the two arcs of the curve’s outline
  at its thickest point, not counting the diameter of the virtual “pen” that
draws the arcs. This property is expressed as a multiple of the current
staff-line thickness (i.e. the visual output is influenced by changes to
Staff.StaffSymbol.thickness).

vertical-skylines (pair of skylines):
  #<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> >
  Two skylines, one above and one below this grob.

Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
  Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560,
Section 3.2.52 [item-interface], page 569, and Section 3.2.102 [semi-tie-interface], page 593.

3.1.61 LaissezVibrerTieColumn

LaissezVibrerTieColumn objects are created by: Section 2.2.61 [Laissez_vibrer_engraver],
page 332.

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)
  Extent (size) in the X direction, measured in staff-space units, relative
to object’s reference point.

Y-extent (pair of numbers)
  Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.
This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.101 [semi-tie-column-interface], page 592.

### 3.1.62 LedgerLineSpanner

LedgerLineSpanner objects are created by: Section 2.2.62 [Ledger_line_engraver], page 333.

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.

- **vertical-skylines** (pair of skylines):
  #<unpure-pure-container #<primitive-procedure ly:grob::vertical-skylines-from-stencil> #<primitive-procedure ly:grob::pure-simple-vertical-skylines-from-extents> >
  Two skylines, one above and one below this grob.

- **X-extent** (pair of numbers)
  Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

- **Y-extent** (pair of numbers)
  Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.56 [ledger-line-spanner-interface], page 572, and Section 3.2.111 [spanner-interface], page 601.

### 3.1.63 LeftEdge

LeftEdge objects are created by: Section 2.2.13 [Break_align_engraver], page 315.
Standard settings:

`break-align-anchor` (number):

| break-align-anchor:ly:break-aligned-interface::calc-extent-aligned-anchor |

Grobs aligned to this breakable item 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, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

`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):

'((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))

An alist that specifies distances from this grob to other breakable items, using the format:

'((break-align-symbol . (spacing-style . space))
 (break-align-symbol . (spacing-style . space))
 ...)

Standard choices for `break-align-symbol` are listed in Section “break-alignment-interface” in Internals Reference. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`

used when the grob is just left of the first note on a line

`next-note`

used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`

used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)
Choices for `spacing-style` are:

**extra-space**

Put this much space between the two grobs. The space is stretchable when paired with `first-note` or `next-note`; otherwise it is fixed.

**minimum-space**

Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

**fixed-space**

Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

**minimum-fixed-space**

Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

**semi-fixed-space**

Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

**X-extent** (pair of numbers):

`'(0 . 0)`

Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

**Y-extent** (pair of numbers):

`'(0 . 0)`

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.15 [break-aligned-interface], page 546, Section 3.2.45 [grob-interface], page 560, and Section 3.2.52 [item-interface], page 569.

### 3.1.64 LigatureBracket

LigatureBracket objects are created by: Section 2.2.63 [Ligature_bracket_engraver], page 333.

Standard settings:

**bracket-visibility** (boolean or symbol):

`#t`

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.
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.

directional (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 on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or 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
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).
X-positions (pair of numbers):

\texttt{ly:tuplet-bracket::calc-x-positions}

Pair of X staff coordinates of a spanner in the form \((\texttt{left} . \texttt{right})\),
where both \texttt{left} and \texttt{right} are in \texttt{staff-space} units of the current staff.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560,
Section 3.2.61 [line-interface], page 573, Section 3.2.111 [spanner-interface], page 601, and
Section 3.2.132 [tuplet-bracket-interface], page 615.

3.1.65 LyricExtender

LyricExtender objects are created by: Section 2.2.36 [Extender engraver], page 324.
Standard settings:

\texttt{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 \texttt{springs-and-rods} property. If added to a \texttt{Tie}, this sets the minimum distance between noteheads.

\texttt{stencil} (stencil):

\texttt{ly:lyric-extender::print}

The symbol to print.

\texttt{thickness} (number):

0.8

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to \texttt{Staff.StaffSymbol.thickness}).

\texttt{Y-extent} (pair of numbers):

\(\text{('0 . 0')}\)

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560,
Section 3.2.63 [lyric-extender-interface], page 575, Section 3.2.65 [lyric-interface], page 576, and
Section 3.2.111 [spanner-interface], page 601.

3.1.66 LyricHyphen

LyricHyphen objects are created by: Section 2.2.54 [Hyphen engraver], page 330.
Standard settings:

\texttt{after-line-breaking} (boolean):

\texttt{ly:spanner::kill-zero-spanned-time}

Dummy property, used to trigger callback for \texttt{after-line-breaking}.

\texttt{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 (each unit represents half a staff-space).

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
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

vertical-skylines (pair of skylines):
#<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> #<primitive-
procedure ly:grob::pure-simple-vertical-skylines-from-
extents> >
Two skylines, one above and one below this grob.

Y-extent (pair of numbers):
'(0 . 0)
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.64 [lyric-hyphen-interface], page 576, Section 3.2.65 [lyric-interface], page 576, and Section 3.2.111 [spanner-interface], page 601.
3.1.67 LyricSpace

LyricSpace objects are created by: Section 2.2.54 [Hyphen_engraver], page 330.

Standard settings:

\textbf{minimum-distance} (dimension, in staff space):
0.45
Minimum distance between rest and notes or beam.

\textbf{padding} (dimension, in staff space):
0.0
Add this much extra space between objects that are next to each other.

\textbf{springs-and-rods} (boolean):
\texttt{ly:lyric-hyphen::set-spacing-rods}
Dummy variable for triggering spacing routines.

\textbf{X-extent} (pair of numbers)
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

\textbf{Y-extent} (pair of numbers)
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.64 [lyric-hyphen-interface], page 576, and Section 3.2.111 [spanner-interface], page 601.

3.1.68 LyricText

LyricText objects are created by: Section 2.2.64 [Lyric_engraver], page 333.

Standard settings:

\textbf{extra-spacing-height} (pair of numbers):
\texttt{'(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 \texttt{(-inf.0 . +inf.0)}.

\textbf{extra-spacing-width} (pair of numbers):
\texttt{'(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 \texttt{(+inf.0 . -inf.0)}.

\textbf{font-series} (symbol):
\texttt{'medium}
Select the series of a font. Choices include \texttt{medium, bold, bold-narrow}, etc.

\textbf{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. If the context property \texttt{fontSize} is set, its value is added to this before the glyph is printed. Fractional values are allowed.

\texttt{parent-alignment-X} (number):
\( '() \)
Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from \texttt{self-alignment-X} property will be used.

\texttt{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 - the unit is half the object width.

\texttt{skyline-horizontal-padding} (number):
0.1
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.

\texttt{stencil} (stencil):
\texttt{lyric-text::print}
The symbol to print.

\texttt{text} (markup):
\#<procedure \#f (grob)>
Text markup. See Section “Formatting text” in \textit{Notation Reference}.

\texttt{vertical-skylines} (pair of skylines):
\#<unpure-pure-container \#<primitive-procedure
ly:grob::vertical-skylines-from-stencil> >
Two skylines, one above and one below this grob.

\texttt{word-space} (dimension, in staff space):
0.6
Space to insert between words in texts.

\texttt{X-align-on-main-noteheads} (boolean):
\texttt{#t}
If true, this grob will ignore suspended noteheads when aligning itself on \texttt{NoteColumn}.

\texttt{X-offset} (number):
\texttt{ly:self-alignment-interface::aligned-on-x-parent}
The horizontal amount that this object is moved relative to its X-parent.

\texttt{Y-extent} (pair of numbers):
\#<unpure-pure-container \#<primitive-procedure
ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.66 [lyric-syllable-interface], page 576, Section 3.2.96 [rhythmic-grob-interface], page 589, Section 3.2.100 [self-alignment-interface], page 591, and Section 3.2.125 [text-interface], page 610.

3.1.69 MeasureCounter

MeasureCounter objects are created by: Section 2.2.67 [Measure_counter_engraver], page 334.

Standard settings:

- **count-from (integer):**
  1
  The first measure in a measure count receives this number. The following measures are numbered in increments from this initial value.

- **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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

- **outside-staff-horizontal-padding (number):**
  0.5
  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-priority (number):**
  750
  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.

- **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 - the unit is half the object width.

**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.

**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)

**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):

measure-counter-stencil

The symbol to print.

**Y-offset** (number):

#<unpure-pure-container #<primitive-procedure ly:side-position-interface::y-aligned-side> #<primitive-procedure ly:side-position-interface::pure-y-aligned-side> >

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.68 [measure-counter-interface], page 577, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.125 [text-interface], page 610.

### 3.1.70 MeasureGrouping

MeasureGrouping objects are created by: Section 2.2.68 [Measure_grouping_ engraver], page 335.

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):
  \texttt{ly:measure-grouping::print}
  The symbol to print.

thickness (number):
  1
  For grobs made up of lines, this is the thickness of the line. For slurs
  and ties, this is the distance between the two arcs of the curve’s outline
  at its thickest point, not counting the diameter of the virtual “pen” that
  draws the arcs. This property is expressed as a multiple of the current
  staff-line thickness (i.e. the visual output is influenced by changes to
  \texttt{Staff.StaffSymbol.thickness}).

Y-offset (number):
  \#<unpure-pure-container \#<primitive-procedure ly:side-
  position-interface::y-aligned-side> \#<primitive-procedure
  ly:side-position-interface::pure-y-aligned-side> >
  The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560,
Section 3.2.69 [measure-grouping-interface], page 577, Section 3.2.84 [outside-staff-interface],
page 584, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.111 [spanner-
interface], page 601.

3.1.71 MelodyItem

MelodyItem objects are created by: Section 2.2.69 [Melody_engraver], page 335.

Standard settings:

  neutral-direction (direction):
    \(-1\)
    Which direction to take in the center of the staff.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560,
Section 3.2.52 [item-interface], page 569, and Section 3.2.70 [melody-spanner-interface], page 577.

3.1.72 MensuralLigature

MensuralLigature objects are created by: Section 2.2.70 [Mensural_ligature_engraver], page 335.

Standard settings:

  springs-and-rods (boolean):
    \texttt{ly:spanner::set-spacing-rods}
Dummy variable for triggering spacing routines.

\textbf{stencil} (stencil):
  \texttt{ly:mensural-ligature::print}
  The symbol to print.

\textbf{thickness} (number):
  1.3
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to \texttt{Staff.StaffSymbol.thickness}).

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.71 [mensural-ligature-interface], page 578, and Section 3.2.111 [spanner-interface], page 601.

\subsection{3.1.73 MetronomeMark}

MetronomeMark objects are created by: Section 2.2.72 [MetronomeMark engraver], page 336.

Standard settings:

\textbf{after-line-breaking} (boolean):
  \texttt{ly:side-position-interface::move-to-extremal-staff}
  Dummy property, used to trigger callback for \texttt{after-line-breaking}.

\textbf{break-align-symbols} (list):
  \texttt{'(time-signature)}
  A list of \texttt{break-align symbols} that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to \texttt{break-visibility}, we will align to the next grob (and so on). Choices are listed in Section “break-alignment-interface” in \textit{Internals Reference}.

\textbf{break-visibility} (vector):
  \texttt{#(#f #t #t)}
  A vector of 3 booleans, \texttt{#(end-of-line unbroken begin-of-line)}. \texttt{#t} means visible, \texttt{#f} means killed.

\textbf{direction} (direction):
  1
  If \texttt{side-axis} is 0 (or X), then this property determines whether the object is placed \texttt{LEFT}, \texttt{CENTER} or \texttt{RIGHT} with respect to the other object. Otherwise, it determines whether the object is placed \texttt{UP}, \texttt{CENTER} or \texttt{DOWN}. Numerical values may also be used: \texttt{UP=}1, \texttt{DOWN=}−1, \texttt{LEFT=}−1, \texttt{RIGHT=}1, \texttt{CENTER=}0.

\textbf{extra-spacing-width} (pair of numbers):
  \texttt{'+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 \texttt{(+inf.0 . -inf.0)}.
flag-style (symbol):
'default
The style of the flag to be used with MetronomeMark. Available are
'modern-straight-flag, 'old-straight-flag, flat-flag, mensural
and 'default

non-break-align-symbols (list):
'(paper-column-interface)
A list of symbols that determine which NON-break-aligned interfaces
to align this to.

outside-staff-horizontal-padding (number):
0.2
By default, an outside-staff-object can be placed so that is it 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-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 cen-
tered, and 1 right-aligned in X direction. Other numerical values may
also be specified - the unit is half the object width.

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.

vertical-skylines (pair of skylines):
#<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> >
Two skylines, one above and one below this grob.

X-offset (number):
self-alignment-interface::self-aligned-on-breakable
The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.
Y-offset (number):


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 546, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.72 [metronome-mark-interface], page 578, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.125 [text-interface], page 610.

### 3.1.74 MultiMeasureRest

MultiMeasureRest objects are created by: Section 2.2.74 [Multi_measure_rest_engraver], page 337.

Standard settings:

- **bound-padding (number):**
  
  0.5
  
  The amount of padding to insert around spanner bounds.

- **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, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to Staff.StaffSymbol.thickness).

- **max-symbol-separation (number):**
  
  8.0
  
  The maximum distance between symbols making up a church rest.

- **round-up-exceptions (list):**
  
  '()  
  
  A list of pairs where car is the numerator and cdr the denominator of a moment. Each pair in this list means that the multi-measure rests of the corresponding length will be rounded up to the longer rest. See round-up-to-longer-rest.

- **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.
stencil (stencil):
    ly:multi-measure-rest::print
    The symbol to print.

thick-thickness (number):
    6.6
    Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to Staff.StaffSymbol.thickness).

usable-duration-logs (list):
    '(-3 -2 -1 0)
    List of duration-logs that can be used in typesetting the grob.

voiced-position (number):
    4
    The staff-position of a voiced Rest, negative if the rest has direction DOWN.

Y-extent (pair of numbers):
    #<unpure-pure-container #<primitive-procedure ly:multi-measure-rest::height> >
    Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
    #<unpure-pure-container #<primitive-procedure 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 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.73 [multi-measure-interface], page 578, Section 3.2.74 [multi-measure-rest-interface], page 579, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.95 [rest-interface], page 589, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.

3.1.75 MultiMeasureRestNumber

MultiMeasureRestNumber objects are created by: Section 2.2.74 [Multi_measure_rest_engraver], page 337.

Standard settings:

    bound-padding (number):
        1.0
        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
Chapter 3: Backend

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.

**parent-alignment-X** (number):

```
0
```

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent’s left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from **self-alignment-X** property will be used.

**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 - the unit is half the object width.

**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.

**vertical-skylines** (pair of skylines):

```
#<unpure-pure-container #<primitive-procedure
    ly:grob::vertical-skylines-from-stencil> #<primitive-procedure
    ly:grob::pure-simple-vertical-skylines-from-extents> >
```

Two skylines, one above and one below this grob.

**X-offset** (number):

```
ly:self-alignment-interface::aligned-on-x-parent
```

The horizontal amount that this object is moved relative to its X-parent.

**Y-extent** (pair of numbers):

```
#<unpure-pure-container #<primitive-procedure
    ly:grob::stencil-height> >
```
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):

\[ \text{The vertical amount that this object is moved relative to its Y-parent.} \]

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.73 [multi-measure-interface], page 578, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.125 [text-interface], page 610.

3.1.76 MultiMeasureRestText

MultiMeasureRestText objects are created by: Section 2.2.74 [Multi_measure_rest_ engraver], page 337.

Standard settings:

direction (direction):

\[ 1 \]

If \textit{side-axis} is 0 (or X), then this property determines whether the object is placed \texttt{LEFT}, \texttt{CENTER} or \texttt{RIGHT} with respect to the other object. Otherwise, it determines whether the object is placed \texttt{UP}, \texttt{CENTER} or \texttt{DOWN}. Numerical values may also be used: \texttt{UP}=1, \texttt{DOWN}=-1, \texttt{LEFT}=-1, \texttt{RIGHT}=1, \texttt{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 \texttt{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.

parent-alignment-X (number):

\[ 0 \]

Specify on which point of the parent the object is aligned. The value \texttt{-1} means aligned on parent’s left edge, \texttt{0} on center, and \texttt{1} right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from \texttt{self-alignment-X} property will be used.

self-alignment-X (number):

\[ 0 \]

Specify alignment of an object. The value \texttt{-1} means left aligned, \texttt{0} centered, and \texttt{1} right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width.

skyline-horizontal-padding (number):

\[ 0.2 \]
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.

**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.

**vertical-skylines** (pair of skylines):
>`#<unpure-pure-container #<primitive-procedure
`ly:grob::vertical-skylines-from-stencil> #<primitive-
`procedure ly:grob::pure-simple-vertical-skylines-from-
`extents> >`
Two skylines, one above and one below this grob.

**X-offset** (number):
`ly:self-alignment-interface::aligned-on-x-parent`
The horizontal amount that this object is moved relative to its X-parent.

**Y-extent** (pair of numbers):
>`#<unpure-pure-container #<primitive-procedure
`ly:grob::stencil-height> >`
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

**Y-offset** (number):
>`#<unpure-pure-container #<primitive-procedure
`ly:side-position-interface::y-aligned-side> #<primitive-procedure
`ly:side-position-interface::pure-y-aligned-side> >`
The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.73 [multi-measure-interface], page 578, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.125 [text-interface], page 610.

### 3.1.77 NonMusicalPaperColumn

NonMusicalPaperColumn objects are created by: Section 2.2.84 [Paper_column_engraver], page 340.

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.

class (class)

font-size (number):
  -7.5
    The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

class (class)

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.

class (class)

layer (integer):
  1000
    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.

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.

X-extent (pair of numbers):
  ly:axis-group-interface::width
    Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.
This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.85 [paper-column-interface], page 585, Section 3.2.103 [separation-item-interface], page 594, and Section 3.2.106 [spaceable-grob-interface], page 598.

### 3.1.78 NoteCollision

NoteCollision objects are created by: Section 2.2.19 [Collision_engraver], page 317.

Standard settings:

- axes (list):
  - `'(0 1)
    - List of axis numbers. In the case of alignment grobs, this should contain only one number.

- note-collision-threshold (dimension, in staff space):
  - 1
    - Simultaneous notes that are this close or closer in units of `staff-space` will be identified as vertically colliding. Used by Stem grobs for notes in the same voice, and NoteCollision grobs for notes in different voices. Default value 1.

- 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`
    - Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

- Y-extent (pair of numbers):
  - `#<unpure-pure-container #<primitive-procedure ly:axis-group-interface::height> #<primitive-procedure ly:axis-group-interface::pure-height> >`
    - Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.75 [note-collision-interface], page 580.

### 3.1.79 NoteColumn

NoteColumn objects are created by: Section 2.2.99 [Rhythmic_column_engraver], page 346.

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
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure ly:axis-group-interface::height> #<primitive-procedure ly:axis-group-interface::pure-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.76 [note-column-interface], page 580, and Section 3.2.103 [separation-item-interface], page 594.

3.1.80 NoteHead
NoteHead objects are created by: Section 2.2.20 [Completion_heads_engraver], page 317, Section 2.2.31 [Drum_notes_engraver], page 322, and Section 2.2.77 [Note_heads_engraver], page 338.

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.

eextra-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.
  In the context of (span) bar lines, glyph-name represents a processed form of glyph, where decisions about line breaking etc. are already taken.

parenthesis-friends (list):
  '(accidental-grob dot)
  A list of Grob types, as symbols. When parentheses enclose a Grob that has ‘parenthesis-friends, the parentheses widen to include any child Grobs with type among ’parenthesis-friends.
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-extent (pair of numbers):
    #<unpure-pure-container #<primitive-procedure
        ly:grob::stencil-height> >
    Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
    #<unpure-pure-container #<primitive-procedure 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 3.2.36 [font-interface], page 554, Section 3.2.42 [gregorian-ligature-interface], page 559, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.57 [ledgered-interface], page 572, Section 3.2.59 [ligature-head-interface], page 573, Section 3.2.71 [mensural-ligature-interface], page 578, Section 3.2.77 [note-head-interface], page 581, Section 3.2.96 [rhythmic-grob-interface], page 589, Section 3.2.97 [rhythmic-head-interface], page 590, Section 3.2.115 [staff-symbol-referencer-interface], page 604, and Section 3.2.135 [vaticana-ligature-interface], page 617.

3.1.81 NoteName

NoteName objects are created by: Section 2.2.78 [Note_name_engraver], page 339.

Standard settings:

    stencil (stencil):
        ly:text-interface::print
        The symbol to print.

Y-extent (pair of numbers):
    #<unpure-pure-container #<primitive-procedure
        ly:grob::stencil-height> >
    Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.78 [note-name-interface], page 582, and Section 3.2.125 [text-interface], page 610.

3.1.82 NoteSpacing

NoteSpacing objects are created by: Section 2.2.80 [Note_spacing_engraver], page 339.

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 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.79 [note-spacing-interface], page 582, and Section 3.2.107 [spacing-interface], page 599.

3.1.83 OttavaBracket
OttavaBracket objects are created by: Section 2.2.81 [Ottava spanner engraver], page 339.

Standard settings:

`dash-fraction` (number):
0.3
Size of the dashes, relative to `dash-period`. Should be between 0.1 and 1.0 (continuous line). If set to 0.0, a dotted line is produced

`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 . 0.8)
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):
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.

**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):**

`'(-0.8 . -0.6)`

The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

**staff-padding (dimension, in staff space):**

2.0

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.

**vertical-skylines (pair of skylines):**

```lisp
#<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> #<primitive-
procedure ly:grob::pure-simple-vertical-skylines-from-
extents> >
```

Two skylines, one above and one below this grob.

**Y-offset (number):**

```lisp
#<unpure-pure-container #<primitive-procedure
ly:side-position-interface::y-aligned-side> #<primitive-procedure
ly:side-position-interface::pure-y-aligned-side> >
```

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.48 [horizontal-bracket-interface], page 566, Section 3.2.61 [line-interface], page 573, Section 3.2.82 [ottava-bracket-interface], page 583, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.125 [text-interface], page 610.
PaperColumn

PaperColumn objects are created by: Section 2.2.84 [Paper_column_engraver], page 340.

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.

font-size (number):
    -7.5
    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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

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.

layer (integer):
    1000
    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.

skyline-vertical-padding (number):
    0.08
    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
    Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.85 [paper-column-interface], page 585, Section 3.2.103 [separation-item-interface], page 594, and Section 3.2.106 [spaceable-grob-interface], page 598.
3.1.85 ParenthesesItem

ParenthesesItem objects are created by: Section 2.2.85 [Parenthesis_engraver], page 341.

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. If the context property `fontSize` is set, its value is added to this before the glyph is printed. 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.

- **X-extent** (pair of numbers):
  '(0 . 0)
  Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

- **Y-extent** (pair of numbers):
  `parentheses-item::y-extent`
  Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.86 [parentheses-interface], page 586.

3.1.86 PercentRepeat

PercentRepeat objects are created by: Section 2.2.87 [Percent_repeat_engraver], page 341.

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:
\[
\texttt{\override MultiMeasureRest.spacing-pair = '#'(staff-bar . staff-bar)}
\]

springs-and-rods (boolean):
\[
\texttt{ly:multi-measure-rest::set-spacing-rods}
\]
Dummy variable for triggering spacing routines.

stencil (stencil):
\[
\texttt{ly:multi-measure-rest::percent}
\]
The symbol to print.

thickness (number):
\[0.48\]
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to \texttt{Staff.StaffSymbol.thickness}).

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.74 [multi-measure-rest-interface], page 579, Section 3.2.87 [percent-repeat-interface], page 586, and Section 3.2.111 [spanner-interface], page 601.

3.1.87 PercentRepeatCounter
PercentRepeatCounter objects are created by: Section 2.2.87 [Percent_repeat_engraver], page 341.

Standard settings:

direction (direction):
\[1\]
If \texttt{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):
\[\texttt{fetaText}\]
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 \texttt{fetaMusic} (Emmentaler), \texttt{fetaBraces}, \texttt{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. If the context property \fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

padding (dimension, in staff space):
0.2
Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
0
Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

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 - the unit is half the object width.

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):
ly:self-alignment-interface::aligned-on-x-parent
The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
#<unpure-pure-container #<primitive-procedure ly:side-position-interface::y-aligned-side> #<primitive-procedure ly:side-position-interface::pure-y-aligned-side> >
The vertical amount that this object is moved relative to its Y-parent.
3.1.88 PhrasingSlur

PhrasingSlur objects are created by: Section 2.2.88 [Phrasing_slur_engraver], page 342.

Standard settings:

  control-points (list of number pairs):
  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)
   (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)
   (gap-to-staffline-inside . 0.2)
   (gap-to-staffline-outside . 0.1)
   (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)
   (close-to-edge-length . 2.5)
   (encompass-object-range-overshoot . 0.5)
   (slur-tie-extrema-min-distance . 0.2)
   (slur-tie-extrema-min-distance-penalty . 2))

  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
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

vertical-skylines (pair of skylines):
#<unpure-pure-container #<primitive-procedure ly:slur::vertical-skylines> #<primitive-procedure ly:grob::pure-simple-vertical-skylines-from-extents> >
Two skylines, one above and one below this grob.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure ly:slur::height> #<primitive-procedure ly:slur::pure-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.105 [slur-interface], page 595, and Section 3.2.111 [spanner-interface], page 601.

3.1.89 PianoPedalBracket

PianoPedalBracket objects are created by: Section 2.2.90 [Piano_pedal_engraver], page 342.

Standard settings:

bound-padding (number):
1.0
The amount of padding to insert around spanner bounds.
Chapter 3: Backend

**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 on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or 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

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to **Staff.StaffSymbol.thickness**).

**vertical-skylines** (pair of skylines):


Two skylines, one above and one below this grob.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.61 [line-interface], page 573, Section 3.2.89 [piano-pedal-bracket-interface], page 587, Section 3.2.90 [piano-pedal-interface], page 588, and Section 3.2.111 [spanner-interface], page 601.
3.1.90 RehearsalMark

RehearsalMark objects are created by: Section 2.2.66 [Mark_engraver], page 334.

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 key-signature clef)
  - A list of break-align symbols that determines which breakable items 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 listed in Section “break-alignment-interface” in Internals Reference.

- **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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

- **non-musical** (boolean):
  - #t
  - True if the grob belongs to a NonMusicalPaperColumn.

- **outside-staff-horizontal-padding** (number):
  - 0.2
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.

\textbf{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 \textbf{outside-staff-priority} is closer to the staff.

\textbf{padding} (dimension, in staff space):
0.8
Add this much extra space between objects that are next to each other.

\textbf{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 - the unit is half the object width.

\textbf{stencil} (stencil):
\texttt{ly:text-interface::print}
The symbol to print.

\textbf{vertical-skylines} (pair of skylines):
\begin{verbatim}
#<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> >
\end{verbatim}
Two skylines, one above and one below this grob.

\textbf{X-offset} (number):
\texttt{self-alignment-interface::self-aligned-on-breakable}
The horizontal amount that this object is moved relative to its X-parent.

\textbf{Y-extent} (pair of numbers):
\begin{verbatim}
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
\end{verbatim}
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

\textbf{Y-offset} (number):
\begin{verbatim}
#<unpure-pure-container #<primitive-procedure
ly:side-position-interface::y-aligned-side> #<primitive-procedure
ly:side-position-interface::pure-y-aligned-side> >
\end{verbatim}
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 546, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.67 [mark-interface], page 577, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.125 [text-interface], page 610.

\textbf{3.1.91 RepeatSlash}

RepeatSlash objects are created by: Section 2.2.104 [Slash-repeat-engraver], page 347.
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
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

**Y-extent** (pair of numbers):

#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.87 [percent-repeat-interface], page 586, Section 3.2.88 [percent-repeat-item-interface], page 587, and Section 3.2.96 [rhythmic-grob-interface], page 589.

### 3.1.92 RepeatTie

RepeatTie objects are created by: Section 2.2.96 [Repeat_tie_engraver], page 345.

Standard settings:

**control-points** (list of number pairs):

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))
A list 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 \textit{UP}, \textit{CENTER} or \textit{DOWN}. Numerical values may also be used: \texttt{UP=1}, \texttt{DOWN=-1}, \texttt{LEFT=-1}, \texttt{RIGHT=1}, \texttt{CENTER=0}.

\textbf{extra-spacing-height (pair of numbers):}
\begin{verbatim}
'(0.5 0.5)
\end{verbatim}
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 \texttt{(-inf.0 . +inf.0)}.

\textbf{head-direction (direction):}
\begin{verbatim}
1
\end{verbatim}
Are the note heads left or right in a semitie?

\textbf{stencil (stencil):}
\begin{verbatim}
ly:tie::print
\end{verbatim}
The symbol to print.

\textbf{thickness (number):}
\begin{verbatim}
1.0
\end{verbatim}
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to \texttt{Staff.StaffSymbol.thickness}).

\textbf{vertical-skylines (pair of skylines):}
\begin{verbatim}
#<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil>
\end{verbatim}
Two skylines, one above and one below this grob.

\textbf{Y-extent (pair of numbers):}
\begin{verbatim}
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height>
\end{verbatim}
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.102 [semi-tie-interface], page 593.

\section*{3.1.93 RepeatTieColumn}
RepeatTieColumn objects are created by: Section 2.2.96 [Repeat.tie.engraver], page 345.

\textbf{Standard settings:}

\textbf{head-direction (direction):}
\begin{verbatim}
ly:semi-tie-column::calc-head-direction
\end{verbatim}
Are the note heads left or right in a semitie?

\textbf{X-extent (pair of numbers)}
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.
3.1.94 Rest

Rest objects are created by: Section 2.2.21 [Completion_rest_engraver], page 318, and Section 2.2.98 [Rest_engraver], page 345.

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.

- **parenthesis-friends** (list):
  - `(dot)'
  - A list of Grob types, as symbols. When parentheses enclose a Grob that has `parenthesis-friends, the parentheses widen to include any child Grobs with type among `parenthesis-friends.

- **stencil** (stencil):
  - `ly:rest::print`
  - The symbol to print.

- **vertical-skylines** (pair of skylines):
  - Two skylines, one above and one below this grob.

- **voiced-position** (number):
  - 4
  - The staff-position of a voiced Rest, negative if the rest has `direction DOWN`.

- **X-extent** (pair of numbers):
  - `ly:rest::width`
  - Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

- **Y-extent** (pair of numbers):
  - `<unpure-pure-container `<primitive-procedure `ly:rest::height>` `<primitive-procedure `ly:rest::pure-height>` >`
  - Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.
Y-offset (number):

```
#<unpure-pure-container #<primitive-procedure 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 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.95 [rest-interface], page 589, Section 3.2.96 [rhythmic-grob-interface], page 589, Section 3.2.97 [rhythmic-head-interface], page 590, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.

3.1.95 RestCollision

RestCollision objects are created by: Section 2.2.97 [Rest_collision_engraver], page 345.

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 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.94 [rest-collision-interface], page 589.

3.1.96 Script

Script objects are created by: Section 2.2.31 [Drum_notes_engraver], page 322, Section 2.2.75 [New_fingering_engraver], page 337, and Section 2.2.101 [Script_engraver], page 346.

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).

- **horizon-padding** (number):
  0.1
  The amount to pad the axis along which a Skyline is built for the side-position-interface.

- **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 - the unit is half the object width.

**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):**

0.2

Extra distance between slur and script.

**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.

**vertical-skylines (pair of skylines):**

#<unpure-pure-container #<primitive-procedure ly:grob::vertical-skylines-from-stencil> >

Two skylines, one above and one below this grob.

**X-offset (number):**

script-interface::calc-x-offset

The horizontal amount that this object is moved relative to its X-parent.

**Y-extent (pair of numbers):**

#<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> >

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

**Y-offset (number):**

#<unpure-pure-container #<primitive-procedure ly:side-position-interface::y-aligned-side> #<primitive-procedure ly:side-position-interface::pure-y-aligned-side> >

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.99 [script-interface], page 590, Section 3.2.100 [self-alignment-interface], page 591, and Section 3.2.104 [side-position-interface], page 594.

### 3.1.97 ScriptColumn

ScriptColumn objects are created by: Section 2.2.100 [Script_column_engraver], page 346.

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 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.98 [script-column-interface], page 590.

### 3.1.98 ScriptRow

ScriptRow objects are created by: Section 2.2.102 [Script_row_engraver], page 346.

**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 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.98 [script-column-interface], page 590.

### 3.1.99 Slur

Slur objects are created by: Section 2.2.105 [Slur_engraver], page 347.

**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 of number pairs):
    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)
     (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)
     (gap-to-staffline-inside . 0.2)
     (gap-to-staffline-outside . 0.1)
     (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))
```
A list 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

For slurs and ties, this is the diameter of the virtual “pen” that draws the two arcs of the curve’s outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

**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

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline.
at its thickest point, not counting the diameter of the virtual “pen” that
draws the arcs. This property is expressed as a multiple of the current
staff-line thickness (i.e. the visual output is influenced by changes to
Staff.StaffSymbol.thickness).

vertical-skylines (pair of skylines):

 Two skylines, one above and one below this grob.

Y-extent (pair of numbers):

 Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560,
Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.105 [slur-interface], page 595, and
Section 3.2.111 [spanner-interface], page 601.

3.1.100 SostenutoPedal

SostenutoPedal objects are created by: Section 2.2.90 [Piano_pedal_ engraver], page 342.

Standard settings:

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.

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).

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.

parent-alignment-X (number)

 Specify on which point of the parent the object is aligned. The value
-1 means aligned on parent’s left edge, 0 on center, and 1 right edge,
in X direction. Other numerical values may also be specified - the unit
is half the parent’s width. If unset, the value from self-alignment-X
property will be used.
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 - the unit is half the object width.

stencil (stencil):
  ly:text-interface::print
The symbol to print.

vertical-skylines (pair of skylines):
  #<unpure-pure-container #<primitive-procedure
  ly:grob::vertical-skylines-from-stencil> >
Two skylines, one above and one below this grob.

X-offset (number):
  ly:self-alignment-interface::aligned-on-x-parent
The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure
  ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.91 [piano-pedal-script-interface], page 588, Section 3.2.100 [self-alignment-interface], page 591, and Section 3.2.125 [text-interface], page 610.

3.1.101 SostenutoPedalLineSpanner

SostenutoPedalLineSpanner objects are created by: Section 2.2.89 [Piano_pedal_align_engraver], page 342.

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.

vertical-skylines (pair of skylines):

Two skylines, one above and one below this grob.

X-extent (pair of numbers):

ly:axis-group-interface::width
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

Y-extent (pair of numbers):

ly:axis-group-interface::height
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):

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 539, Section 3.2.45 [grob-interface], page 560, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.90 [piano-pedal-interface], page 588, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.111 [spanner-interface], page 601.

3.1.102 SpacingSpanner

SpacingSpanner objects are created by: Section 2.2.107 [Spacing_engraver], page 348.

Standard settings:

average-spacing-wishes (boolean):

#t
If set, the spacing wishes are averaged over staves.
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.

The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

Start with this multiple of space for the shortest duration. See also Section “spacing-spanner-interface” in Internals Reference.

The unit of length for note-spacing. Typically, the width of a note head. See also Section “spacing-spanner-interface” in Internals Reference.

Dummy variable for triggering spacing routines.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.108 [spacing-options-interface], page 599, Section 3.2.109 [spacing-spanner-interface], page 599, and Section 3.2.111 [spanner-interface], page 601.

SpanBar objects are created by: Section 2.2.109 [Span_bar_engraver], page 348.

If false, no inter-staff bar line will be created below this bar line.

The Y-extent of the actual bar line. This may differ from because it does not include the dots in a repeat bar line.

Dummy property, used to trigger a callback function.

This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.108 [spacing-options-interface], page 599, Section 3.2.109 [spacing-spanner-interface], page 599, and Section 3.2.111 [spanner-interface], page 601.

SpanBar

SpanBar objects are created by: Section 2.2.109 [Span_bar_engraver], page 348.

If false, no inter-staff bar line will be created below this bar line.

The Y-extent of the actual bar line. This may differ from because it does not include the dots in a repeat bar line.

Dummy property, used to trigger a callback function.

This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.108 [spacing-options-interface], page 599, Section 3.2.109 [spacing-spanner-interface], page 599, and Section 3.2.111 [spanner-interface], page 601.

SpanBar

SpanBar objects are created by: Section 2.2.109 [Span_bar_engraver], page 348.

If false, no inter-staff bar line will be created below this bar line.

The Y-extent of the actual bar line. This may differ from because it does not include the dots in a repeat bar line.

Dummy property, used to trigger a callback function.

This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.108 [spacing-options-interface], page 599, Section 3.2.109 [spacing-spanner-interface], page 599, and Section 3.2.111 [spanner-interface], page 601.

SpanBar

SpanBar objects are created by: Section 2.2.109 [Span_bar_engraver], page 348.

If false, no inter-staff bar line will be created below this bar line.

The Y-extent of the actual bar line. This may differ from because it does not include the dots in a repeat bar line.

Dummy property, used to trigger a callback function.

This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.108 [spacing-options-interface], page 599, Section 3.2.109 [spacing-spanner-interface], page 599, and Section 3.2.111 [spanner-interface], page 601.

SpanBar

SpanBar objects are created by: Section 2.2.109 [Span_bar_engraver], page 348.

If false, no inter-staff bar line will be created below this bar line.

The Y-extent of the actual bar line. This may differ from because it does not include the dots in a repeat bar line.

Dummy property, used to trigger a callback function.

This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.
The glyph name within the font.
In the context of (span) bar lines, *glyph-name* represents a processed form of *glyph*, where decisions about line breaking etc. are already taken.

**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.

**X-extent (pair of numbers):**
ly:span-bar::width
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

**Y-extent (pair of numbers):**
'(+-inf.0 . -inf.0)
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.9 [bar-line-interface], page 541, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.110 [span-bar-interface], page 600.

### 3.1.104 SpanBarStub

SpanBarStub objects are created by: Section 2.2.110 [Span barstub engraver], page 349.

Standard settings:

**extra-spacing-height (pair of numbers):**
pure-from-neighbor-interface::extra-spacing-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).

**X-extent (pair of numbers):**
#<procedure #f (grob)> Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

**Y-extent (pair of numbers):**
#<unpure-pure-container #f #<procedure pure-from-neighbor-interface::pure-height (grob beg end)>>
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.93 [pme-from-neighbor-interface], page 588.

3.1.105 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 3.2.45 [grob-interface], page 560, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.112 [staff-grouper-interface], page 602.
3.1.106 StaffSpacing

StaffSpacing objects are created by: Section 2.2.103 [Separating_line_group_ engraver], page 347.

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 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.107 [spacing-interface], page 599, and Section 3.2.113 [staff-spacing-interface], page 602.

3.1.107 StaffSymbol

StaffSymbol objects are created by: Section 2.2.115 [Staff_symbol_ engraver], page 349, and Section 2.2.121 [Tab_staff_symbol_ engraver], page 352.

Standard settings:

- **break-align-symbols** (list):

  '(staff-bar break-alignment)

  A list of break-align symbols that determines which breakable items 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 listed in Section “break-alignment-interface” in Internals Reference.

- **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):

```
#<unpure-pure-container #<primitive-procedure ly:staff-symbol::height> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.114 [staff-symbol-interface], page 603.

### 3.1.108 StanzaNumber

StanzaNumber objects are created by: Section 2.2.117 [Stanza number engraver], page 350.

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.

- **Y-extent** (pair of numbers):
  
  ``
  #<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> >
  ``

  Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.104 [side-position-interface], page 594, Section 3.2.116 [stanza-number-interface], page 604, and Section 3.2.125 [text-interface], page 610.
3.1.109 Stem

Stem objects are created by: Section 2.2.111 [Span\_stem\_engraver], page 349, and Section 2.2.118 [Stem\_engraver], page 350.

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 0.25))
A list 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.

double-stem-separation (number):
0.5
The distance between the two stems of a half note in tablature when using \texttt{\textbackslash tabFullNotation}, not counting the width of the stems themselves, expressed as a multiple of the default height of a staff-space in the traditional five-line staff.

duration-log (integer):
stem::calc-duration-log
The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.
length (dimension, in staff space):
    #<unpure-pure-container #<primitive-procedure
ly:stem::calc-length> #<primitive-procedure ly:stem::pure-
calc-length> >
User override for the stem length of unbeamed stems (each unit repre-
sents half a staff-space).

neutral-direction (direction):
    -1
Which direction to take in the center of the staff.

note-collision-threshold (dimension, in staff space):
    1
Simultaneous notes that are this close or closer in units of staff-space
will be identified as vertically colliding. Used by Stem grobs for notes in
the same voice, and NoteCollision grobs for notes in different voices.
Default value 1.

stem-begin-position (number):
    #<unpure-pure-container #<primitive-procedure
ly:stem::calc-stem-begin-position> #<primitive-procedure
ly:stem::pure-calc-stem-begin-position> >
User override for the begin position of a stem.

stencil (stencil):
    ly:stem::print
The symbol to print.

thickness (number):
    1.3
For grobs made up of lines, this is the thickness of the line. For slurs
and ties, this is the distance between the two arcs of the curve’s outline
at its thickest point, not counting the diameter of the virtual “pen” that
draws the arcs. This property is expressed as a multiple of the current
staff-line thickness (i.e. the visual output is influenced by changes to
Staff.StaffSymbol.thickness).

X-extent (pair of numbers):
    ly:stem::width
Extent (size) in the X direction, measured in staff-space units, relative
to object’s reference point.

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):
    #<unpure-pure-container #<primitive-procedure
ly:stem::height> #<primitive-procedure ly:stem::pure-
height> >
Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

Y-offset (number):
    #<unpure-pure-container #<primitive-procedure 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 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, and Section 3.2.117 [stem-interface], page 604.

3.1.110 StemStub

StemStub objects are created by: Section 2.2.118 [Stem engraver], page 350.

Standard settings:

- **extra-spacing-height** (pair of numbers):
  - `stem-stub::extra-spacing-height`
  - In the horizontal spacing problem, we increase the height of each item by this amount (by adding the ‘ear’ 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)`.

- **X-extent** (pair of numbers):
  - `stem-stub::width`
  - Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

- **Y-extent** (pair of numbers):
  - `#<unpure-pure-container #f #<procedure stem-stub::pure-height (grob beg end) > >`
  - Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, and Section 3.2.52 [item-interface], page 569.

3.1.111 StemTremolo

StemTremolo objects are created by: Section 2.2.118 [Stem engraver], page 350.

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.

- **direction** (direction):
  - `ly:stem-tremolo::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.

- **parent-alignment-X** (number):
  - `0`
  - Specify on which point of the parent the object is aligned. The value ~1 means aligned on parent’s left edge, 0 on center, and 1 right edge,
in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

**shape (symbol):**
ly:stem-tremolo::calc-shape
This setting determines what shape a grob has. Valid choices depend on the stencil callback reading this property.

**slope (number):**
ly:stem-tremolo::calc-slope
The slope of this object.

**stencil (stencil):**
ly:stem-tremolo::print
The symbol to print.

**X-extent (pair of numbers):**
ly:stem-tremolo::width
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

**X-offset (number):**
ly:self-alignment-interface::aligned-on-x-parent
The horizontal amount that this object is moved relative to its X-parent.

**Y-extent (pair of numbers):**
#<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> #<primitive-procedure ly:stem-tremolo::pure-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

**Y-offset (number):**
#<unpure-pure-container #<primitive-procedure ly:stem-tremolo::calc-y-offset> #<primitive-procedure ly:stem-tremolo::pure-calc-y-offset> >
The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.100 [self-alignment-interface], page 591, and Section 3.2.118 [stem-tremolo-interface], page 607.

### 3.1.112 StringNumber

StringNumber objects are created by: Section 2.2.75 [New_fingering_engraver], page 337.

**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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

number-type (symbol):
  'arabic
  Numbering style. Choices include roman-lower, roman-upper and arabic.

padding (dimension, in staff space):
0.5
Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
0
Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

script-priority (number):
100
A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

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 - the unit is half the object width.

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.

Y-extent (pair of numbers):

#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >

Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554,
Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.80
[number-interface], page 583, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100
[self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594,
Section 3.2.119 [string-number-interface], page 607, Section 3.2.125 [text-interface], page 610,
and Section 3.2.126 [text-script-interface], page 610.

3.1.113 StrokeFinger

StrokeFinger objects are created by: Section 2.2.75 [New_fingering_engraver], page 337.

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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

padding (dimension, in staff space):

0.5

Add this much extra space between objects that are next to each other.

parent-alignment-X (number):

0

Specify on which point of the parent the object is aligned. The value
~1 means aligned on parent’s left edge, 0 on center, and 1 right edge,
in X direction. Other numerical values may also be specified - the unit
is half the parent’s width. If unset, the value from self-alignment-X
property will be used.

script-priority (number):

100
A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

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 - the unit is half the object width.

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.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-interface], page 594, Section 3.2.120 [stroke-finger-interface], page 607, Section 3.2.125 [text-interface], page 610, and Section 3.2.126 [text-script-interface], page 610.

3.1.114 SustainPedal
SustainPedal objects are created by: Section 2.2.90 [Piano_pedal_engraver], page 342.
Standard settings:
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.
parent-alignment-X (number)
Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

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 - the unit is half the object width.

stencil (stencil):
ly:sustain-pedal::print
The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> >
Two skylines, one above and one below this grob.

X-offset (number):
ly:self-alignment-interface::aligned-on-x-parent
The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.90 [piano-pedal-interface], page 588, Section 3.2.91 [piano-pedal-script-interface], page 588, Section 3.2.100 [self-alignment-interface], page 591, and Section 3.2.125 [text-interface], page 610.

3.1.115 SustainPedalLineSpanner
SustainPedalLineSpanner objects are created by: Section 2.2.89 [Piano pedal align engraver], page 342.

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.
vertical-skylines (pair of skylines):
  #<unpure-pure-container #<primitive-procedure
    ly:grob::vertical-skylines-from-element-stencils>
  #<primitive-procedure ly:grob::pure-vertical-skylines-from-
    element-stencils> >
  Two skylines, one above and one below this grob.
X-extent (pair of numbers):
  ly:axis-group-interface::width
  Extent (size) in the X direction, measured in staff-space units, relative
  to object’s reference point.
Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure ly:axis-
    group-interface::height> #<primitive-procedure ly:axis-
    group-interface::pure-height> >
  Extent (size) in the Y direction, measured in staff-space units, relative
  to object’s reference point.
Y-offset (number):
  #<unpure-pure-container #<primitive-procedure ly:side-
    position-interface::y-aligned-side> #<primitive-procedure
    ly:side-position-interface::pure-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 539, Section 3.2.45 [grob-interface], page 560, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.90 [piano-pedal-interface], page 588, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.111 [spanner-interface], page 601.
3.1.116 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.

outside-staff-placement-directive (symbol):

'left-to-right-polite

One of four directives telling how outside staff objects should be placed.

- left-to-right-greedy – Place each successive grob from left to right.
- left-to-right-polite – Place a grob from left to right only if it does not potentially overlap with another grob that has been placed on a pass through a grob array. If there is overlap, do another pass to determine placement.
- right-to-left-greedy – Same as left-to-right-greedy, but from right to left.
- right-to-left-polite – Same as left-to-right-polite, but from right to left.

skyline-horizontal-padding (number):

1.0

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

Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

Y-extent (pair of numbers):

#<unpure-pure-container #<primitive-procedure
ty:system::height> #<primitive-procedure t:system::calc-
pure-height> >

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539, Section 3.2.45 [grob-interface], page 560, Section 3.2.83 [outside-staff-axis-group-interface], page 583, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.121 [system-interface], page 608.
3.1.117 SystemStartBar

SystemStartBar objects are created by: Section 2.2.119 [System_start_delimiter_engraver], page 351.

Standard settings:

\[\text{collapse-height} \text{ (dimension, in staff space)}: 5.0\]
Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed.

\[\text{direction} \text{ (direction)}: -1\]
If \text{side-axis} is 0 (or X), then this property determines whether the object is placed \text{LEFT, CENTER or RIGHT} with respect to the other object. Otherwise, it determines whether the object is placed \text{UP, CENTER or DOWN}. Numerical values may also be used: \text{UP} = 1, \text{DOWN} = -1, \text{LEFT} = -1, \text{RIGHT} = 1, \text{CENTER} = 0.

\[\text{padding} \text{ (dimension, in staff space)}: -0.1\]
Add this much extra space between objects that are next to each other.

\[\text{stencil} \text{ (stencil)}: \text{ly:system-start-delimiter::print}\]
The symbol to print.

\[\text{style} \text{ (symbol)}: \text{`bar-line}\]
This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

\[\text{thickness} \text{ (number)}: 1.6\]
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to \text{Staff.StaffSymbol.thickness}).

\[\text{X-offset} \text{ (number)}: \text{ly:side-position-interface::x-aligned-side}\]
The horizontal amount that this object is moved relative to its X-parent.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.122 [system-start-delimiter-interface], page 608.

3.1.118 SystemStartBrace

SystemStartBrace objects are created by: Section 2.2.119 [System_start_delimiter_engraver], page 351.

Standard settings:

\[\text{collapse-height} \text{ (dimension, in staff space)}: 5.0\]
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.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.122 [system-start-delimiter-interface], page 608.

3.1.119 SystemStartBracket

SystemStartBracket objects are created by: Section 2.2.119 [System_start_delimiter_engraver], page 351.

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
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

**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 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.122 [system-start-delimiter-interface], page 608.

### 3.1.120 SystemStartSquare

SystemStartSquare objects are created by: Section 2.2.119 [System_start_delimiter_engraver], page 351.

**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.

**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

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

**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 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.122 [system-start-delimiter-interface], page 608.

### 3.1.121 TabNoteHead

TabNoteHead objects are created by: Section 2.2.120 [Tab_note_heads_ engraver], page 351.

**Standard settings:**

**details (list):**

```lisp
'( (cautionary-properties
    (angularity . 0.4)
    (half-thickness . 0.075)
    (padding . 0)
    (procedure
      #<procedure parenthesize-stencil (stencil half-thickness width angularity)
        (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)
          (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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

parenthesis-friends (list):
  '(dot)
  A list of Grob types, as symbols. When parentheses enclose a Grob that has ‘parenthesis-friends, the parentheses widen to include any child Grobs with type among ‘parenthesis-friends.

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-or-number):
  #t
  If a number or true, the grob is printed over a white background to white-out underlying material, if the grob is visible. A number indicates how far the white background extends beyond the bounding box of the grob as a multiple of the staff-line thickness. The LyricHyphen grob uses a special implementation of whiteout: A positive number indicates how far the white background extends beyond the bounding box in multiples of line-thickness. The shape of the background is determined by whiteout-style. 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-extent (pair of numbers):

```
#<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):

```
#<unpure-pure-container #<primitive-procedure 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 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.77 [note-head-interface], page 581, Section 3.2.96 [rhythmic-grob-interface], page 589, Section 3.2.97 [rhythmic-head-interface], page 590, Section 3.2.115 [staff-symbol-referencer-interface], page 604, Section 3.2.124 [tab-note-head-interface], page 609, and Section 3.2.125 [text-interface], page 610.

### 3.1.122 TextScript

TextScript objects are created by: Section 2.2.124 [Text engraver], page 352.

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-horizontal-padding** (number):

0.2

By default, an outside-staff-object can be placed so that is it 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-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):

0.3

Add this much extra space between objects that are next to each other.

**parent-alignment-X** (number)

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from `self-alignment-X` property will be used.

**script-priority** (number):

200

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

**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 - the unit is half the object width.

**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.

**vertical-skylines** (pair of skylines):

`<unpure-pure-container #<primitive-procedure ly:grob::vertical-skylines-from-stencil>>`

Two skylines, one above and one below this grob.

**X-align-on-main-noteheads** (boolean):

#t

If true, this grob will ignore suspended noteheads when aligning itself on NoteColumn.
X-offset (number):
  ly:self-alignment-interface::aligned-on-x-parent
  The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
  #<unpure-pure-container #<primitive-procedure
  ly:grob::stencil-height> >
  Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

Y-offset (number):
  #<unpure-pure-container #<primitive-procedure ly:side-
  position-interface::y-aligned-side> #<primitive-procedure
  ly:side-position-interface::pure-y-aligned-side> >
  The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554,
Section 3.2.45 [grob-interface], page 560, Section 3.2.51 [instrument-specific-markup-interface],
page 567, Section 3.2.52 [item-interface], page 569, Section 3.2.84 [outside-staff-interface],
page 584, Section 3.2.100 [self-alignment-interface], page 591, Section 3.2.104 [side-position-
interface], page 594, Section 3.2.125 [text-interface], page 610, and Section 3.2.126 [text-script-
interface], page 610.

3.1.123 TextSpanner

TextSpanner objects are created by: Section 2.2.125 [Text_spanner_ engraver], page 353.

Standard settings:

  bound-details (list):
    '((left (Y . 0) (padding . 0.25) (attach-dir . -1))
      (left-broken (attach-dir . 1))
      (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 0.1
  and 1.0 (continuous line). If set to 0.0, a dotted line is produced

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):
  #<unpure-pure-container #<primitive-procedure ly:side-
  position-interface::y-aligned-side> #<primitive-procedure 
  ly:side-position-interface::pure-y-aligned-side> >
  The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, 
Section 3.2.45 [grob-interface], page 560, Section 3.2.61 [line-interface], page 573, Section 3.2.62 
[line-spanner-interface], page 574, Section 3.2.84 [outside-staff-interface], page 584, 
Section 3.2.104 [side-position-interface], page 594, and Section 3.2.111 [spanner-interface], 
page 601.

3.1.124 Tie

Tie objects are created by: Section 2.2.20 [Completion_heads_ engraver], page 317, and 
Section 2.2.126 [Tie_ engraver], page 353.

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
grobs 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 of number pairs):
   `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))`
   A list 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. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.
line-thickness (number):
    0.8
    For slurs and ties, this is the diameter of the virtual “pen” that
draws the two arcs of the curve’s outline, which intersect at the end-
points. This property is expressed as a multiple of the current staff-
line thickness (i.e. the visual output is influenced by changes to
Staff.StaffSymbol.thickness).

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
    For grobs made up of lines, this is the thickness of the line. For slurs
and ties, this is the distance between the two arcs of the curve’s outline
at its thickest point, not counting the diameter of the virtual “pen” that
draws the arcs. This property is expressed as a multiple of the current
staff-line thickness (i.e. the visual output is influenced by changes to
Staff.StaffSymbol.thickness).

vertical-skylines (pair of skylines):
    #<unpure-pure-container #<primitive-procedure
ly:grob::vertical-skylines-from-stencil> #<primitive-
procedure ly:grob::pure-simple-vertical-skylines-from-
extents> >
    Two skylines, one above and one below this grob.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560,
Section 3.2.111 [spanner-interface], page 601, and Section 3.2.128 [tie-inter
face], page 611.

3.1.125 TieColumn
TieColumn objects are created by: Section 2.2.20 [Completion_heads_ engraver], page 317, and
Section 2.2.126 [Tie_ engraver], page 353.

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)
    Extent (size) in the X direction, measured in staff-space units, relative
to object’s reference point.

Y-extent (pair of numbers)
    Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.
This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.127 [tie-column-interface], page 611.

### 3.1.126 TimeSignature

TimeSignature objects are created by: Section 2.2.128 [Time_signature_engraver], page 354.

Standard settings:

**avoid-slur (symbol):**

<table>
<thead>
<tr>
<th>symbol</th>
<th>meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>inside</td>
<td>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.</td>
</tr>
</tbody>
</table>

**break-align-anchor (number):**

<table>
<thead>
<tr>
<th>number</th>
<th>meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>ly:break-aligned-interface::calc-extent-aligned-anchor</td>
<td>Grobs aligned to this breakable item 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.</td>
</tr>
</tbody>
</table>

**break-align-anchor-alignment (number):**

<table>
<thead>
<tr>
<th>number</th>
<th>meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>Read by ly:break-aligned-interface::calc-extent-aligned-anchor for aligning an anchor to a grob’s extent.</td>
</tr>
</tbody>
</table>

**break-align-symbol (symbol):**

<table>
<thead>
<tr>
<th>symbol</th>
<th>meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>'time-signature</td>
<td>This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.</td>
</tr>
</tbody>
</table>

**break-visibility (vector):**

<table>
<thead>
<tr>
<th>vector</th>
<th>meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>#( #t #t #t)</td>
<td>A vector of 3 booleans, #(end-of-line unbroken begin-of-line). #t means visible, #f means killed.</td>
</tr>
</tbody>
</table>

**extra-spacing-height (pair of numbers):**

<table>
<thead>
<tr>
<th>pair of numbers</th>
<th>meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>pure-from-neighbor-interface::extra-spacing-height-including-staff</td>
<td>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).</td>
</tr>
</tbody>
</table>

**extra-spacing-width (pair of numbers):**

<table>
<thead>
<tr>
<th>pair of numbers</th>
<th>meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>' (0.0 . 0.8)</td>
<td>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).</td>
</tr>
</tbody>
</table>
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 extra-space . 1.0))
An alist that specifies distances from this grob to other breakable items, using the format:
'((break-align-symbol . (spacing-style . space))
 (break-align-symbol . (spacing-style . space))
 ...)
Standard choices for break-align-symbol are listed in Section “break-alignment-interface” in Internals Reference. Additionally, three special break-align symbols available to space-alist are:
first-note
 used when the grob is just left of the first note on a line
next-note
 used when the grob is just left of any other note; if not set, the value of first-note gets used
right-edge
 used when the grob is the last item on the line (only compatible with the extra-space spacing style)
Choices for spacing-style are:
extra-space
 Put this much space between the two grobs. The space is stretchable when paired with first-note or next-note; otherwise it is fixed.
minimum-space
 Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.
fixed-space
 Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.
minimum-fixed-space
 Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.
semifixed-space

Only compatible with first-note and next-note. Put this much space between the
grob and the note, such that half of the space
is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See

stencil (stencil):

\texttt{ly:time-signature::print}

The symbol to print.

style (symbol):

'\texttt{C}

This setting determines in what style a grob is typeset. Valid choices
depend on the stencil callback reading this property.

Y-extent (pair of numbers):

\texttt{<unpure-pure-container &lt;primitive-procedure
\texttt{ly:grob::stencil-height} >}

Extent (size) in the Y direction, measured in staff-space units, relative
to object’s reference point.

This object supports the following interface(s): Section 3.2.15 [break-aligned-interface],
page 546, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560,
Section 3.2.52 [item-interface], page 569, Section 3.2.93 [pure-from-neighbor-interface], page 588,
and Section 3.2.129 [time-signature-interface], page 614.

3.1.127 TrillPitchAccidental

TrillPitchAccidental objects are created by: Section 2.2.93 [Pitched_trill_engraver], page 344.

Standard settings:

direction (direction):

-1

If side-axis is 0 (or X), then this property determines whether the
object is placed LEFT, CENTER or RIGHT with respect to the other object.
Otherwise, it determines whether the object is placed UP, CENTER or
DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1,
RIGHT=1, CENTER=0.

font-size (number):

-4

The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal
size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12%
larger; 6 steps are exactly a factor 2 larger. If the context property
fontSize is set, its value is added to this before the glyph is printed.
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")
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):
#<unpure-pure-container #<primitive-procedure
ly:accidental-interface::height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.1 [accidental-interface], page 535, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.50 [inline-accidental-interface], page 567, Section 3.2.52 [item-interface], page 569, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.130 [trill-pitch-accidental-interface], page 615.

3.1.128 TrillPitchGroup
TrillPitchGroup objects are created by: Section 2.2.93 [Pitched_trill_ engraver], page 344.

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. If the context property \texttt{fontSize} is set, its value is added to this before the glyph is printed. Fractional values are allowed.

\begin{itemize}
\item \texttt{horizon-padding} (number): 0.1
  \begin{itemize}
  \item The amount to pad the axis along which a \texttt{Skyline} is built for the \texttt{side-position-interface}.
  \end{itemize}
\item \texttt{minimum-space} (dimension, in staff space): 2.5
  \begin{itemize}
  \item Minimum distance that the victim should move (after padding).
  \end{itemize}
\item \texttt{padding} (dimension, in staff space): 0.3
  \begin{itemize}
  \item Add this much extra space between objects that are next to each other.
  \end{itemize}
\item \texttt{side-axis} (number): 0
  \begin{itemize}
  \item 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.
  \end{itemize}
\item \texttt{stencil} (stencil): \texttt{parenthesize-elements}
  \begin{itemize}
  \item The symbol to print.
  \end{itemize}
\item \texttt{stencils} (list):
  \begin{itemize}
  \item \texttt{parentheses-item::calc-parenthesis-stencils}
    \begin{itemize}
    \item Multiple stencils, used as intermediate value.
    \end{itemize}
  \end{itemize}
\item \texttt{X-offset} (number):
  \begin{itemize}
  \item \texttt{ly:side-position-interface::x-aligned-side}
    \begin{itemize}
    \item The horizontal amount that this object is moved relative to its X-parent.
    \end{itemize}
  \end{itemize}
\item \texttt{Y-extent} (pair of numbers):
  \begin{itemize}
  \item \texttt{ly:grob::stencil-height} >
    \begin{itemize}
    \item Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.
    \end{itemize}
  \end{itemize}
\end{itemize}

This object supports the following interface(s): Section 3.2.7 [axis-group-interface], page 539, Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.77 [note-head-interface], page 581, Section 3.2.86 [parentheses-interface], page 586, and Section 3.2.104 [side-position-interface], page 594.

\subsection*{3.1.129 TrillPitchHead}

TrillPitchHead objects are created by: Section 2.2.93 [Pitched_trill_engraver], page 344.

Standard settings:

\begin{itemize}
\item \texttt{duration-log} (integer): 2
  \begin{itemize}
  \item The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.
  \end{itemize}
\end{itemize}
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. If the context property fontWeight is set, its value is added to this before the glyph is printed. Fractional values are allowed.

stencil (stencil):
    ly:note-head::print
    The symbol to print.

Y-extent (pair of numbers):
    #<unpure-pure-container #<primitive-procedure ly:grob::stencil-height> >
    Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
    #<unpure-pure-container #<primitive-procedure 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 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.57 [ledgered-interface], page 572, Section 3.2.92 [pitched-trill-interface], page 588, Section 3.2.97 [rhythmic-head-interface], page 590, and Section 3.2.115 [staff-symbol-referencer-interface], page 604.

3.1.130 TrillSpanner

TrillSpanner objects are created by: Section 2.2.131 [Trill_spanner_engraver], page 355.

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):
  #<unpure-pure-container #<primitive-procedure ly:side-position-interface::y-aligned-side> #<primitive-procedure ly:side-position-interface::pure-y-aligned-side> >
  The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.61 [line-interface], page 573, Section 3.2.62 [line-spanner-interface], page 574, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.131 [trill-spanner-interface], page 615.

### 3.1.131 TupletBracket

TupletBracket objects are created by: Section 2.2.132 [Tuplet_engraver], page 356.

Standard settings:

  avoid-scripts (boolean):
    #t
If set, a tuplet bracket avoids the scripts associated with the note heads it encompasses.

**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):**
```
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 on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or 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
```
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline.
at its thickest point, not counting the diameter of the virtual “pen” that
draws the arcs. This property is expressed as a multiple of the current
staff-line thickness (i.e. the visual output is influenced by changes to
Staff.StaffSymbol.thickness).

vertical-skylines (pair of skylines):

Two skylines, one above and one below this grob.

X-positions (pair of numbers):

Pair of X staff coordinates of a spanner in the form (left . right),
where both left and right are in staff-space units of the current staff.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560,
Section 3.2.61 [line-interface], page 573, Section 3.2.84 [outside-staff-interface], page 584,
Section 3.2.111 [spanner-interface], page 601, and Section 3.2.132 [tuplet-bracket-interface],
page 615.

3.1.132 TupletNumber

TupletNumber objects are created by: Section 2.2.132 [Tuplet
engraver], page 356.

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.

direction (direction):

tuplet-number::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-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. If the context property
fontSize is set, its value is added to this before the glyph is printed.
Fractional values are allowed.
knee-to-beam (boolean):

#t
Determines whether a tuplet number will be positioned next to a kneed beam.

stencil (stencil):

ly:tuplet-number::print
The symbol to print.

text (markup):

ly:tuplet-number::calc-denominator-text
Text markup. See Section “Formatting text” in Notation Reference.

X-offset (number):

ly:tuplet-number::calc-x-offset
The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):

ly:tuplet-number::calc-y-offset
The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.111 [spanner-interface], page 601, Section 3.2.125 [text-interface], page 610, and Section 3.2.133 [tuplet-number-interface], page 616.

3.1.133 UnaCordaPedal

UnaCordaPedal objects are created by: Section 2.2.90 [Piano_pedal_engraver], page 342.

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.

parent-alignment-X (number)
Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge,
in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from \texttt{self-alignment-X} property will be used.

\texttt{self-alignment-X \texttt{(number):}}

0

Specify alignment of an object. The value \texttt{-1} means left aligned, 0 centered, and \texttt{1} right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width.

\texttt{stencil \texttt{(stencil):}}

\texttt{ly:text-interface::print}

The symbol to print.

\texttt{vertical-skylines \texttt{(pair of skylines):}}

\texttt{#<unpure-pure-container \#<primitive-procedure ly:grob::vertical-skylines-from-stencil> >}

Two skylines, one above and one below this grob.

\texttt{X-offset \texttt{(number):}}

\texttt{ly:self-alignment-interface::aligned-on-x-parent}

The horizontal amount that this object is moved relative to its X-parent.

\texttt{Y-extent \texttt{(pair of numbers):}}

\texttt{#<unpure-pure-container \#<primitive-procedure ly:grob::stencil-height> >}

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.52 [item-interface], page 569, Section 3.2.91 [piano-pedal-script-interface], page 588, Section 3.2.100 [self-alignment-interface], page 591, and Section 3.2.125 [text-interface], page 610.

### 3.1.134 UnaCordaPedalLineSpanner

UnaCordaPedalLineSpanner objects are created by: Section 2.2.89 [Piano_pedal_align engraver], page 342.

Standard settings:

\texttt{axes \texttt{(list):}}

\texttt{'(1)}

List of axis numbers. In the case of alignment grobs, this should contain only one number.

\texttt{direction \texttt{(direction):}}

\texttt{-1}

If \texttt{side-axis} is \texttt{0} (or X), then this property determines whether the object is placed \texttt{LEFT}, \texttt{CENTER} or \texttt{RIGHT} with respect to the other object. Otherwise, it determines whether the object is placed \texttt{UP}, \texttt{CENTER} or \texttt{DOWN}. Numerical values may also be used: \texttt{UP=1}, \texttt{DOWN=-1}, \texttt{LEFT=-1}, \texttt{RIGHT=1}, \texttt{CENTER=0}.

\texttt{minimum-space \texttt{(dimension, in staff space):}}

\texttt{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.

vertical-skylines (pair of skylines):
#<unpure-pure-container #<primitive-procedure ly:grob::vertical-skylines-from-element-stencils> #<primitive-procedure ly:grob::pure-vertical-skylines-from-element-stencils> >
Two skylines, one above and one below this grob.

X-extent (pair of numbers):
ly:axis-group-interface::width
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure ly:axis-group-interface::height> #<primitive-procedure ly:axis-group-interface::pure-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
#<unpure-pure-container #<primitive-procedure ly:side-position-interface::y-aligned-side> #<primitive-procedure ly:side-position-interface::pure-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 539, Section 3.2.45 [grob-interface], page 560, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.90 [piano-pedal-interface], page 588, Section 3.2.104 [side-position-interface], page 594, and Section 3.2.111 [spanner-interface], page 601.

3.1.135 VaticanaLigature
VaticanaLigature objects are created by: Section 2.2.134 [Vaticana_ligature_ engraver], page 356.
Standard settings:

\texttt{stencil (stencil):} \\
\hspace{1em} \texttt{ly:vaticana-ligature::print} \\
\hspace{1em} \text{The symbol to print.}

\texttt{thickness (number):} \\
\hspace{1em} \text{0.6} \\
\hspace{1em} \text{For grobs made up of lines, this is the thickness of the line. For slurs} \\
\hspace{1em} \text{and ties, this is the distance between the two arcs of the curve's outline} \\
\hspace{1em} \text{at its thickest point, not counting the diameter of the virtual "pen" that} \\
\hspace{1em} \text{draws the arcs. This property is expressed as a multiple of the current} \\
\hspace{1em} \text{staff-line thickness (i.e. the visual output is influenced by changes to} \\
\hspace{1em} \text{\texttt{Staff.StaffSymbol.thickness}).}

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, 
Section 3.2.45 [grob-interface], page 560, Section 3.2.111 [spanner-interface], page 601, and 
Section 3.2.135 [vaticana-ligature-interface], page 617.

3.1.136 VerticalAlignment

VerticalAlignment objects are created by: Section 2.2.135 [Vertical_align engraver], page 356.

Standard settings:

\texttt{axes (list):} \\
\hspace{1em} \texttt{'(1)} \\
\hspace{1em} \text{List of axis numbers. In the case of alignment grobs, this should contain} \\
\hspace{1em} \text{only one number.}

\texttt{stacking-dir (direction):} \\
\hspace{1em} \texttt{-1} \\
\hspace{1em} \text{Stack objects in which direction?}

\texttt{vertical-skylines (pair of skylines):} \\
\hspace{1em} \texttt{ly:axis-group-interface::combine-skylines} \\
\hspace{1em} \text{Two skylines, one above and one below this grob.}

\texttt{X-extent (pair of numbers):} \\
\hspace{1em} \texttt{ly:axis-group-interface::width} \\
\hspace{1em} \text{Extent (size) in the X direction, measured in staff-space units, relative} \\
\hspace{1em} \text{to object’s reference point.}

\texttt{Y-extent (pair of numbers):} \\
\hspace{1em} \text{\#<unpure-pure-container \#<primitive-procedure \texttt{ly:axis-} \\
\hspace{2em} \text{group-interface::height}> \#<primitive-procedure \texttt{ly:axis-} \\
\hspace{3em} \text{group-interface::pure-height}> >} \\
\hspace{1em} \text{Extent (size) in the Y direction, measured in staff-space units, relative} \\
\hspace{1em} \text{to object’s reference point.}

This object supports the following interface(s): Section 3.2.4 [align-interface], page 537, 
Section 3.2.7 [axis-group-interface], page 539, Section 3.2.45 [grob-interface], page 560, and 
Section 3.2.111 [spanner-interface], page 601.
3.1.137 VerticalAxisGroup

VerticalAxisGroup objects are created by: Section 2.2.5 [Axis_group_engraver], page 311.

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.

outside-staff-placement-directive (symbol):
'left-to-right-polite
One of four directives telling how outside staff objects should be placed.

- left-to-right-greedy – Place each successive grob from left to right.
- left-to-right-polite – Place a grob from left to right only if it does not potentially overlap with another grob that has been placed on a pass through a grob array. If there is overlap, do another pass to determine placement.
- right-to-left-greedy – Same as left-to-right-greedy, but from right to left.
- right-to-left-polite – Same as left-to-right-polite, but from right to left.

skyline-horizontal-padding (number):
0.1
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.

staff-staff-spacing (list):
#<unpure-pure-container #<primitive-procedure ly:axis-group-interface::calc-staff-staff-spacing> #<primitive-procedure ly:axis-group-interface::calc-pure-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
```

Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

### Y-extent (pair of numbers):

```
#<unpure-pure-container #<primitive-procedure ly:hara-kiri-group-spanner::y-extent> #<primitive-procedure ly:hara-kiri-group-spanner::pure-height> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

### 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 539, Section 3.2.45 [grob-interface], page 560, Section 3.2.47 [hara-kiri-group-spanner-interface], page 565, Section 3.2.83 [outside-staff-axis-group-interface], page 583, and Section 3.2.111 [spanner-interface], page 601.

### 3.1.138 VoiceFollower

VoiceFollower objects are created by: Section 2.2.76 [Note_head_line_engraver], page 338.
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)
- Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

**Y-extent** (pair of numbers)
- Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.45 [grob-interface], page 560, Section 3.2.61 [line-interface], page 573, Section 3.2.62 [line-spanner-interface], page 574, and Section 3.2.111 [spanner-interface], page 601.

### 3.1.139 VoltaBracket

VoltaBracket objects are created by: Section 2.2.136 [Volta_engraver], page 357.

Standard settings:

**baseline-skip** (dimension, in staff space):
- `1.7`
  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.

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. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

shorten-pair (pair of numbers):
  ly:volta-bracket::calc-shorten-pair
  The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

stencil (stencil):
  ly:volta-bracket-interface::print
  The symbol to print.

thickness (number):
  1.6
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

vertical-skylines (pair of skylines):
  #<unpure-pure-container #<primitive-procedure
    ly:grob::vertical-skylines-from-stencil>
  #<primitive-procedure ly:grob::pure-simple-vertical-skylines-from-extents> >
  Two skylines, one above and one below this grob.
word-space (dimension, in staff space):

0.6

Space to insert between words in texts.

Y-extent (pair of numbers):

```
#<unpure-pure-container #<primitive-procedure
ly:grob::stencil-height #<procedure volta-bracket-
interface::pure-height (grob start end)> >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

This object supports the following interface(s): Section 3.2.36 [font-interface], page 554, Section 3.2.45 [grob-interface], page 560, Section 3.2.48 [horizontal-bracket-interface], page 566, Section 3.2.61 [line-interface], page 573, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, Section 3.2.125 [text-interface], page 610, Section 3.2.136 [volta-bracket-interface], page 618, and Section 3.2.137 [volta-interface], page 618.

### 3.1.140 VoltaBracketSpanner

VoltaBracketSpanner objects are created by: Section 2.2.136 [Volta_ engraver], page 357.

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.

vertical-skylines (pair of skylines):
#<unpure-pure-container #<primitive-procedure ly:grob::vertical-skylines-from-element-stencils>
#<primitive-procedure ly:grob::pure-vertical-skylines-from-element-stencils> >
Two skylines, one above and one below this grob.

X-extent (pair of numbers):
ly:axis-group-interface::width
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

Y-extent (pair of numbers):
#<unpure-pure-container #<primitive-procedure ly:axis-group-interface::height> #<primitive-procedure ly:axis-group-interface::pure-height> >
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

Y-offset (number):
#<unpure-pure-container #<primitive-procedure ly:side-position-interface::y-aligned-side> #<primitive-procedure ly:side-position-interface::pure-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 539, Section 3.2.45 [grob-interface], page 560, Section 3.2.84 [outside-staff-interface], page 584, Section 3.2.104 [side-position-interface], page 594, Section 3.2.111 [spanner-interface], page 601, and Section 3.2.137 [volta-interface], page 618.

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 (string)
The glyph name within the font.
In the context of (span) bar lines, glyph-name represents a processed
form of glyph, where decisions about line breaking etc. are already
taken.

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 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.4 [AccidentalSuggestion],
page 375, Section 3.1.6 [AmbitusAccidental], page 378, and Section 3.1.127 [TrillPitchAccidental], page 519.

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 key for determining the order of scripts in a stack, by being added to
the position of the script in the user input, the sum being the overall
priority. Smaller means closer to the head.
Internal properties:

accidental-grobs (list)
   An alist with (notename . groplist) 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 374.

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 375.

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 line-break-system-details of the left Section “NonMusicalPaper-
Column” 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.

minimum-translations-alist (list)
   An list of translations for a given start and end point.

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 389, and Section 3.1.136 [VerticalAlignment], page 529.

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.

- **length-fraction** (number)
  Multiplier for lengths. Used for determining ledger lines and stem lengths.

- **maximum-gap** (number)
  Maximum value allowed for gap property.

- **thickness** (number)
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.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 377, Section 3.1.7 [AmbitusLine], page 379, and Section 3.1.8 [AmbitusNoteHead], page 380.

### 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.

- **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`.

- **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.

- **protrusion** (number)
  In an arpeggio bracket, the length of the horizontal edges.

- **script-priority** (number)
  A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

Internal properties:

- **stems** (array of grobs)
  An array of stem objects.
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).

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).

**Internal properties:**

- **adjacent-pure-heights** (pair)
  A pair of vectors. Used by a `VerticalAxisGroup` to cache the Y-extents of different column ranges.

- **bound-alignment-interfaces** (list)
  Interfaces to be used for positioning elements that align with a column.

- **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.
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 382, Section 3.1.45 [FootnoteItem], page 427, and Section 3.1.46 [FootnoteSpanner], page 428.

3.2.9 bar-line-interface

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.

The list of allowed glyphs and predefined bar lines can be found in `scm/bar-line.scm`

- **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.

- **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.
Chapter 3: Backend

**gap** (dimension, in staff space)

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.

In combination with (span) bar lines, it is a string resembling the bar line appearance in ASCII form.

**glyph-name** (string)

The glyph name within the font.

In the context of (span) bar lines, **glyph-name** represents a processed form of **glyph**, where decisions about line breaking etc. are already taken.

**hair-thickness** (number)

Thickness of the thin line in a bar line, expressed as a multiple of the default staff-line thickness (i.e. the visual output is *not* influenced by changes to **Staff.StaffSymbol.thickness**).

**kern** (dimension, in staff space)

The space between individual elements in any compound bar line, expressed as a multiple of the default staff-line thickness (i.e. the visual output is *not* influenced by changes to **Staff.StaffSymbol.thickness**).

**rounded** (boolean)

Decide whether lines should be drawn rounded or not.

**segno-kern** (number)

The space between the two thin lines of the segno bar line symbol, expressed as a multiple of the default staff-line thickness (i.e. the visual output is *not* influenced by changes to **Staff.StaffSymbol.thickness**).

**thick-thickness** (number)

Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e. the visual output is *not* influenced by changes to **Staff.StaffSymbol.thickness**).

**Internal properties:**

**has-span-bar** (pair)

A pair of grobs containing the span bars to be drawn below and above the staff. If no span bar is in a position, the respective element is set to #f.

This grob interface is used in the following graphical object(s): Section 3.1.11 [BarLine], page 383, and Section 3.1.103 [SpanBar], page 491.

**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 389.

**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 388.

### 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 \( \leq \text{round-to-zero-slope} \).

- **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 and it is larger than this number, make a kneed beam.
```

```
beam-thickness (dimension, in staff space)
    Beam thickness, measured in staff-space units.
```

```
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.

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?

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?

concaveness (number)
   A beam is concave if its inner stems are closer to the beam than the two
   outside stems. This number is a measure of the closeness of the inner
   stems. It is used for damping the slope of the beam.

damping (number)
   Amount of beam slope damping.

details (list)
   A list 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.

skip-quanting (boolean)
   Should beam quanting be skipped?

X-positions (pair of numbers)
   Pair of X staff coordinates of a spanner in the form (left . right), where both left and right are in staff-space units of the current staff.

Internal properties:

beam-segments (list)
   Internal representation of beam segments.

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 391.

3.2.13 bend-after-interface
A doit or drop.

User settable properties:

thickness (number)
   For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.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 394.
3.2.14 break-alignable-interface
Object that is aligned on a break alignment.

User settable properties:

**break-align-symbols** (list)
A list of `break-align symbols` that determines which breakable items 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 listed in Section “break-alignment-interface” in Internals Reference.

**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 386, Section 3.1.73 [MetronomeMark], page 459, and Section 3.1.90 [RehearsalMark], page 479.

3.2.15 break-aligned-interface
Breakable items.

User settable properties:

**break-align-anchor** (number)
Grobs aligned to this breakable item 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, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

**space-alist** (list)
An alist that specifies distances from this grob to other breakable items, using the format:

```lisp
'((break-align-symbol . (spacing-style . space))
 (break-align-symbol . (spacing-style . space))
 ...)
```

Standard choices for `break-align-symbol` are listed in Section “break-alignment-interface” in Internals Reference. Additionally, three special break-align symbols available to `space-alist` are:

**first-note**
used when the grob is just left of the first note on a line

**next-note**
used when the grob is just left of any other note; if not set, the value of `first-note` gets used
right-edge
used when the grob is the last item on the line
(only compatible with the extra-space spacing style)

Choices for spacing-style are:

extra-space
Put this much space between the two grobs. The space is stretchable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

This grob interface is used in the following graphical object(s): Section 3.1.5 [Ambitus], page 377, Section 3.1.6 [AmbitusAccidental], page 378, Section 3.1.11 [BarLine], page 383, Section 3.1.21 [BreakAlignGroup], page 394, Section 3.1.23 [BreathingSign], page 396, Section 3.1.25 [Clef], page 399, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.32 [Custos], page 412, Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeySignature], page 443, Section 3.1.63 [LeftEdge], page 448, and Section 3.1.126 [TimeSignature], page 517.

3.2.16 break-alignment-interface
The object that performs break alignment.

Three interfaces deal specifically with break alignment:
1. break-alignment-interface (this one),
2. Section 3.2.14 [break-alignable-interface], page 546, and
3. Section 3.2.15 [break-aligned-interface], page 546.
Each of these interfaces supports grob properties that use *break-align symbols*, which are Scheme symbols that are used to specify the alignment, ordering, and spacing of certain notational elements (‘breakable’ items).

**Available break-align symbols:**

- ambitus
- breathing-sign
- clef
- cue-clef
- cue-end-clef
- custos
- key-cancellation
- key-signature
- left-edge
- staff-bar
- time-signature

**User settable properties:**

- **break-align-orders** (vector)
  
  This is a vector of 3 lists: `#(end-of-line unbroken start-of-line)`. Each list contains *break-align symbols* that specify an order of breakable items (see Section “break-alignment-interface” in Internals Reference).
  
  For example, this places time signatures before clefs:
  
  ```latex
  \override Score.BreakAlignment.break-align-orders = 
  #(make-vector 3 '(left-edge
    cue-end-clef
    ambitus
    breathing-sign
    time-signature
    clef
    cue-clef
    staff-bar
    key-cancellation
    key-signature
    custos))
  ```

**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 395.

### 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 396.

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 398, and Section 3.1.47 [FretBoard], page 429.

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.
In combination with (span) bar lines, it is a string resembling the bar line appearance in ASCII form.

glyph-name (string)
The glyph name within the font.
In the context of (span) bar lines, glyph-name represents a processed form of glyph, where decisions about line breaking etc. are already taken.

non-default (boolean)
Set for manually specified clefs and keys.

This grob interface is used in the following graphical object(s): Section 3.1.25 [Clef], page 399, Section 3.1.30 [CueClef], page 406, and Section 3.1.31 [CueEndClef], page 409.

3.2.20 clef-modifier-interface
The number describing transposition of the clef, placed below or above clef sign. Usually this is 8 (octave transposition) or 15 (two octaves), but LilyPond allows any integer here.

User settable properties:

clef-alignments (list)
An alist of parent-alignments that should be used for clef modifiers with various clefs

This grob interface is used in the following graphical object(s): Section 3.1.26 [ClefModifier], page 402.
3.2.21 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 3.1.28 [ClusterSpannerBeacon], page 404.

3.2.22 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:**

- `padding` (dimension, in staff space)
  
  Add this much extra space between objects that are next to each other.

- `style` (symbol)
  
  This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

**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 3.1.27 [ClusterSpanner], page 403.

3.2.23 custos-interface

A custos object. `style` can have four valid values: `mensural`, `vaticana`, `medicaea`, and `hufnagel`. `mensural` is the default style.

**User settable properties:**

- `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.

- `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 3.1.32 [Custos], page 412.
3.2.24 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:**

- **chord-dots-limit** *(integer)*
  Limits the column of dots on each chord to the height of the chord plus chord-dots-limit staff-positions.

- **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.

- **note-collision** *(graphical (layout) object)*
  The NoteCollision object of a dot column.

- **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 3.1.33 [DotColumn], page 413.

3.2.25 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 3.1.34 [Dots], page 414.

3.2.26 dynamic-interface

Any kind of loudness sign.
This grob interface is used in the following graphical object(s): Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, and Section 3.1.52 [Hairpin], page 434.

3.2.27 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 3.1.38 [DynamicLineSpanner], page 418.

3.2.28 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 3.1.39 [DynamicText], page 420.

3.2.29 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 3.1.40 [DynamicTextSpanner], page 421.

3.2.30 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 on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

**thickness** (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.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 [BassFigure-Bracket], page 390.

### 3.2.31 episema-interface
An episema line.

This grob interface is used in the following graphical object(s): Section 3.1.41 [Episema], page 423.

### 3.2.32 figured-bass-continuation-interface
Simple extender line between bounds.

**User settable properties:**

**padding** (dimension, in staff space)
Add this much extra space between objects that are next to each other.

**thickness** (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

**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 [BassFigure-Continuation], page 391.
3.2.33 finger-interface

A fingering instruction.

This grob interface is used in the following graphical object(s): Section 3.1.42 [Fingering], page 424.

3.2.34 fingering-column-interface

Makes sure that fingerings placed laterally do not collide and that they are flush if necessary.

User settable properties:

- **padding** (dimension, in staff space)
  Add this much extra space between objects that are next to each other.

- **snap-radius** (number)
  The maximum distance between two objects that will cause them to snap to alignment along an axis.

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 3.1.43 [FingeringColumn], page 426.

3.2.35 flag-interface

A flag that gets attached to a stem. The style property is 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.

User settable properties:

- **glyph-name** (string)
  The glyph name within the font.
  In the context of (span) bar lines, glyph-name represents a processed form of glyph, where decisions about line breaking etc. are already taken.

- **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.

This grob interface is used in the following graphical object(s): Section 3.1.44 [Flag], page 426.

3.2.36 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-features (list)
Opentype features.

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. If the context property fontSize is set, its value is added to this before the glyph is printed. 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 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.6 [AmbitusAccidental], page 378, Section 3.1.7 [AmbitusLine], page 379, Section 3.1.8 [AmbitusNoteHead], page 380, Section 3.1.9 [Arpeggio], page 381, Section 3.1.10 [BalloonTextItem], page 382, Section 3.1.11 [BarLine], page 383, Section 3.1.12 [BarNumber], page 386, Section 3.1.13 [BassFigure], page 388, Section 3.1.19 [Beam], page 391, Section 3.1.23 [BreathingSign], page 396, Section 3.1.24 [ChordName], page 398, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.32 [Custos], page 412, Section 3.1.34 [Dots], page 414, Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.41 [Episema], page 423, Section 3.1.42 [Fingering], page 424, Section 3.1.44 [Flag], page 426, Section 3.1.45 [FootnoteItem], page 427, Section 3.1.46 [FootnoteSpanner], page 428, Section 3.1.47 [FretBoard], page 429, Section 3.1.54 [HorizontalBracketText], page 437, Section 3.1.55 [InstrumentName], page 438, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeySignature], page 443, Section 3.1.59 [KievanLigature], page 446, Section 3.1.66 [LyricHyphen], page 452, Section 3.1.68 [LyricText], page 454, Section 3.1.69 [MeasureCounter], page 456, Section 3.1.72 [MensuralLigature], page 458, Section 3.1.73 [MetronomeMark], page 459, Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.77 [NonMusicalPaperColumn], page 465, Section 3.1.80 [NoteHead], page 468, Section 3.1.81 [NoteName], page 469, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.84 [PaperColumn], page 472, Section 3.1.85 [ParenthesesItem], page 473, Section 3.1.86 [PercentRepeat], page 473, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.90 [RehearsalMark], page 479, Section 3.1.94
3.2.37 footnote-interface

Make a footnote.

User settable properties:

- automatically-numbered (boolean)
  If set, footnotes are automatically numbered.

- footnote (boolean)
  Should this be a footnote or in-note?

- footnote-text (markup)
  A footnote for the grob.

Internal properties:

- numbering-assertion-function (any type)
  The function used to assert that footnotes are receiving correct automatic numbers.

This grob interface is used in the following graphical object(s): Section 3.1.45 [FootnoteItem], page 427, and Section 3.1.46 [FootnoteSpanner], page 428.

3.2.38 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 3.1.46 [FootnoteSpanner], page 428.

3.2.39 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.

dot-placement-list (list)
List consisting of (description string-number fret-number finger-number) entries used to define fret diagrams.

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-scape. 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-distance – Multiplier to adjust the distance between frets. Default 1.0.
• 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.
• fret-label-horizontal-offset – The offset of the fret label from the center of the fret in direction orthogonal to strings. Default 0.
• paren-padding – The padding for the parenthesis. Default 0.05.
• 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-distance** – Multiplier to adjust the distance between strings. Default 1.0.

- **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 \( \text{thickness} \times (1+\text{string-thickness-factor})^{(k-1)} \). 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)

The ratio of the size of the object to its default size.

**thickness** (number)

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

This grob interface is used in the following graphical object(s): Section 3.1.47 [FretBoard], page 429.

### 3.2.40 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 3.1.48 [Glissando], page 431.

### 3.2.41 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 3.1.49 [GraceSpacing], page 432.

### 3.2.42 gregorian-ligature-interface

A gregorian ligature.

Internal properties:

- **ascendens** (boolean)
  - Is this neume of ascending type?

- **auctum** (boolean)
  - Is this neume liqueceptically augmented?

- **cavum** (boolean)
  - Is this neume outlined?

- **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.

- **deminutum** (boolean)
  - Is this neume diminished?

- **descendens** (boolean)
  - Is this neume of descendent type?

- **inclinatum** (boolean)
  - Is this neume an inclinatum?

- **linea** (boolean)
  - Attach vertical lines to this neume?

- **oriscus** (boolean)
  - Is this neume an oriscus?

- **pes-or-flexa** (boolean)
  - Shall this neume be joined with the previous head?

- **prefix-set** (number)
  - A bit mask that holds all Gregorian head prefixes, such as \virga or \quilisma.

- **quilisma** (boolean)
  - Is this neume a quilisma?
stropha (boolean)
  Is this neume a stropha?

virga (boolean)
  Is this neume a virga?

This grob interface is used in the following graphical object(s): Section 3.1.80 [NoteHead], page 468.

3.2.43 grid-line-interface
A line that is spanned between grid-points.

User settable properties:

  thickness (number)
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.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 3.1.50 [GridLine], page 433.

3.2.44 grid-point-interface
A spanning point for grid lines.

This grob interface is used in the following graphical object(s): Section 3.1.51 [GridPoint], page 434.

3.2.45 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 3.1.78 [NoteCollision], page 467, 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:**

- **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-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**.

- **footnote-music** *(music)*
  Music creating a footnote.

- **forced-spacing** *(number)*
  Spacing forced between grobs, used in various ligature engravers.

- **horizontal-skylines** *(pair of skylines)*
  Two skylines, one to the left and one to the right of this grob.

- **id** *(string)*
  An id string for the grob.

- **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.

- **output-attributes** *(list)*
  An alist of attributes for the grob, to be included in output files. When the SVG typesetting backend is used, the attributes are assigned to a group (`<g>`) containing all of the stencils that
comprise a given grob. For example, 

\[((id \ . \ 123) (class \ . \ foo) (data-whatever \ . \ \texttt{bar}))\] \)

will produce \[
<\text{g id}="\texttt{123}" class="\texttt{foo"
data-whatever="\texttt{bar}"> \ldots </\text{g}>
\]. In the Postscript backend, where there is no way to group items, the setting of the output-attributes property will have no effect.

**parenthesis-friends** (list)
A list of Grob types, as symbols. When parentheses enclose a Grob that has `parenthesis-friends, the parentheses widen to include any child Grobs with type among `parenthesis-friends.

**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.

**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.

**springs-and-rods** (boolean)
Dummy variable for triggering spacing routines.

**stencil** (stencil)
The symbol to print.

**transparent** (boolean)
This makes the grob invisible.

**vertical-skylines** (pair of skylines)
Two skylines, one above and one below this grob.

**whiteout** (boolean-or-number)
If a number or true, the grob is printed over a white background to white-out underlying material, if the grob is visible. A number indicates how far the white background extends beyond the bounding box of the grob as a multiple of the staff-line thickness. The LyricHyphen grob uses a special implementation of whiteout: A positive number indicates how far the white background extends beyond the bounding box in multiples of line-thickness. The shape of the background is determined by **whiteout-style**. Usually #f by default.

**whiteout-style** (symbol)
Determines the shape of the whiteout background. Available are 'outline, 'rounded-box, and the default 'box. There is one exception: Use 'special for LyricHyphen.

**X-extent** (pair of numbers)
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

**X-offset** (number)
The horizontal amount that this object is moved relative to its X-parent.

**Y-extent** (pair of numbers)
Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.
Y-offset (number)
The vertical amount that this object is moved relative to its Y-parent.

**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)
True for grobs whose Y-extent depends on inter-staff spacing. The extent is measured relative to the grobs’s parent staff (more generally, its VerticalAxisGroup) so this boolean flags grobs that are not rigidly fixed to their parent staff. Beams that join notes from two staves are cross-staff. Grobs that are positioned around such beams are also cross-staff. Grobs that are grouping objects, however, like VerticalAxisGroups will not in general be marked cross-staff when some of the members of the group are cross-staff.

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 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.5 [Ambitus], page 377, Section 3.1.6 [AmbitusAccidental], page 378, Section 3.1.7 [AmbitusLine], page 379, Section 3.1.8 [AmbitusNoteHead], page 380, Section 3.1.9 [Arpeggio], page 381, Section 3.1.10 [BalloonTextItem], page 382, Section 3.1.11 [BarLine], page 383, Section 3.1.12 [BarNumber], page 386, Section 3.1.13 [BassFigure], page 388, Section 3.1.14 [BassFigureAlignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.19 [Beam], page 391, Section 3.1.20 [BendAfter], page 394, Section 3.1.21 [BreakAlignGroup], page 394, Section 3.1.22 [BreakAlignment], page 395, Section 3.1.23 [BreathingSign], page 396, Section 3.1.24 [ChordName], page 398, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.27 [ClusterSpanner], page 403, Section 3.1.28 [ClusterSpannerBeacon], page 404, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.32 [Custos], page 412, Section 3.1.33 [DotColumn], page 413, Section 3.1.34 [Dots], page 414, Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner],
3.2.46 hairpin-interface

A hairpin crescendo or decrescendo.
User settable properties:

- **bound-padding** *(number)*
  The amount of padding to insert around spanner bounds.

- **broken-bound-padding** *(number)*
  The amount of padding to insert when a spanner is broken at a line break.

- **circled-tip** *(boolean)*
  Put a circle at start/end of hairpins (al/del niente).

- **grow-direction** *(direction)*
  Crescendo or decrescendo?

- **height** *(dimension, in staff space)*
  Height of an object in *staff-space* units.

- **shorten-pair** *(pair of numbers)*
  The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

Internal properties:

- **adjacent-spanners** *(array of grobs)*
  An array of directly neighboring dynamic spanners.

- **concurrent-hairpins** *(array of grobs)*
  All concurrent hairpins.

This grob interface is used in the following graphical object(s): Section 3.1.52 [Hairpin], page 434.

3.2.47 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. Greater control can be exercised via **remove-layer** which can prioritize layers so only the lowest-numbered non-empty layer is retained; make the layer independent of the group; or make it dependent on any other member of the group.

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?

- **remove-layer** *(index or symbol)*
  When set as a positive integer, the *Keep_alive_together_engraver* removes all *VerticalAxisGroup* grobs with a **remove-layer** larger than the smallest retained **remove-layer**. Set to #f to make a layer independent of the *Keep_alive_together_engraver*. Set to '()', the layer does not participate in the layering decisions. The property can also be set as a symbol for common behaviors: #'any to keep the layer alive with any other layer in the group; #'above or #'below to keep the layer alive with the context immediately before or after it, respectively.
Internal properties:

- **important-column-ranks** (vector)
  A cache of columns that contain **items-worth-living** data.

- **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.

- **make-dead-when** (array of grobs)
  An array of other VerticalAxisGroups. If any of them are alive, then we will turn dead.

This grob interface is used in the following graphical object(s): Section 3.1.137 [VerticalAxisGroup], page 530.

3.2.48 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.

- **connect-to-neighbor** (pair)
  Pair of booleans, indicating whether this grob looks as a continued break.

- **edge-height** (pair)
  A pair of numbers specifying the heights of the vertical edges: \((\text{left-height}, \text{right-height})\).

- **shorten-pair** (pair of numbers)
  The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

Internal properties:

- **bracket-text** (graphical (layout) object)
  The text for an analysis bracket.

- **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 3.1.53 [HorizontalBracket], page 436, Section 3.1.83 [OttavaBracket], page 470, and Section 3.1.139 [VoltaBracket], page 532.

3.2.49 horizontal-bracket-text-interface
Label for an analysis bracket.
Internal properties:

- **bracket** (graphical (layout) object)
  The bracket for a number.

- **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 3.1.54 [Horizontal-BracketText], page 437.

### 3.2.50 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 372, Section 3.1.2 [AccidentalCautionary], page 373, and Section 3.1.127 [TrillPitchAccidental], page 519.

### 3.2.51 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-distance** – Multiplier to adjust the distance between frets. Default 1.0.
  - **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.

• **fret-label-horizontal-offset** – The offset of the fret label from the center of the fret in direction orthogonal to strings. Default 0.

• **paren-padding** – The padding for the parenthesis. Default 0.05.

• **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-distance** – Multiplier to adjust the distance between strings. Default 1.0.

• **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 \( \text{thickness} \ast (1+\text{string-thickness-factor}) \ast (k-1) \). 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)

The ratio of the size of the object to its default size.

### thickness (number)

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

This grob interface is used in the following graphical object(s): Section 3.1.122 [TextScript], page 511.

### 3.2.52 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:

<table>
<thead>
<tr>
<th>grob will show:</th>
<th>before</th>
<th>no</th>
<th>after</th>
</tr>
</thead>
<tbody>
<tr>
<td>all-invisible</td>
<td>no</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>begin-of-line-visible</td>
<td>no</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>end-of-line-visible</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>all-visible</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>begin-of-line-invisible</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>end-of-line-invisible</td>
<td>no</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>center-invisible</td>
<td>yes</td>
<td>no</td>
<td>yes</td>
</tr>
</tbody>
</table>

**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 372, Section 3.1.2 [AccidentalCautionary], page 373, Section 3.1.3 [AccidentalPlacement], page 374, Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.5 [Ambitus], page 377, Section 3.1.6 [AmbitusAccidental], page 378, Section 3.1.7 [AmbitusLine], page 379, Section 3.1.8 [AmbitusNoteHead], page 380, Section 3.1.9 [Arpeggio], page 381, Section 3.1.10 [BalloonTextItem], page 382, Section 3.1.11 [BarLine], page 383, Section 3.1.12 [BarNumber], page 386, Section 3.1.13 [BassFigure], page 388, Section 3.1.16 [BassFigureBracket], page 390, Section 3.1.21 [BreakAlignGroup], page 394, Section 3.1.22 [BreakAlignment], page 395, Section 3.1.23 [BreathingSign], page 396, Section 3.1.24 [ChordName], page 398, Section 3.1.25 [Clef], page 399, Section 3.1.26 [ClefModifier], page 402, Section 3.1.28 [ClusterSpannerBeacon], page 404, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEndClef], page 409, Section 3.1.32 [Custos], page 412, Section 3.1.33 [DotColumn], page 413, Section 3.1.34 [Dots], page 414, Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.42 [Fingering], page 424, Section 3.1.43 [FingeringColumn], page 426, Section 3.1.44 [Flag], page 426, Section 3.1.45 [FootnoteItem], page 427, Section 3.1.47 [FretBoard], page 429, Section 3.1.50 [GridColumn], page 433, Section 3.1.51 [GridPoint], page 434, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeySignature], page 443, Section 3.1.60 [LaissezVibrerTie], page 446, Section 3.1.61 [LaissezVibrerTieColumn], page 447, Section 3.1.63 [LeftEdge], page 448, Section 3.1.68 [LyricText], page 454, Section 3.1.71 [MelodyItem], page 458, Section 3.1.73 [MetronomeMark], page 459, Section 3.1.77 [NonMusicalPaperColumn], page 465, Section 3.1.78 [NoteCollision], page 467, Section 3.1.79 [NoteColumn], page 467, Section 3.1.80 [NoteHead], page 468, Section 3.1.81 [NoteName], page 469, Section 3.1.82 [NoteSpacing], page 469, Section 3.1.84 [PaperColumn], page 472, Section 3.1.85 [ParenthesesItem], page 473, Section 3.1.90 [RehearsalMark], page 479, Section 3.1.91 [RepeatSlash], page 480, Section 3.1.92 [RepeatTie], page 481, Section 3.1.93 [RepeatTieColumn], page 482, Section 3.1.94 [Rest], page 483, Section 3.1.95 [RestCollision], page 484, Section 3.1.96 [Script], page 484, Section 3.1.97 [ScriptColumn], page 485, Section 3.1.98 [ScriptRow], page 486, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.103 [SpanBar], page 491, Section 3.1.104 [SpanBarStub], page 492, Section 3.1.106 [StaffSpacing], page 494, Section 3.1.108 [StanzaNumber], page 495, Section 3.1.109 [Stem], page 496, Section 3.1.110 [StemStub], page 498, Section 3.1.111 [StemTremolo], page 498, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501, Section 3.1.114 [SustainPedal], page 502, Section 3.1.121 [TabNoteHead], page 509, Section 3.1.122 [TextScript], page 511, Section 3.1.126 [TimeSignature], page 517, Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, Section 3.1.129 [TrillPitchHead], page 521, and Section 3.1.133 [UnaCordaPedal], page 526.
3.2.53 key-cancellation-interface
A key cancellation.

This grob interface is used in the following graphical object(s): Section 3.1.57 [KeyCancellation], page 440.

3.2.54 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.

- flat-positions (list)
  Flats in key signatures are placed within the specified ranges of staff-positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff-position at which each clef places C: (alto treble tenor soprano baritone mezzosoprano bass). If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff-position.

- glyph-name-alist (list)
  An alist of key-string pairs.

- non-default (boolean)
  Set for manually specified clefs and keys.

- 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.

- sharp-positions (list)
  Sharps in key signatures are placed within the specified ranges of staff-positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff-position at which each clef places C: (alto treble tenor soprano baritone mezzosoprano bass). If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff-position.

Internal properties:

- c0-position (integer)
  An integer indicating the position of middle C.

This grob interface is used in the following graphical object(s): Section 3.1.57 [KeyCancellation], page 440, and Section 3.1.58 [KeySignature], page 443.

3.2.55 kievan-ligature-interface
A kievan ligature.

User settable properties:

- padding (dimension, in staff space)
  Add this much extra space between objects that are next to each other.
Internal properties:

\texttt{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 3.1.59 [KievanLigature], page 446.

3.2.56 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. The thickness of ledger lines is controlled by the ledger-line-thickness property of the Section 3.1.107 [StaffSymbol], page 494, grob.

User settable properties:

\texttt{gap} (dimension, in staff space)

Size of a gap in a variable symbol.

\texttt{length-fraction} (number)

Multiplier for lengths. Used for determining ledger lines and stem lengths.

\texttt{minimum-length-fraction} (number)

Minimum length of ledger line as fraction of note head size.

Internal properties:

\texttt{note-heads} (array of grobs)

An array of note head grobs.

This grob interface is used in the following graphical object(s): Section 3.1.62 [LedgerLineSpanner], page 448.

3.2.57 ledgered-interface

Objects that need ledger lines, typically note heads. See also Section 3.2.56 [ledger-line-spanner-interface], page 572.

User settable properties:

\texttt{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 380, Section 3.1.80 [NoteHead], page 468, and Section 3.1.129 [TrillPitchHead], page 521.

3.2.58 ligature-bracket-interface

A bracket indicating a ligature in the original edition.

User settable properties:

\texttt{height} (dimension, in staff space)

Height of an object in \texttt{staff-space} units.

\texttt{thickness} (number)

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline.
at its thickest point, not counting the diameter of the virtual “pen” that
draws the arcs. This property is expressed as a multiple of the current
staff-line thickness (i.e. the visual output is influenced by changes to
Staff.StaffSymbol.thickness).

width (dimension, in staff space)
The width of a grob measured in staff space.

This grob interface is not used in any graphical object.

3.2.59 ligature-head-interface
A note head that can become part of a ligature.

This grob interface is used in the following graphical object(s): Section 3.1.80 [NoteHead],
page 468.

3.2.60 ligature-interface
A ligature.

This grob interface is not used in any graphical object.

3.2.61 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 0.1
  and 1.0 (continuous line). If set to 0.0, a dotted line is produced
  
  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)
  For grobs made up of lines, this is the thickness of the line. For slurs
  and ties, this is the distance between the two arcs of the curve’s outline
  at its thickest point, not counting the diameter of the virtual “pen” that
draws the arcs. This property is expressed as a multiple of the current
staff-line thickness (i.e. the visual output is influenced by changes to
Staff.StaffSymbol.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 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.41 [Episema], page 423, Section 3.1.48 [Glissando], page 431, Section 3.1.52 [Hairpin], page 434, Section 3.1.53 [HorizontalBracket], page 436, Section 3.1.64 [LigatureBracket], page 450, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.123 [TextSpanner], page 513, Section 3.1.130 [TrillSpanner], page 522, Section 3.1.131 [TupletBracket], page 523, Section 3.1.138 [VoiceFollower], page 531, and Section 3.1.139 [VoltaBracket], page 532.

3.2.62 line-spanner-interface

Generic line drawn between two objects, e.g., for use with glissandi.

bound-details is a nested alist. It’s possible to specify settings for the sub-properties: left, left-broken, right and right-broken.

Values for the following keys may be set:

Y
Sets the Y coordinate of the end point, in staff-spaces offset from the staff center line. By default, it is the center of the bound object, so a glissando points to the vertical center of the note head. For horizontal spanners, such as text spanners and trill spanners, it is hardcoded to 0.

attach-dir
Determines where the line starts and ends in the X direction, relative to the bound object. So, a value of -1 (or LEFT) makes the line start/end at the left side of the note head it is attached to.

X
This is the absolute X coordinate of the end point. Usually computed on the fly.

stencil
Line spanners may have symbols at the beginning or end, which is contained in this sub-property. For internal use.

text
This is a markup that is evaluated to yield the stencil.

stencil-align-dir-y
stencil-offset
Without setting one of these, the stencil is simply put at the end-point, centered on the line, as defined by the X and Y sub-properties. Setting stencil-align-dir-y moves the symbol at the edge vertically relative to the end point of the line. With stencil-offset, expecting a number pair, the stencil is moved along the X axis according to the first value, the second value moves the stencil along the Y axis.

arrow
Produces an arrowhead at the end-points of the line.

padding
Controls the space between the specified end point of the line and the actual end. Without padding, a glissando would start and end in the center of each note head.

User settable properties:

bound-details (list)
An list 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.

simple-Y (boolean)
Should the Y placement of a spanner disregard changes in system heights?

thickness (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.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.

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)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).
Chapter 3: Backend

**Internal properties:**

- **heads** (array of grobs)
  
  An array of note heads.

  This grob interface is used in the following graphical object(s): Section 3.1.65 [LyricExtender], page 452.

**3.2.64 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 (each unit represents half a **staff-space**).

- **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)
  
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to **Staff.StaffSymbol.thickness**).

  This grob interface is used in the following graphical object(s): Section 3.1.66 [LyricHyphen], page 452, and Section 3.1.67 [LyricSpace], page 454.

**3.2.65 lyric-interface**

Any object that is related to lyrics.

  This grob interface is used in the following graphical object(s): Section 3.1.65 [LyricExtender], page 452, and Section 3.1.66 [LyricHyphen], page 452.

**3.2.66 lyric-syllable-interface**

A single piece of lyrics.

  This grob interface is used in the following graphical object(s): Section 3.1.68 [LyricText], page 454.
3.2.67 mark-interface
A rehearsal mark.
This grob interface is used in the following graphical object(s): Section 3.1.90 [RehearsalMark], page 479.

3.2.68 measure-counter-interface
A counter for numbering measures.

User settable properties:

- **count-from** (integer)
  The first measure in a measure count receives this number. The following measures are numbered in increments from this initial value.

- **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:

  ```latex
  \override MultiMeasureRest.spacing-pair = #'(staff-bar . staff-bar)
  ```

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 3.1.69 [Measure-Counter], page 456.

3.2.69 measure-grouping-interface
This object indicates groups of beats. Valid choices for **style** are **bracket** and **triangle**.

User settable properties:

- **height** (dimension, in staff space)
  Height of an object in staff-space units.

- **style** (symbol)
  This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

- **thickness** (number)
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

This grob interface is used in the following graphical object(s): Section 3.1.70 [Measure-Grouping], page 457.

3.2.70 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 3.1.71 [MelodyItem], page 458.

3.2.71 mensural-ligature-interface
A mensural ligature.

User settable properties:

thickness (number)
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

Internal properties:

add-join (boolean)
  Is this ligature head-joined with the next one by a vertical line?

delta-position (number)
  The vertical position difference.

flexa-interval (integer)
  The interval spanned by the two notes of a flexa shape (1 is a second, 7 is an octave).

head-width (dimension, in staff space)
  The width of this ligature head.

ligature-flexa (boolean)
  request joining note to the previous one in a flexa.

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 3.1.72 [MensuralLigature], page 458, and Section 3.1.80 [NoteHead], page 468.

3.2.72 metronome-mark-interface
A metronome mark.

This grob interface is used in the following graphical object(s): Section 3.1.73 [MetronomeMark], page 459.

3.2.73 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 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, and Section 3.1.76 [MultiMeasureRestText], page 464.

3.2.74 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, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to Staff.StaffSymbol.thickness).

max-symbol-separation (number)
The maximum distance between symbols making up a church rest.

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.

round-up-exceptions (list)
A list of pairs where car is the numerator and cdr the denominator of a moment. Each pair in this list means that the multi-measure rests of the corresponding length will be rounded up to the longer rest. See round-up-to-longer-rest.

round-up-to-longer-rest (boolean)
Displays the longer multi-measure rest when the length of a measure is between two values of usable-duration-logs. For example, displays a breve instead of a whole in a 3/2 measure.

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)
Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to Staff.StaffSymbol.thickness).
**usable-duration-logs** (list)

List of duration-logs that can be used in typesetting the grob.

**Internal properties:**

**space-increment** (dimension, in staff space)

The amount by which the total duration of a multimeasure rest affects horizontal spacing. Each doubling of the duration adds space-increment to the length of the bar.

This grob interface is used in the following graphical object(s): Section 3.1.74 [MultiMeasureRest], page 461, and Section 3.1.86 [PercentRepeat], page 473.

### 3.2.75 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 3.2.76 [note-column-interface], page 580: 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).

**note-collision-threshold** (dimension, in staff space)

Simultaneous notes that are this close or closer in units of staff-space will be identified as vertically colliding. Used by Stem grobs for notes in the same voice, and NoteCollision grobs for notes in different voices. Default value 1.

**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 3.1.78 [NoteCollision], page 467.

### 3.2.76 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_.

- **glissando-skip** (boolean)
  Should this NoteHead be skipped by glissandi?

- **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:

- **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 3.1.79 [NoteColumn], page 467.

### 3.2.77 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:

- **duration-log** (integer)
  The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

- **glyph-name** (string)
  The glyph name within the font.
  In the context of (span) bar lines, glyph-name represents a processed form of glyph, where decisions about line breaking etc. are already taken.

- **ignore-ambitus** (boolean)
  If set, don’t consider this notehead for ambitus calculation.

- **ledger-positions** (list)
  Vertical positions of ledger lines. When set on a StaffSymbol grob it defines a repeating pattern of ledger lines and any parenthesized groups will always be shown together.

- **note-names** (vector)
  Vector of strings containing names for easy-notation note heads.
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 \texttt{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 380, Section 3.1.80 [NoteHead], page 468, Section 3.1.121 [TabNoteHead], page 509, and Section 3.1.128 [TrillPitchGroup], page 520.

3.2.78 note-name-interface
Note names.
This grob interface is used in the following graphical object(s): Section 3.1.81 [NoteName], page 469.

3.2.79 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.

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.

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.

Internal properties:

left-items (array of grobs)
Grobs organized on the left by a spacing object.

right-items (array of grobs)
Grobs organized on the right by a spacing object.

This grob interface is used in the following graphical object(s): Section 3.1.82 [NoteSpacing], page 469.
3.2.80 number-interface

Numbers.

User settable properties:

number-type (symbol)
Numbering style. Choices include roman-lower, roman-upper and arabic.

This grob interface is used in the following graphical object(s): Section 3.1.112 [StringNumber], page 499.

3.2.81 only-prebreak-interface

Kill this grob after the line breaking process.

This grob interface is not used in any graphical object.

3.2.82 ottava-bracket-interface

An ottava bracket.

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.

dimension (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.

shorten-pair (pair of numbers)
The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

This grob interface is used in the following graphical object(s): Section 3.1.83 [OttavaBracket], page 470.

3.2.83 outside-staff-axis-group-interface

A vertical axis group on which outside-staff skyline calculations are done.

User settable properties:

outside-staff-placement-directive (symbol)
One of four directives telling how outside staff objects should be placed.

- left-to-right-greedy – Place each successive grob from left to right.
- left-to-right-polite – Place a grob from left to right only if it does not potentially overlap with another grob that has been placed on a pass through a grob array. If there is overlap, do another pass to determine placement.
• **right-to-left-greedy** — Same as left-to-right-greedy, but from right to left.

• **right-to-left-polite** — Same as left-to-right-polite, but from right to left.

**Internal properties:**

`vertical-skyline-elements` (array of grobs)

An array of grobs used to create vertical skylines.

This grob interface is used in the following graphical object(s): Section 3.1.18 [BassFigureLine], page 391, Section 3.1.116 [System], page 505, and Section 3.1.137 [VerticalAxisGroup], page 530.

3.2.84 outside-staff-interface

A grob that could be placed outside staff.

**User settable properties:**

`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 grobs when spacing according to `outside-staff-priority`. Two grobs with different `outside-staff-padding` values have the larger value of padding between them.

`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.

This grob interface is used in the following graphical object(s): Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.12 [BarNumber], page 386, Section 3.1.15 [BassFigure-AlignmentPositioning], page 389, Section 3.1.23 [BreathingSign], page 396, Section 3.1.24 [ChordName], page 398, Section 3.1.26 [ClefModifier], page 402, Section 3.1.29 [CombineTransformTextScript], page 404, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.39 [DynamicText], page 420, Section 3.1.42 [Fingering], page 424, Section 3.1.47 [FretBoard], page 429, Section 3.1.52 [Hairpin], page 434, Section 3.1.53 [HorizontalBracket], page 436, Section 3.1.54 [HorizontalBracketText], page 437, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.69 [MeasureCounter], page 456, Section 3.1.70 [MeasureGrouping], page 457, Section 3.1.73 [MetronomeMark], page 459, Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.88 [PhrasingSlur], page 476, Section 3.1.90 [RehearsalMark], page 479, Section 3.1.96 [Script], page 484, Section 3.1.99 [Slur], page 486, Section 3.1.101 [SustainPedalLineSpanner], page 489, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.122 [TextScript], page 511, Section 3.1.123 [TextSpanner], page 513, Section 3.1.130 [TrillSpanner], page 522, Section 3.1.131 [TupletBracket], page 523, Section 3.1.132 [TupletNumber], page 525, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, and Section 3.1.140 [VoltaBracketSpanner], page 534.
3.2.85 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-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.

- **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.

**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 3.1.77 [NonMusicalPaperColumn], page 465, and Section 3.1.84 [PaperColumn], page 472.

**3.2.86 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 3.1.85 [ParenthesesItem], page 473, and Section 3.1.128 [TrillPitchGroup], page 520.

**3.2.87 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)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

This grob interface is used in the following graphical object(s): Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, Section 3.1.86 [PercentRepeat], page 473, Section 3.1.87 [PercentRepeatCounter], page 474, and Section 3.1.91 [RepeatSlash], page 480.

3.2.88 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)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

This grob interface is used in the following graphical object(s): Section 3.1.35 [DoublePercentRepeat], page 415, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.37 [DoubleRepeatSlash], page 418, and Section 3.1.91 [RepeatSlash], page 480.

3.2.89 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.

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 on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

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 3.1.89 [PianoPedalBracket], page 477.

3.2.90 piano-pedal-interface
A piano pedal sign.

This grob interface is used in the following graphical object(s): Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.114 [SustainPedal], page 502, Section 3.1.115 [SustainPedalLineSpanner], page 503, and Section 3.1.134 [UnaCordaPedalLineSpanner], page 527.

3.2.91 piano-pedal-script-interface
A piano pedal sign, fixed size.

This grob interface is used in the following graphical object(s): Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.114 [SustainPedal], page 502, and Section 3.1.133 [UnaCordaPedal], page 526.

3.2.92 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 3.1.129 [TrillPitchHead], page 521.

3.2.93 pure-from-neighbor-interface
A collection of routines to allow for objects’ pure heights and heights to be calculated based on the heights of the objects’ neighbors.

Internal properties:

neighbors (array of grobs)
The X-axis neighbors of a grob. Used by the pure-from-neighbor-interface to determine various grob heights.

pure-relevant-grobs (array of grobs)
All the grobs (items and spanners) 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.

This grob interface is used in the following graphical object(s): Section 3.1.11 [BarLine], page 383, Section 3.1.25 [Clef], page 399, Section 3.1.30 [CueClef], page 406, Section 3.1.31
3.2.94 rest-collision-interface
Move ordinary rests (not multi-measure nor pitched rests) to avoid conflicts.

User settable properties:

- **minimum-distance** (dimension, in staff space)
  Minimum distance between rest and notes or beam.

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 3.1.95 [RestCollision], page 484.

3.2.95 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.

- **voiced-position** (number)
  The staff-position of a voiced Rest, negative if the rest has direction DOWN.

This grob interface is used in the following graphical object(s): Section 3.1.74 [MultiMeasureRest], page 461, and Section 3.1.94 [Rest], page 483.

3.2.96 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 388, Section 3.1.24 [ChordName], page 398, Section 3.1.28 [ClusterSpannerBeacon],
3.2.97 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.

- `glissando-skip` (boolean)
  
  Should this NoteHead be skipped by glissandi?

**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 380, Section 3.1.80 [NoteHead], page 468, Section 3.1.94 [Rest], page 483, Section 3.1.121 [TabNoteHead], page 509, and Section 3.1.129 [TrillPitchHead], page 521.

3.2.98 script-column-interface

An interface that sorts scripts according to their `script-priority` and `outside-staff-priority`.

**Internal properties:**

- `scripts` (array of grobs)
  
  An array of Script objects.

This grob interface is used in the following graphical object(s): Section 3.1.97 [ScriptColumn], page 485, and Section 3.1.98 [ScriptRow], page 486.

3.2.99 script-interface

An object that is put above or below a note.

**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`.

- `script-priority` (number)
  
  A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.
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 centered on the note head (the default position of most scripts); 1.0 means centered on the stem. Interpolated values are possible.

toward-stem-shift-in-column (number)
Amount by which a script is shifted toward the stem if its direction coincides with the stem direction and it is associated with a ScriptColumn object. 0.0 means centered on the note head (the default position of most scripts); 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-column (graphical (layout) object)
A ScriptColumn associated with a Script object.

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 375, Section 3.1.39 [DynamicText], page 420, and Section 3.1.96 [Script], page 484.

3.2.100 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:

parent-alignment-X (number)
Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge,
in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from `self-alignment-X` property will be used.

**parent-alignment-Y** (number)
Like `parent-alignment-X` but for the Y axis.

**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 - the unit is half the object width.

**self-alignment-Y** (number)
Like `self-alignment-X` but for the Y axis.

**X-align-on-main-noteheads** (boolean)
If true, this grob will ignore suspended noteheads when aligning itself on NoteColumn.

This grob interface is used in the following graphical object(s): Section 3.1.4 [AccidentalSuggestion], page 375, Section 3.1.12 [BarNumber], page 386, Section 3.1.26 [ClefModifier], page 402, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.39 [DynamicText], page 420, Section 3.1.42 [Fingering], page 424, Section 3.1.50 [GridLine], page 433, Section 3.1.52 [Hairpin], page 434, Section 3.1.54 [HorizontalBracketText], page 437, Section 3.1.55 [InstrumentName], page 438, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.68 [LyricText], page 454, Section 3.1.69 [MeasureCounter], page 456, Section 3.1.73 [MetronomeMark], page 459, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.90 [RehearsalMark], page 479, Section 3.1.96 [Script], page 484, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.111 [StemTremolo], page 498, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501, Section 3.1.114 [SustainPedal], page 502, Section 3.1.122 [TextScript], page 511, and Section 3.1.133 [UnaCordaPedal], page 526.

### 3.2.101 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.

- **ties** (array of grobs)
  A grob array of Tie objects.
This grob interface is used in the following graphical object(s): Section 3.1.61 [LaissezVibrerTieColumn], page 447, and Section 3.1.93 [RepeatTieColumn], page 482.

3.2.102 semi-tie-interface
A tie which is only connected to a note head on one side. The following properties may be set in the details list:

- **height-limit**
  Maximum tie height: The longer the tie, the closer it is to this height.

- **ratio**
  Parameter for tie shape. The higher this number, the quicker the tie attains its height-limit.

**User settable properties:**

- **control-points** (list of number pairs)
  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)
  A list 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)
  For slurs and ties, this is the diameter of the virtual “pen” that draws the two arcs of the curve’s outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

- **thickness** (number)
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

**Internal properties:**

- **note-head** (graphical (layout) object)
  A single note head.

This grob interface is used in the following graphical object(s): Section 3.1.60 [LaissezVibrerTie], page 446, and Section 3.1.92 [RepeatTie], page 481.
3.2.103 separation-item-interface

Item that computes widths to generate spacing rods.

User settable properties:

- **horizontal-skylines** (pair of skylines)
  Two skylines, one to the left and one to the right of this grob.

- **padding** (dimension, in staff space)
  Add this much extra space between objects that are next to each other.

- **skyline-vertical-padding** (number)
  The amount by which the left and right skylines of a column are padded vertically, beyond the \texttt{Y-extents} and \texttt{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)
  Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

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 3.1.77 [NonMusical-PaperColumn], page 465, Section 3.1.79 [NoteColumn], page 467, and Section 3.1.84 [PaperColumn], page 472.

3.2.104 side-position-interface

Position a victim object (this one) next to other objects (the support). The property \texttt{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 \texttt{staff-padding} is set. If undefined, the staff symbol is ignored.

User settable properties:

- **add-stem-support** (boolean)
  If set, the \texttt{Stem} object is included in this script’s support.

- **direction** (direction)
  If \texttt{side-axis} is 0 (or X), then this property determines whether the object is placed \texttt{LEFT}, \texttt{CENTER} or \texttt{RIGHT} with respect to the other object.

  Otherwise, it determines whether the object is placed \texttt{UP}, \texttt{CENTER} or \texttt{DOWN}. Numerical values may also be used: \texttt{UP}=1, \texttt{DOWN}=-1, \texttt{LEFT}=-1, \texttt{RIGHT}=1, \texttt{CENTER}=0.

- **horizon-padding** (number)
  The amount to pad the axis along which a \texttt{Skyline} is built for the \texttt{side-position-interface}.

- **minimum-space** (dimension, in staff space)
  Minimum distance that the victim should move (after padding).
Chapter 3: Backend

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.

use-skylines (boolean)
Should skylines be used for side positioning?

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 375, Section 3.1.6 [AmbitusAccidental], page 378, Section 3.1.9 [Arpeggio], page 381, Section 3.1.12 [BarNumber], page 386, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.26 [ClefModifier], page 402, Section 3.1.29 [CombineScript], page 404, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.41 [Episema], page 423, Section 3.1.42 [Fingering], page 424, Section 3.1.53 [HorizontalBracket], page 436, Section 3.1.54 [HorizontalBracketText], page 437, Section 3.1.55 [InstrumentName], page 438, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.69 [MeasureCounter], page 456, Section 3.1.70 [MeasureGrouping], page 457, Section 3.1.73 [MetronomeMark], page 459, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.90 [RehearsalMark], page 479, Section 3.1.96 [Script], page 484, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.108 [StanzaNumber], page 495, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.117 [SystemStartBar], page 506, Section 3.1.118 [SystemStartBracket], page 506, Section 3.1.119 [SystemStartBracket], page 507, Section 3.1.120 [SystemStartSquare], page 508, Section 3.1.122 [TextScript], page 511, Section 3.1.123 [TextSpanner], page 513, Section 3.1.127 [TrillPitchAccidental], page 519, Section 3.1.128 [TrillPitchGroup], page 520, Section 3.1.130 [TrillSpanner], page 522, Section 3.1.134 [UnaCordaPedalLineSpanner], page 527, Section 3.1.139 [VoltaBracket], page 532, and Section 3.1.140 [VoltaBracketSpanner], page 534.

3.2.105 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.

demeter-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.

gap-to-staffline-inside
Minimum gap inside the curve of the slur where the slur is parallel to a staffline.

gap-to-staffline-outside
Minimum gap outside the curve of the slur where the slur is parallel to a staffline.

free-slur-distance
The amount of vertical free space that must exist between adjacent slurs. This subproperty only works for PhrasingSlur.

demeter-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 of number pairs)
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)
A list 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-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.

**line-thickness** (number)
For slurs and ties, this is the diameter of the virtual “pen” that draws the two arcs of the curve’s outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to *Staff.StaffSymbol.thickness*).
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)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.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 3.1.88 [PhrasingSlur], page 476, and Section 3.1.99 [Slur], page 486.

3.2.106 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 3.1.77 [NonMusical-PaperColumn], page 465, and Section 3.1.84 [PaperColumn], page 472.
3.2.107 spacing-interface
This object calculates the desired and minimum distances between two columns.

Internal properties:

- **left-items** (array of grobs)
  Grobs organized on the left by a spacing object.

- **right-items** (array of grobs)
  Grobs organized on the right by a spacing object.

This grob interface is used in the following graphical object(s): Section 3.1.82 [NoteSpacing], page 469, and Section 3.1.106 [StaffSpacing], page 494.

3.2.108 spacing-options-interface
Supports setting of spacing variables.

User settable properties:

- **shortest-duration-space** (number)
  Start with this multiple of **spacing-increment** space for the shortest duration. See also Section “spacing-spanner-interface” in Internals Reference.

- **spacing-increment** (dimension, in staff space)
  The unit of length for note-spacing. Typically, the width of a note head. See also Section “spacing-spanner-interface” in Internals Reference.

This grob interface is used in the following graphical object(s): Section 3.1.49 [GraceSpacing], page 432, and Section 3.1.102 [SpacingSpanner], page 490.

3.2.109 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 (number)
  Start with this multiple of spacing-increment space for the shortest
duration. See also Section “spacing-spanner-interface” in Internals Ref-
ence.

spacing-increment (dimension, in staff space)
  The unit of length for note-spacing. 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 (defs, bar lines,
etc.) are not spaced separately, but put before musical columns.

uniform-stretching (boolean)
  If set, items stretch proportionally to their natural separation based on
durations. This looks better in complex polyphonic patterns.

This grob interface is used in the following graphical object(s): Section 3.1.102 [SpacingSpan-
nner], page 490.

### 3.2.110 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.
  In the context of (span) bar lines, glyph-name represents a processed
form of glyph, where decisions about line breaking etc. are already
taken.

**Internal properties:**

  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.

This grob interface is used in the following graphical object(s): Section 3.1.103 [SpanBar],
page 491.
3.2.1.11 spanner-interface

Some objects are horizontally spanned between objects. For example, slurs, beams, ties, etc. These grobs form a subtype called Spanner. All spanners have two span points (these must be Item objects), one on the left and one on the right. The left bound is also the X reference point of the spanner.

User settable properties:

- **minimum-length** (dimension, in staff space)
  
  Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the *springs-and-rods* property. If added to a Tie, this sets the minimum distance between noteheads.

- **minimum-length-after-break** (dimension, in staff space)
  
  If set, try to make a broken spanner starting a line this long. This requires an appropriate callback for the *springs-and-rods* property. If added to a Tie, this sets the minimum distance to the notehead.

- **normalized-endpoints** (pair)
  
  Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

- **spanner-id** (index or symbol)
  
  An identifier to distinguish concurrent spanners.

- **to-barline** (boolean)
  
  If true, the spanner will stop at the bar line just before it would otherwise stop.

Internal properties:

- **spanner-broken** (boolean)
  
  Indicates whether spanner alignment should be broken after the current spanner.

This grob interface is used in the following graphical object(s): Section 3.1.14 [BassFigure-Alignment], page 389, Section 3.1.15 [BassFigureAlignmentPositioning], page 389, Section 3.1.17 [BassFigureContinuation], page 391, Section 3.1.18 [BassFigureLine], page 391, Section 3.1.19 [Beam], page 391, Section 3.1.20 [BendAfter], page 394, Section 3.1.27 [ClusterSpanner], page 403, Section 3.1.38 [DynamicLineSpanner], page 418, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.41 [Episema], page 423, Section 3.1.46 [FootnoteSpanner], page 428, Section 3.1.48 [Glissando], page 431, Section 3.1.49 [GraceSpacing], page 432, Section 3.1.52 [Hairpin], page 434, Section 3.1.53 [HorizontalBracket], page 436, Section 3.1.54 [HorizontalBracketText], page 437, Section 3.1.55 [InstrumentName], page 438, Section 3.1.59 [KievanLigature], page 446, Section 3.1.62 [LedgerLineSpanner], page 448, Section 3.1.64 [LigatureBracket], page 450, Section 3.1.65 [LyricExtender], page 452, Section 3.1.66 [LyricHyphen], page 452, Section 3.1.67 [LyricSpace], page 454, Section 3.1.69 [MeasureCounter], page 456, Section 3.1.70 [MeasureGrouping], page 457, Section 3.1.72 [MensuralLigature], page 458, Section 3.1.74 [MultiMeasureRest], page 461, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.86 [PercentRepeat], page 473, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.88 [PhrasingSlur], page 476, Section 3.1.89 [PianoPedalBracket], page 477, Section 3.1.99 [Slur], page 486, Section 3.1.101 [SostenutoPedalLineSpanner], page 489, Section 3.1.102 [SpacingSpanner], page 490, Section 3.1.105 [StaffGrouper], page 493, Section 3.1.107 [StaffSymbol], page 494, Section 3.1.115 [SustainPedalLineSpanner], page 503, Section 3.1.116 [System], page 505,
3.2.112 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 3.1.105 [StaffGrouper], page 493.

3.2.113 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.
Chapter 3: Backend

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 3.1.106 [StaffSpacing], page 494.

3.2.114 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:

break-align-symbols (list)
A list of break-align symbols that determines which breakable items 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 listed in Section “break-alignment-interface” in Internals Reference.

ledger-extra (dimension, in staff space)
Extra distance from staff line to draw ledger lines for.

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.

ledger-positions (list)
Vertical positions of ledger lines. When set on a StaffSymbol grob it defines a repeating pattern of ledger lines and any parenthesized groups will always be shown together.

ledger-positions-function (any type)
A quoted Scheme procedure that takes a StaffSymbol grob and the vertical position of a note head as arguments and returns a list of ledger line positions.

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)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.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 3.1.107 [StaffSymbol], page 494.

3.2.115 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 380, Section 3.1.9 [Arpeggio], page 381, Section 3.1.19 [Beam], page 391, Section 3.1.25 [Clef], page 399, Section 3.1.30 [CueClef], page 406, Section 3.1.31 [CueEnd-Clef], page 409, Section 3.1.32 [Custos], page 412, Section 3.1.34 [Dots], page 414, Section 3.1.57 [KeyCancellation], page 440, Section 3.1.58 [KeySignature], page 443, Section 3.1.74 [Multi-MeasureRest], page 461, Section 3.1.80 [NoteHead], page 468, Section 3.1.94 [Rest], page 483, Section 3.1.121 [TabNoteHead], page 509, and Section 3.1.129 [TrillPitchHead], page 521.

3.2.116 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 3.1.108 [StanzaNumber], page 495.

3.2.117 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)
A list 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.

double-stem-separation (number)
The distance between the two stems of a half note in tablature when using \tabFullNotation, not counting the width of the stems themselves, expressed as a multiple of the default height of a staff-space in the traditional five-line staff.

duration-log (integer)
The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

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 (each unit represents half a staff-space).

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.

note-collision-threshold (dimension, in staff space)
  Simultaneous notes that are this close or closer in units of staff-space
  will be identified as vertically colliding. Used by Stem grobs for notes in
  the same voice, and NoteCollision grobs for notes in different voices.
  Default value 1.

stem-begin-position (number)
  User override for the begin position of a stem.

stemlet-length (number)
  How long should be a stem over a rest?

thickness (number)
  For grobs made up of lines, this is the thickness of the line. For slurs
  and ties, this is the distance between the two arcs of the curve’s outline
  at its thickest point, not counting the diameter of the virtual “pen” that
  draws the arcs. This property is expressed as a multiple of the current
  staff-line thickness (i.e. the visual output is influenced by changes to
  Staff.StaffSymbol.thickness).

Internal properties:

  beam (graphical (layout) object)
    A pointer to the beam, if applicable.

  flag (graphical (layout) object)
    A pointer to a Flag object.

  melody-spanner (graphical (layout) object)
    The MelodyItem object for a stem.

  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.

  tuplet-start (boolean)
    Is stem at the start of a tuplet?

This grob interface is used in the following graphical object(s): Section 3.1.109 [Stem],
page 496.
3.2.118 stem-tremolo-interface
A beam slashing a stem to indicate a tremolo. The property shape can be beam-like 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.

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.

flag-count (number)
The number of tremolo beams.

length-fraction (number)
Multiplier for lengths. Used for determining ledger lines and stem lengths.

shape (symbol)
This setting determines what shape a grob has. 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 3.1.111 [StemTremolo], page 498.

3.2.119 string-number-interface
A string number instruction.

This grob interface is used in the following graphical object(s): Section 3.1.112 [StringNumber], page 499.

3.2.120 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 3.1.113 [StrokeFinger], page 501.
3.2.121 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.

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.

footnote-stencil (stencil)
The stencil of a system’s footnotes.

footnotes-after-line-breaking (array of grobs)
Footnote grobs of a broken system.

footnotes-before-line-breaking (array of grobs)
Footnote grobs of a whole system.

in-note-direction (direction)
Direction to place in-notes above a system.

in-note-padding (number)
Padding between in-notes.

in-note-stencil (stencil)
The stencil of a system’s in-notes.

pure-Y-extent (pair of numbers)
The estimated height of a system.

vertical-alignment (graphical (layout) object)
The VerticalAlignment in a System.

This grob interface is used in the following graphical object(s): Section 3.1.116 [System], page 505.

3.2.122 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)
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

This grob interface is used in the following graphical object(s): Section 3.1.117 [SystemStart-Bar], page 506, Section 3.1.118 [SystemStartBrace], page 506, Section 3.1.119 [SystemStartBracket], page 507, and Section 3.1.120 [SystemStartSquare], page 508.

### 3.2.123 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 - the unit is half the object width.

- **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 3.1.55 [Instrument-Name], page 438.

### 3.2.124 tab-note-head-interface

A note head in tablature.

User settable properties:

- **details** (list)
  A list 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 3.1.121 [TabNoteHead], page 509.

3.2.125 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.

flag-style (symbol)
The style of the flag to be used with MetronomeMark. Available are 'modern-straight-flag, 'old-straight-flag, flat-flag, mensural and 'default

replacement-alist (list)
Alist of strings. The key is a string of the pattern to be replaced. The value is a string of what should be displayed. Useful for ligatures.

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.

word-space (dimension, in staff space)
Space to insert between words in texts.

This grob interface is used in the following graphical object(s): Section 3.1.10 [BalloonTextItem], page 382, Section 3.1.12 [BarNumber], page 386, Section 3.1.13 [BassFigure], page 388, Section 3.1.23 [BreathingSign], page 396, Section 3.1.24 [ChordName], page 398, Section 3.1.26 [ClefModifier], page 402, Section 3.1.29 [CombineTextScript], page 404, Section 3.1.36 [DoublePercentRepeatCounter], page 416, Section 3.1.39 [DynamicText], page 420, Section 3.1.40 [DynamicTextSpanner], page 421, Section 3.1.42 [Fingering], page 424, Section 3.1.45 [FootnoteItem], page 427, Section 3.1.46 [FootnoteSpanner], page 428, Section 3.1.54 [HorizontalBracketText], page 437, Section 3.1.55 [InstrumentName], page 438, Section 3.1.56 [InstrumentSwitch], page 439, Section 3.1.68 [LyricText], page 454, Section 3.1.69 [MeasureCounter], page 456, Section 3.1.73 [MetronomeMark], page 459, Section 3.1.75 [MultiMeasureRestNumber], page 462, Section 3.1.76 [MultiMeasureRestText], page 464, Section 3.1.81 [NoteName], page 469, Section 3.1.83 [OttavaBracket], page 470, Section 3.1.87 [PercentRepeatCounter], page 474, Section 3.1.90 [RehearsalMark], page 479, Section 3.1.100 [SostenutoPedal], page 488, Section 3.1.108 [StanzaNumber], page 495, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501, Section 3.1.114 [SustainPedal], page 502, Section 3.1.121 [TabNoteHead], page 509, Section 3.1.122 [TextScript], page 511, Section 3.1.132 [TupletNumber], page 525, Section 3.1.133 [UnaCordaPedal], page 526, and Section 3.1.139 [VoltaBracket], page 532.

3.2.126 text-script-interface

An object that is put above or below a note.
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.

script-priority (number)
A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

Internal properties:

slur (graphical (layout) object)
A pointer to a Slur object.

This grob interface is used in the following graphical object(s): Section 3.1.29 [Combine-TextScript], page 404, Section 3.1.42 [Fingering], page 424, Section 3.1.112 [StringNumber], page 499, Section 3.1.113 [StrokeFinger], page 501, and Section 3.1.122 [TextScript], page 511.

3.2.127 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.

ties (array of grobs)
A grob array of Tie objects.

This grob interface is used in the following graphical object(s): Section 3.1.125 [TieColumn], page 516.

3.2.128 tie-interface
A tie - a horizontal curve connecting two noteheads.

The following properties may be set in the details list.

height-limit
The maximum height allowed for this tie.

ratio
Parameter for tie shape. The higher this number, the quicker the slur attains its height-limit.
between-length-limit
This detail is currently unused.

wrong-direction-offset-penalty
Demerit for ties that are offset in the wrong direction.

min-length
If the tie is shorter than this amount (in staff-spaces) an increasingly large length penalty is incurred.

min-length-penalty-factor
Demerit factor for tie lengths shorter than min-length.

center-staff-line-clearance
If the center of the tie is closer to a staff line than this amount, an increasingly large staff line collision penalty is incurred.

tip-staff-line-clearance
If the tips of the tie are closer to a staff line than this amount, an increasingly large staff line collision penalty is incurred.

staff-line-collision-penalty
Demerit factor for ties whose tips or center come close to staff lines.

dot-collision-clearance
If the tie comes closer to a dot than this amount, an increasingly large dot collision penalty is incurred.

dot-collision-penalty
Demerit factor for ties which come close to dots.

note-head-gap
The distance (in staff-spaces) by which the ends of the tie are offset horizontally from the center line through the note head.

stem-gap
The distance (in staff-spaces) by which the ends of the tie are offset horizontally from a stem which is on the same side of the note head as the tie.

tie-column-monotonicity-penalty
Demerit if the y-position of this tie in the set of ties being considered is less than the y-position of the previous tie.

tie-tie-collision-distance
If this tie is closer than this amount to the previous tie in the set being considered, an increasingly large tie-tie collision penalty is incurred.

tie-tie-collision-penalty
Demerit factor for a tie in the set being considered which is close to the previous one.

horizontal-distance-penalty-factor
Demerit factor for ties in the set being considered which are horizontally distant from the note heads.

vertical-distance-penalty-factor
Demerit factor for ties in the set being considered which are vertically distant from the note heads.

same-dir-as-stem-penalty
Demerit if tie is on the same side as a stem or on the opposite side to the one specified.
intra-space-threshold
If the tie’s height (in half staff-spaces) is less than this it is positioned between two adjacent staff lines; otherwise it is positioned to straddle a staff line further from the note heads.

outer-tie-length-symmetry-penalty-factor
Demerit factor for ties horizontally positioned unsymmetrically with respect to the two note heads.

outer-tie-vertical-distance-symmetry-penalty-factor
Demerit factor for ties vertically positioned unsymmetrically with respect to the two note heads.

outer-tie-vertical-gap
Amount (in half staff-spaces) by which a tie is moved away from the note heads if it is closer to either of them than 0.25 half staff-spaces.

skyline-padding
Padding of the skylines around note heads in chords.

single-tie-region-size
The number of candidate ties to generate when only a single tie is required. Successive candidates differ in their initial vertical position by half a staff-space.

multi-tie-region-size
The number of variations that are tried for the extremal ties in a chord. Variations differ in their initial vertical position by half a staff-space.

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 of number pairs)
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)
A list 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)*

For slurs and ties, this is the diameter of the virtual “pen” that draws the two arcs of the curve’s outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

**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)*

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

This grob interface is used in the following graphical object(s): Section 3.1.124 [Tie], page 514.

### 3.2.129 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** *(fraction, as pair)*

  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 3.1.126 [TimeSignature], page 517.
3.2.130 trill-pitch-accidental-interface

An accidental for trill pitch.

This grob interface is used in the following graphical object(s): Section 3.1.127 [TrillPitchAccidental], page 519.

3.2.131 trill-spanner-interface

A trill spanner.

This grob interface is used in the following graphical object(s): Section 3.1.130 [TrillSpanner], page 522.

3.2.132 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:

- **avoid-scripts** (boolean)
  - If set, a tuplet bracket avoids the scripts associated with the note heads it encompasses.

- **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.

- **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.

padding (dimension, in staff space)
  Add this much extra space between objects that are next to each other.

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.

shorten-pair (pair of numbers)
  The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or 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)
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

X-positions (pair of numbers)
  Pair of X staff coordinates of a spanner in the form (left, right), where both left and right are in staff-space units of the current staff.

Internal properties:

  note-columns (array of grobs)
    An array of NoteColumn grobs.

  scripts (array of grobs)
    An array of Script objects.

  tuplet-number (graphical (layout) object)
    The number for a bracket.

  tuples (array of grobs)
    An array of smaller tuplet brackets.

This grob interface is used in the following graphical object(s): Section 3.1.64 [Ligature-Bracket], page 450, and Section 3.1.131 [TupletBracket], page 523.

3.2.133 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.

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.

knee-to-beam (boolean)
Determines whether a tuplet number will be positioned next to a kneed beam.

Internal properties:

bracket (graphical (layout) object)
The bracket for a number.

This grob interface is used in the following graphical object(s): Section 3.1.132 [TupletNumber], page 525.

3.2.134 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 391, and Section 3.1.48 [Glissando], page 431.

3.2.135 vaticana-ligature-interface
A vaticana style Gregorian ligature.

User settable properties:

glyph-name (string)
The glyph name within the font.
In the context of (span) bar lines, glyph-name represents a processed form of glyph, where decisions about line breaking etc. are already taken.

thickness (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).
Internal properties:

- **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?

- **delta-position** (number)
  The vertical position difference.

- **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 staff-space units).

- **x-offset** (dimension, in staff space)
  Extra horizontal offset for ligature heads.

This grob interface is used in the following graphical object(s): Section 3.1.80 [NoteHead], page 468, and Section 3.1.135 [VaticanaLigature], page 528.

### 3.2.136 volta-bracket-interface

Volta bracket with number.

User settable properties:

- **height** (dimension, in staff space)
  Height of an object in staff-space units.

- **shorten-pair** (pair of numbers)
  The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

- **thickness** (number)
  For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

Internal properties:

- **bars** (array of grobs)
  An array of bar line pointers.

This grob interface is used in the following graphical object(s): Section 3.1.139 [VoltaBracket], page 532.

### 3.2.137 volta-interface

A volta repeat.

This grob interface is used in the following graphical object(s): Section 3.1.139 [VoltaBracket], page 532, and Section 3.1.140 [VoltaBracketSpanner], page 534.
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 and it is larger than this number, make a kneed beam.

automatically-numbered (boolean)
If set, footnotes are automatically numbered.

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-scripts (boolean)
If set, a tuplet bracket avoids the scripts associated with the note heads it encompasses.

avoid-slur (symbol)
Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside
moves the grob vertically to the outside of the slur. **around** moves the grob vertically
to the outside of the slur only if there is a collision. **ignore** does not move either. In
grobs whose notational significance depends on vertical position (such as accidentals,
clefs, etc.), **outside** and **around** behave like **ignore**.

**axes** (list) List of axis numbers. In the case of alignment grobs, this should contain only one
number.

**bar-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.

**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 breakable item 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)
This is a vector of 3 lists: #(end-of-line unbroken start-of-line). Each list contains break-align symbols that specify an order of breakable items (see Section “break-alignment-interface” in Internals Reference).

For example, this places time signatures before clefs:

\override Score.BreakAlignment.break-align-orders =
  #(make-vector 3 '(left-edge
cue-end-clef
ambitus
breathing-sign
time-signature
clef
cue-clef
staff-bar
key-cancellation
key-signature
custos))

break-align-symbol (symbol)
This key is used for aligning, ordering, and spacing breakable items. See Section “break-alignment-interface” in Internals Reference.

break-align-symbols (list)
A list of break-align symbols that determines which breakable items 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 listed in Section “break-alignment-interface” in Internals Reference.

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.

broken-bound-padding (number)
The amount of padding to insert when a spanner is broken at a line break.

chord-dots-limit (integer)
Limits the column of dots on each chord to the height of the chord plus chord-dots-limit staff-positions.
circled-tip (boolean)
Put a circle at start/end of hairpins (al/del niente).

clef-alignments (list)
An alist of parent-alignments that should be used for clef modifiers with various clefs

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 of number pairs)
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.

count-from (integer)
The first measure in a measure count receives this number. The following measures are numbered in increments from this initial value.

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 0.1 and 1.0 (continuous line). If set to 0.0, a dotted line is produced.

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)
A list 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.

double-stem-separation (number)
The distance between the two stems of a half note in tablature when using \tabFullNotation, not counting the width of the stems themselves, expressed as a multiple of the default height of a staff-space in the traditional five-line staff.

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.

direction (pair)
A pair of numbers specifying the heights of the vertical edges: (left-height . right-height).

duration-log (pair)
A pair specifying the texts to be set at the edges: (left-text . right-text).

eccentricity (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).

flag-count (number)
The number of tremolo beams.

flag-style (symbol)
The style of the flag to be used with MetronomeMark. Available are
'modern-straight-flag', 'old-straight-flag', flat-flag, mensural and 'default

flat-positions (list)
Flats in key signatures are placed within the specified ranges of staff-positions. The
general form is a list of pairs, with one pair for each type of clef, in order of the
staff-position at which each clef places C: (alto treble tenor soprano baritone
mezzosoprano bass). If the list contains a single element it applies for all clefs. A
single number in place of a pair sets accidentals within the octave ending at that
staff-position.

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-features (list)
Opentype features.

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. If the context property fontSize is set, its value is added to this
before the glyph is printed. Fractional values are allowed.

footnote (boolean)
Should this be a footnote or in-note?
footnote-music (music)
Music creating a footnote.

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.

forced-spacing (number)
Spacing forced between grobs, used in various ligature engravers.

fraction (fraction, as pair)
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-distance – Multiplier to adjust the distance between frets. Default 1.0.
- 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.
- fret-label-horizontal-offset – The offset of the fret label from the center of the fret in direction orthogonal to strings. Default 0.
- paren-padding – The padding for the parenthesis. Default 0.05.
- 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-distance** – Multiplier to adjust the distance between strings. Default 1.0.

• **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 $\text{thickness} \times (1+\text{string-thickness-factor})^{(k-1)}$. 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.

**glissando-skip** (boolean)  
Should this NoteHead be skipped by glissandi?

**glyph** (string)  
A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.  
In combination with (span) bar lines, it is a string resembling the bar line appearance in ASCII form.
glyph-name (string)
The glyph name within the font.
In the context of (span) bar lines, glyph-name represents a processed form of glyph, where decisions about line breaking etc. are already taken.

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, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to Staff.StaffSymbol.thickness).

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.

horizon-padding (number)
The amount to pad the axis along which a Skyline is built for the side-position-interface.
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.

id (string)
An id string for the grob.

ignore-ambitus (boolean)
If set, don’t consider this notehead for ambitus calculation.

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)
The space between individual elements in any compound bar line, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to Staff.StaffSymbol.thickness).

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.

knee-to-beam (boolean)
Determines whether a tuplet number will be positioned next to a kneed beam.

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-extra (dimension, in staff space)
Extra distance from staff line to draw ledger lines for.

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.
ledger-positions (list)
  Vertical positions of ledger lines. When set on a StaffSymbol grob it defines a repeating pattern of ledger lines and any parenthesized groups will always be shown together.

ledger-positions-function (any type)
  A quoted Scheme procedure that takes a StaffSymbol grob and the vertical position of a note head as arguments and returns a list of ledger line positions.

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 (each unit represents half a staff-space).

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)
  For slurs and ties, this is the diameter of the virtual “pen” that draws the two arcs of the curve’s outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

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-symbol-separation (number)
  The maximum distance between symbols making up a church rest.

maximum-gap (number)
  Maximum value allowed for gap property.

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-after-break (dimension, in staff space)
If set, try to make a broken spanner starting a line this long. This requires an appropriate callback for the springs-and-rods property. If added to a Tie, this sets the minimum distance to the notehead.

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 and keys.

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-collision-threshold (dimension, in staff space)
   Simultaneous notes that are this close or closer in units of staff-space will be
   identified as vertically colliding. Used by Stem grobs for notes in the same voice,
   and NoteCollision grobs for notes in different voices. Default value 1.

note-names (vector)
   Vector of strings containing names for easy-notation note heads.

number-type (symbol)
   Numbering style. Choices include roman-lower, roman-upper and arabic.

output-attributes (list)
   An alist of attributes for the grob, to be included in output files. When the
   SVG typesetting backend is used, the attributes are assigned to a group (<g>)
   containing all of the stencils that comprise a given grob. For example, '({(id
   .123) (class . foo) (data-whatever . \bar")) will produce <g id="\123" class="foo" data-whatever=\bar"> ... </g>. In the Postscript backend, where there is no way to group items, the setting of the output-attributes property will
   have no effect.

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 grobs when spacing according to outside-staff-priority. Two grobs with different outside-staff-padding values have the larger value of padding between them.

outside-staff-placement-directive (symbol)
One of four directives telling how outside staff objects should be placed.
- left-to-right-greedy – Place each successive grob from left to right.
- left-to-right-polite – Place a grob from left to right only if it does not potentially overlap with another grob that has been placed on a pass through a grob array. If there is overlap, do another pass to determine placement.
- right-to-left-greedy – Same as left-to-right-greedy, but from right to left.
- right-to-left-polite – Same as left-to-right-polite, but from right to left.

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.

parent-alignment-X (number)
Specify on which point of the parent the object is aligned. The value -1 means aligned on parent’s left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent’s width. If unset, the value from self-alignment-X property will be used.

parent-alignment-Y (number)
Like parent-alignment-X but for the Y axis.
**parenthesis-friends** (list)
A list of Grob types, as symbols. When parentheses enclose a Grob that has `parenthesis-friends, the parentheses widen to include any child Grobs with type among `parenthesis-friends.

**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.

**protrusion** (number)
In an arpeggio bracket, the length of the horizontal edges.

**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?

**remove-layer** (index or symbol)
When set as a positive integer, the **Keep_alive_together_engraver** removes all **VerticalAxisGroup** grobs with a **remove-layer** larger than the smallest retained **remove-layer**. Set to **#f** to make a layer independent of the **Keep_alive_together_engraver**. Set to `'(')`, the layer does not participate in the layering decisions. The property can also be set as a symbol for common behaviors: #"any to keep the layer alive with any other layer in the group; #"above or #"below to keep the layer alive with the context immediately before or after it, respectively.

**replacement-alist** (list)
Alist of strings. The key is a string of the pattern to be replaced. The value is a string of what should be displayed. Useful for ligatures.

**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.
round-up-exceptions (list)
A list of pairs where car is the numerator and cdr the denominator of a moment. Each pair in this list means that the multi-measure rests of the corresponding length will be rounded up to the longer rest. See round-up-to-longer-rest.

round-up-to-longer-rest (boolean)
Displays the longer multi-measure rest when the length of a measure is between two values of usable-duration-logs. For example, displays a breve instead of a whole in a 3/2 measure.

rounded (boolean)
Decide whether lines should be drawn rounded or not.

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 key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

segno-kern (number)
The space between the two thin lines of the segno bar line symbol, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to Staff.StaffSymbol.thickness).

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 - the unit is half the object width.

self-alignment-Y (number)
Like self-alignment-X but for the Y axis.

shape (symbol)
This setting determines what shape a grob has. Valid choices depend on the stencil callback reading this property.

sharp-positions (list)
Sharps in key signatures are placed within the specified ranges of staff-positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff-position at which each clef places C: (alto treble tenor soprano baritone mezzosoprano bass). If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff-position.

shorten-pair (pair of numbers)
The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

shortest-duration-space (number)
Start with this multiple of spacing-increment space for the shortest duration. 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.

simple-Y (boolean)
Should the Y placement of a spanner disregard changes in system heights?

size (number)
The ratio of the size of the object to its default size.

skip-quanting (boolean)
Should beam quanting be skipped?

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.

snap-radius (number)
The maximum distance between two objects that will cause them to snap to alignment along an axis.

space-alist (list)
An alist that specifies distances from this grob to other breakable items, using the format:

'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)

Standard choices for break-align-symbol are listed in Section “break-alignment-interface” in Internals Reference. Additionally, three special break-align symbols available to space-alist are:

  first-note
  used when the grob is just left of the first note on a line

  next-note
  used when the grob is just left of any other note; if not set, the value of first-note gets used
right-edge
used when the grob is the last item on the line (only compatible with the extra-space spacing style)

Choices for spacing-style are:

extra-space
Put this much space between the two grobs. The space is stretchable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

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 (dimension, in staff space)
The unit of length for note-spacing. 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)

spanner-id (index or symbol)
An identifier to distinguish concurrent spanners.

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-begin-position (number)
User override for the begin position of a stem.
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)
Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e. the visual output is not influenced by changes to Staff.StaffSymbol.thickness).

thickness (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve’s outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e. the visual output is influenced by changes to Staff.StaffSymbol.thickness).

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 centered on the note head (the default position of most scripts); 1.0 means centered on the stem. Interpolated values are possible.
toward-stem-shift-in-column (number)
Amount by which a script is shifted toward the stem if its direction coincides with the stem direction and it is associated with a ScriptColumn object. 0.0 means centered on the note head (the default position of most scripts); 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 natural separation based on durations. This looks better in complex polyphonic patterns.

usable-duration-logs (list)
List of duration-logs that can be used in typesetting the grob.

use-skylines (boolean)
Should skylines be used for side positioning?

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.

voiced-position (number)
The staff-position of a voiced Rest, negative if the rest has direction DOWN.

when (moment)
Global time step associated with this column.

whiteout (boolean-or-number)
If a number or true, the grob is printed over a white background to white-out underlying material, if the grob is visible. A number indicates how far the white background extends beyond the bounding box of the grob as a multiple of the staff-line thickness. The LyricHyphen grob uses a special implementation of whiteout: A positive number indicates how far the white background extends beyond the bounding box in multiples of line-thickness. The shape of the background is determined by whiteout-style. Usually #f by default.

whiteout-style (symbol)
Determines the shape of the whiteout background. Available are 'outline, 'rounded-box, and the default 'box. There is one exception: Use 'special for LyricHyphen.

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-align-on-main-noteheads (boolean)
If true, this grob will ignore suspended noteheads when aligning itself on NoteColumn.

X-extent (pair of numbers)
Extent (size) in the X direction, measured in staff-space units, relative to object’s reference point.

X-offset (number)
The horizontal amount that this object is moved relative to its X-parent.
X-positions (pair of numbers)
  Pair of X staff coordinates of a spanner in the form (left . right), where both left and right are in staff-space units of the current staff.

Y-extent (pair of numbers)
  Extent (size) in the Y direction, measured in staff-space units, relative to object’s reference point.

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.

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.

bars (array of grobs)
  An array of bar line pointers.
beam (graphical (layout) object)
   A pointer to the beam, if applicable.
beam-segments (list)
   Internal representation of beam segments.
begin-of-line-visible (boolean)
   Set to make ChordName or FretBoard be visible only at beginning of line or at chord changes.
bound-alignment-interfaces (list)
   Interfaces to be used for positioning elements that align with a column.
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.
bracket-text (graphical (layout) object)
   The text for an analysis bracket.
c0-position (integer)
   An integer indicating the position of middle C.
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.
concurrent-hairpins (array of grobs)
   All concurrent hairpins.
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)
   True for grobs whose Y-extent depends on inter-staff spacing. The extent is measured relative to the grobs's parent staff (more generally, its VerticalAxisGroup) so this boolean flags grobs that are not rigidly fixed to their parent staff. Beams that join notes from two staves are cross-staff. Grobs that are positioned around such beams are also cross-staff. Grobs that are grouping objects, however, like VerticalAxisGroups will not in general be marked cross-staff when some of the members of the group are cross-staff.
delta-position (number)
   The vertical position difference.
deminitum (boolean)
   Is this neume diminished?

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.

flag (graphical (layout) object)
   A pointer to a Flag object.

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 staff-space units).

font (font metric)
   A cached font metric object.

footnote-stencil (stencil)
   The stencil of a system’s footnotes.

footnotes-after-line-breaking (array of grobs)
   Footnote grobs of a broken system.

footnotes-before-line-breaking (array of grobs)
   Footnote grobs of a whole system.

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.

has-span-bar (pair)
   A pair of grobs containing the span bars to be drawn below and above the staff. If
   no span bar is in a position, the respective element is set to #f.
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.

in-note-direction (direction)
Direction to place in-notes above a system.

in-note-padding (number)
Padding between in-notes.

in-note-stencil (stencil)
The stencil of a system’s in-notes.

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)
Grobs organized on the left by a spacing object.

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?

make-dead-when (array of grobs)
An array of other VerticalAxisGroups. If any of them are alive, then we will turn dead.

maybe-loose (boolean)
Used to mark a breakable column that is loose if and only if it is in the middle of a line.

melody-spanner (graphical (layout) object)
The MelodyItem object for a stem.

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).

minimum-translations-alist (list)
   An list of translations for a given start and end point.

neighbors (array of grobs)
   The X-axis neighbors of a grob. Used by the pure-from-neighbor-interface to determine various grob heights.

normal-stems (array of grobs)
   An array of visible stems.

note-collision (graphical (layout) object)
   The NoteCollision object of a dot column.

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.

numbering-assertion-function (any type)
   The function used to assert that footnotes are receiving correct automatic numbers.

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 quanting.
quilisma (boolean)
   Is this neume a quilisma?
rest (graphical (layout) object)
   A pointer to a Rest object.
rest-collision (graphical (layout) object)
   A rest collision that a rest is in.
rests (array of grobs)
   An array of rest objects.
right-items (array of grobs)
   Grobs organized on the right by a spacing object.
right-neighbor (graphical (layout) object)
   See left-neighbor.
script-column (graphical (layout) object)
   A ScriptColumn associated with a Script object.
script-stencil (pair)
   A pair (type . arg) which acts as an index for looking up a Stencil object.
scripts (array of grobs)
   An array of Script objects.
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.
space-increment (dimension, in staff space)
   The amount by which the total duration of a multimeasure rest affects horizontal spacing. Each doubling of the duration adds space-increment to the length of the bar.
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-broken (boolean)
   Indicates whether spanner alignment should be broken after the current 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.

stropha (boolean)
Is this neume a stropha?

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.

ties (array of grobs)
A grob array of Tie objects.

tremolo-flag (graphical (layout) object)
The tremolo object on a stem.

tuplet-number (graphical (layout) object)
The number for a bracket.

tuplet-start (boolean)
Is stem at the start of a tuplet?

tuplets (array of grobs)
An array of smaller tuplet brackets.

vertical-alignment (graphical (layout) object)
The VerticalAlignment in a System.

vertical-skyline-elements (array of grobs)
An array of grobs used to create vertical skylines.

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 callback disp cl
   [Function]
   Add the single-argument procedure callback as listener to the dispatcher disp. Whenever
disp hears an event of class cl, it calls callback with it.

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:angle x y
   [Function]
   Calculates angle in degrees of given vector. With one argument, x is a number pair indicating
   the vector. With two arguments, x and y specify the respective coordinates.

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:basic-progress str rest
   [Function]
   A Scheme callable function to issue a basic progress message str. The message is formatted
   with format and rest.

ly:beam-score-count
   [Function]
   count number of beam scores.

ly:book? x
   [Function]
   Is x a Book object?

   [Function]

ly:book-add-score! book-smob score
   [Function]
   Add score to book-smob score list.

   [Function]
Return header in book.

Return paper in book.

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).

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
Return scores in book.

Set the book header.

ly:box? x
Is x a Box object?

ly:bp num
num bigpoints (1/72th inch).

ly:bracket a iv t p
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
Send the stream event ev to the dispatcher disp.

ly:camel-case->lisp-identifier name-sym
Convert FooBar_Bla to foo-bar-bla style symbol.

ly:chain-assoc-get key achain default-value strict-checking
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:check-expected-warnings
Check whether all expected warnings have really been triggered.

ly:cm num
num cm.

ly:command-line-code
The Scheme code specified on command-line with -e.

ly:command-line-options
The Scheme options specified on command-line with -d.

ly:connect-dispatchers to from
Make the dispatcher to listen to events from from.
ly:context? x
Is x a Context object?

ly:context-current-moment context
Return the current moment of context.

ly:context-def? x
Is x a Context_def object?

ly:context-def-lookup def sym val
Return the value of sym in context definition def (e.g., \Voice). If no value is found, return val or '()' if val is undefined. sym can be any of 'default-child', 'consists', 'description', 'aliases', 'accepts', 'property-ops', 'context-name', 'group-type'.

ly:context-def-modify def mod
Return the result of applying the context-mod mod to the context definition def. Does not change def.

ly:context-event-source context
Return event-source of context context.

ly:context-events-below context
Return a stream-distributor that distributes all events from context and all its subcontexts.

ly:context-find context name
Find a parent of context that has name or alias name. Return #f if not found.

ly:context-grob-definition context name
Return the definition of name (a symbol) within context as an alist.

ly:context-id context
Return the ID string of context, i.e., for \context Voice = "one" ... return the string one.

ly:context-matched-pop-property context grob cell
This undoes a particular \override, \once \override or \once \revert when given the specific alist pair to undo.

ly:context-mod? x
Is x a Context_mod object?

ly:context-mod-apply! context mod
Apply the context modification mod to context.

ly:context-name context
Return the name of context, i.e., for \context Voice = "one" ... return the symbol Voice.

ly:context-now context
Return now-moment of context context.

ly:context-parent context
Return the parent of context, #f if none.

ly:context-property context sym def
Return the value for property sym in context. If def is given, and property value is '()', return def.
**ly:context-property-where-defined** context name

Return the context above context where name is defined.

**ly:context-pushpop-property** context grob eltprop val

Do \temporary \override or \revert operation in context. The grob definition grob is extended with eltprop (if val is specified) or reverted (if unspecified).

**ly:context-set-property!** context name val

Set value of property name in context context to val.

**ly:context-unset-property** context name

Unset value of property name in context context.

**ly:debug** str rest

A Scheme callable function to issue a debug message str. The message is formatted with format and rest.

**ly:default-scale**

Get the global default scale.

**ly:dimension?** d

Return d as a number. Used to distinguish length variables from normal numbers.

**ly:dir?** s

Is s a direction? Valid directions are -1, 0, or 1, where -1 represents left or down, 1 represents right or up, and 0 represents a neutral direction.

**ly:directed** direction magnitude

Calculates an (x, y) pair with optional magnitude (defaulting to 1.0) and direction specified either as an angle in degrees or a coordinate pair giving the direction. If magnitude is a pair, the respective coordinates are scaled independently, useful for ellipse drawings.

**ly:disconnect-dispatchers** to from

Stop the dispatcher to listening to events from from.

**ly:dispatcher?** x

Is x a Dispatcher object?

**ly:duration?** x

Is x a Duration object?

**ly:duration<?** p1 p2

Is p1 shorter than p2?

**ly:duration->string** dur

Convert dur to a string.

**ly:duration-dot-count** dur

Extract the dot count from dur.

**ly:duration-factor** dur

Extract the compression factor from dur. Return it as a pair.

**ly:duration-length** dur

The length of the duration as a moment.

**ly:duration-log** dur

Extract the duration log from dur.
ly:duration-scale dur

Extract the compression factor from dur. Return it as a rational.

ly:effective-prefix

Return effective prefix.

ly:encode-string-for-pdf str

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).

ly:engraver-announce-end-grob engraver grob cause

Announce the end of a grob (i.e., the end of a spanner) originating from given engraver instance, with grob being a grob. cause should either be another grob or a music event.

ly:engraver-make-grob engraver grob-name cause

Create a grob originating from given engraver instance, with given grob-name, a symbol. cause should either be another grob or a music event.

ly:error str rest

A Scheme callable function to issue the error str. The error is formatted with format and rest.

ly:event? obj

Is obj a proper (non-rhythmic) event object?

ly:event-deep-copy m

Copy m and all sub expressions of m.

ly:event-property sev sym val

Get the property sym of stream event sev. If sym is undefined, return val or '() if val is not specified.

ly:event-set-property! ev sym val

Set property sym in event ev to val.

ly:expand-environment str

Expand $VAR and ${VAR} in str.

ly:expect-warning str rest

A Scheme callable function to register a warning to be expected and subsequently suppressed. If the warning is not encountered, a warning about the missing warning will be shown. The message should be translated with (_ ...) and changing parameters given after the format string.

ly:find-file name

Return the absolute file name of name, or #f if not found.

ly:font-config-add-directory dir

Add directory dir to FontConfig.

ly:font-config-add-font font

Add font font to FontConfig.

ly:font-config-display-fonts

Dump a list of all fonts visible to FontConfig.

ly:font-config-get-font-file name

Get the file for font name.
**ly:font-design-size font**  
Given the font metric `font`, return the design size, relative to the current output-scale.

**ly:font-file-name font**  
Given the font metric `font`, return the corresponding file name.

**ly:font-get-glyph font name**  
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**  
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**  
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**  
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**  
Given the font metric `font`, return the magnification, relative to the current output-scale.

**ly:font-metric? x**  
Is `x` a Font_metric object?

**ly:font-name font**  
Given the font metric `font`, return the corresponding name.

**ly:font-sub-fonts font**  
Given the font metric `font` of an OpenType font, return the names of the subfonts within `font`.

**ly:format str rest**  
LilyPond specific format, supporting \~a and \~[0-9]f. Basic support for \~s is also provided.

**ly:format-output context**  
Given a global context in its final state, process it and return the Music_output object in its final state.

**ly:generic-bound-extent grob common**  
Determine the extent of `grob` relative to `common` along the X axis, finding its extent as a bound when it a has bound-alignment-interfaces property list set and otherwise the full extent.
**ly:get-all-function-documentation**  
Get a hash table with all LilyPond Scheme extension functions.

**ly:get-all-translators**  
Return a list of all translator objects that may be instantiated.

**ly:get-cff-offset font-file-name idx**  
Get the offset of 'CFF' table for font-file-name, returning it as an integer. The optional idx argument is useful for OpenType/CFF collections (OTC) only; it specifies the font index within the OTC. The default value of idx is 0.

**ly:get-context-mods contextmod**  
Returns the list of context modifications stored in contextmod.

**ly:get-font-format font-file-name idx**  
Get the font format for font-file-name, returning it as a symbol. The optional idx argument is useful for TrueType Collections (TTC) and OpenType/CFF collections (OTC) only; it specifies the font index within the TTC/OTC. The default value of idx is 0.

**ly:get-option var**  
Get a global option setting.

**ly:get-spacing-spec from-scm to-scm**  
Return the spacing spec going between the two given grobs, from-scm and to-scm.

**ly:get-undead undead**  
Get back object from undead.

**ly:gettext original**  
A Scheme wrapper function for gettext.

**ly:grob? x**  
Is x a Grob object?

**ly:grob-alist-chain grob global**  
Get an alist chain for grob grob, with global as the global default. If unspecified, font-defaults from the layout block is taken.

**ly:grob-array? x**  
Is x a Grob_array object?

**ly:grob-array->list grob-arr**  
Return the elements of grob-arr as a Scheme list.

**ly:grob-array-length grob-arr**  
Return the length of grob-arr.

**ly:grob-array-ref grob-arr index**  
Retrieve the indexth element of grob-arr.

**ly:grob-basic-properties grob**  
Get the immutable properties of grob.

**ly:grob-chain-callback grob proc sym**  
Find the callback that is stored as property sym of grob grob and chain proc to the head of this, meaning that it is called using grob and the previous callback’s result.
ly:grob-common-refpoint  grob other axis
Find the common refpoint of grob and other for axis.

ly:grob-common-refpoint-of-array  grob others axis
Find the common refpoint of grob and others (a grob-array) for axis.

ly:grob-default-font  grob
Return the default font for grob grob.

ly:grob-extent  grob refp axis
Get the extent in axis direction of grob relative to the grob refp.

ly:grob-get-vertical-axis-group-index  grob
Get the index of the vertical axis group the grob grob belongs to; return -1 if none is found.

ly:grob-interfaces  grob
Return the interfaces list of grob grob.

ly:grob-layout  grob
Get \layout definition from grob grob.

ly:grob-object  grob sym
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
Return the unbroken original grob of grob.

ly:grob-parent  grob axis
Get the parent of grob. axis is 0 for the X-axis, 1 for the Y-axis.

ly:grob-pq<?  a b
Compare two grob priority queue entries. This is an internal function.

ly:grob-properties  grob
Get the mutable properties of grob.

ly:grob-properties?  x
Is x a Grob_properties object?

ly:grob-property  grob sym val
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
Return the value for property sym of grob, but do not process callbacks.

ly:grob-pure-height  grob refp beg end val
Return the pure height of grob given refpoint refp. If no value is found, return val or '()' if val is not specified.

ly:grob-pure-property  grob sym beg end val
Return the pure value for property sym of grob. If no value is found, return val or '()' if val is not specified.

ly:grob-relative-coordinate  grob refp axis
Get the coordinate in axis direction of grob relative to the grob refp.
ly:grob-robust-relative-extent  grob  refp  axis
  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
  Compare two grobs by script priority. For internal use.

ly:grob-set-nested-property!  grob  symlist  val
  Set nested property symlist in grob grob to value val.

ly:grob-set-object!  grob  sym  val
  Set sym in grob grob to value val.

ly:grob-set-parent!  grob  axis  parent-grob
  Set parent-grob the parent of grob grob in axis axis.

ly:grob-set-property!  grob  sym  val
  Set sym in grob grob to value val.

ly:grob-spanned-rank-interval  grob
  Returns a pair with the rank of the furthest left column and the rank of the furthest right
  column spanned by grob.

ly:grob-staff-position  sg
  Return the Y-position of sg relative to the staff.

ly:grob-suicide!  grob
  Kill grob.

ly:grob-system  grob
  Return the system grob of grob.

ly:grob-translate-axis!  grob  d  a
  Translate grob on axis a over distance d.

ly:groblvertical<?  a  b
  Does a lie above b on the page?

ly:gulp-file  name  size
  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:has-glyph-names?  font-file-name  idx
  Does the font for font_file_name have glyph names? The optional idx argument is useful for
  TrueType Collections (TTC) and OpenType/CFF collections (OTC) only; it specifies the
  font index within the TTC/OTC. The default value of idx is 0.

ly:hash-table-keys  tab
  Return a list of keys in tab.

ly:inch  num
  num inches.

ly:input-both-locations  sip
  Return input location in sip as (file-name first-line first-column last-line last-column).

ly:input-file-line-char-column  sip
  Return input location in sip as (file-name line char column).

ly:has-glyph-names?  font-file-name  idx
ly:input-location? x
   Is x a Input object? [Function]

ly:input-message sip msg rest
   Print msg as a GNU compliant error message, pointing to the location in sip. msg is interpreted similar to format's argument, using rest. [Function]

ly:input-warning sip msg rest
   Print msg as a GNU compliant warning message, pointing to the location in sip. msg is interpreted similar to format's argument, using rest. [Function]

ly:interpret-music-expression mus ctx
   Interpret the music expression mus in the global context ctx. The context is returned in its final state. [Function]

ly:interpret-stencil-expression expr func arg1 offset
   Parse expr, feed bits to func with first arg arg1 having offset offset. [Function]

ly:intlog2 d
   The 2-logarithm of 1/d. [Function]

ly:item? g
   Is g an Item object? [Function]

ly:item-break-dir it
   The break status direction of item it. -1 means end of line, 0 unbroken, and 1 beginning of line. [Function]

ly:item-get-column it
   Return the PaperColumn or NonMusicalPaperColumn associated with this Item. [Function]

ly:iterator? x
   Is x a Music_iterator object? [Function]

ly:length x y
   Calculates magnitude of given vector. With one argument, x is a number pair indicating the vector. With two arguments, x and y specify the respective coordinates. [Function]

ly:lexer-keywords lexer
   Return a list of (KEY . CODE) pairs, signifying the LilyPond reserved words list. [Function]

ly:lily-lexer? x
   Is x a Lily Lexer object? [Function]

ly:lily-parser? x
   Is x a Lily Parser object? [Function]

ly:line-interface::line grob startx starty endx endy
   Make a line using layout information from grob grob. [Function]

ly:listened-event-class? disp cl
   Does disp listen to any event type in the list cl? [Function]

ly:listened-event-types disp
   Return a list of all event types that disp listens to. [Function]

ly:listener? x
   Is x a Listener object? [Function]
ly:make-book  paper header scores
Make a \book of paper and header (which may be #f as well) containing \scores.

ly:make-book-part  scores
Make a \bookpart containing \scores.

ly:make-context-mod  mod-list
Creates a context modification, optionally initialized via the list of modifications mod-list.

ly:make-dispatcher
Return a newly created dispatcher.

ly:make-duration  length dotcount num den
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 integers num and den, alternatively by a single rational number.

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
Set up a global interpretation context, using the output block output-def. The context is returned.

ly:make-global-translator  global
Create a translator group and connect it to the global context global. The translator group is returned.

ly:make-grob-properties  alist
This packages the given property list alist in a grob property container stored in a context property with the name of a grob.

ly:make-moment  m g gn gd
Create the moment with rational main timing m, and optional grace timing g.

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.

For compatibility reasons, it is possible to write two numbers specifying numerator and denominator instead of the rationals. These forms cannot be mixed, and the two-argument form is disambiguated by the sign of the second argument: if it is positive, it can only be a denominator and not a grace timing.

ly:make-music  props
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
Make a function to process music, to be used for the parser. func is the function, and signature describes its arguments. signature’s cdr is a list containing either ly:music? predicates or other type predicates. Its car is the syntax function to call.

ly:make-music-relative!  music pitch
Make music relative to pitch, return final pitch.
ly:make-output-def
Make an output definition.

ly:make-page-label-marker label
Return page marker with label label.

ly:make-page-permission-marker symbol permission
Return page marker with page breaking and turning permissions.

ly:make-pango-description-string chain size
Make a PangoFontDescription string for the property alist chain at size.

ly:make-paper-outputter port format
Create an outputter that evaluates within output-format, writing to port.

ly:make-pitch octave note alter
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. Optional alter is a rational number of 200-cent whole tones for alteration.

ly:make-prob type init rest
Create a Prob object.

ly:make-scale steps
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
Return score with music encapsulated in it.

ly:make-spring ideal min-dist
Make a spring. ideal is the ideal distance of the spring, and min-dist is the minimum distance.

ly:make-stencil expr xext yext
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 empty-interval as its value), it is taken to be empty.

ly:make-stream-event cl proplist
Create a stream event of class cl with the given mutable property list.

ly:make-undead object
This packages object in a manner that keeps it from triggering "Parsed object should be
dead" messages.

ly:make-unpure-pure-container unpure pure
Make an unpure-pure container. unpure should be an unpure expression, and pure should
be a pure expression. If pure is omitted, the value of unpure will be used twice, except that
a callback is given two extra arguments that are ignored for the sake of pure calculations.

ly:message str rest
A Scheme callable function to issue the message str. The message is formatted with format
and rest.
ly:minimal-breaking pb
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

num mm.

ly:module->alist mod
Dump the contents of module mod as an alist.

ly:module-copy dest src
Copy all bindings from module src into dest.

ly:modules-lookup modules sym def
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
Is x a Moment object?

ly:moment<? a b
Compare two moments.

ly:moment-add a b
Add two moments.

ly:moment-div a b
Divide two moments.

ly:moment-grace mom
Extract grace timing as a rational number from mom.

ly:moment-grace-denominator mom
Extract denominator from grace timing.

ly:moment-grace-numerator mom
Extract numerator from grace timing.

ly:moment-main mom
Extract main timing as a rational number from mom.

ly:moment-main-denominator mom
Extract denominator from main timing.

ly:moment-main-numerator mom
Extract numerator from main timing.

ly:moment-mod a b
Modulo of two moments.

ly:moment-mul a b
Multiply two moments.

ly:moment-sub a b
Subtract two moments.

ly:music? obj
Is obj a music object?
ly:music-compress \textit{m} \textit{factor}
Compress music object \textit{m} by moment \textit{factor}.

ly:music-deep-copy \textit{m} \textit{origin}
Copy \textit{m} and all sub expressions of \textit{m}. \textit{m} may be an arbitrary type; cons cells and music are copied recursively. If \textit{origin} is given, it is used as the origin for one level of music by calling \textit{ly:}set-origin! on the copy.

ly:music-duration-compress \textit{mus} \textit{fact}
Compress \textit{mus} by factor \textit{fact}, which is a Moment.

ly:music-duration-length \textit{mus}
Extract the duration field from \textit{mus} and return the length.

ly:music-function? \textit{x}
Is \textit{x} a Music\_function object?

ly:music-function-extract \textit{x}
Return the Scheme function inside \textit{x}.

ly:music-function-signature \textit{x}
Return the function signature inside \textit{x}.

ly:music-length \textit{mus}
Get the length of music expression \textit{mus} and return it as a Moment object.

ly:music-list? \textit{lst}
Is \textit{lst} a list of music objects?

ly:music-mutable-properties \textit{mus}
Return an alist containing the mutable properties of \textit{mus}. The immutable properties are not available, since they are constant and initialized by the make-music function.

ly:music-output? \textit{x}
Is \textit{x} a Music\_output object?

ly:music-property \textit{mus} \textit{sym} \textit{val}
Return the value for property \textit{sym} of music expression \textit{mus}. If no value is found, return \textit{val} or \textit{'}() if \textit{val} is not specified.

ly:music-set-property! \textit{mus} \textit{sym} \textit{val}
Set property \textit{sym} in music expression \textit{mus} to \textit{val}.

ly:music-transpose \textit{m} \textit{p}
Transpose \textit{m} such that central C is mapped to \textit{p}. Return \textit{m}.

ly:note-column-accidentals \textit{note-column}
Return the AccidentalPlacement grob from \textit{note-column} if any, or SCM\_EOL otherwise.

ly:note-column-dot-column \textit{note-column}
Return the DotColumn grob from \textit{note-column} if any, or SCM\_EOL otherwise.

ly:note-head::stem-attachment \textit{font-metric} \textit{glyph-name}
Get attachment in \textit{font-metric} for attaching a stem to notehead \textit{glyph-name}.

ly:number->string \textit{s}
Convert \textit{s} to a string without generating many decimals.
ly:one-line-auto-height-breaking \texttt{pb}

[Function]
Put each score on a single line, and put each line on its own page. Modify the paper-width setting so that every page is wider than the widest line. Modify the paper-height setting to fit the height of the tallest line.

ly:one-line-breaking \texttt{pb}

[Function]
Put each score on a single line, and put each line on its own page. Modify the paper-width setting so that every page is wider than the widest line.

ly:one-page-breaking \texttt{pb}

[Function]
Put each score on a single page. The paper-height settings are modified so each score fits on one page, and the height of the page matches the height of the full score.

ly:optimal-breaking \texttt{pb}

[Function]
Optimally break (pages and lines) the \texttt{Paper_book} object \texttt{pb} to minimize badness in both vertical and horizontal spacing.

ly:option-usage \texttt{port}

[Function]
Print \texttt{ly:set-option usage}. Optional \texttt{port} argument for the destination defaults to current output port.

ly:otf->cff \texttt{otf-file-name idx}

[Function]
Convert the contents of an OTF file to a CFF file, returning it as a string. The optional \texttt{idx} argument is useful for OpenType/CFF collections (OTC) only; it specifies the font index within the OTC. The default value of \texttt{idx} is 0.

ly:otf-font? \texttt{font}

[Function]
Is \texttt{font} an OpenType font?

ly:otf-font-glyph-info \texttt{font glyph}

[Function]
Given the font metric \texttt{font} of an OpenType font, return the information about named glyph \texttt{glyph} (a string).

ly:otf-font-table-data \texttt{font tag}

[Function]
Extract a table \texttt{tag} from \texttt{font}. Return empty string for non-existent \texttt{tag}.

ly:otf-glyph-count \texttt{font}

[Function]
Return the number of glyphs in \texttt{font}.

ly:otf-glyph-list \texttt{font}

[Function]
Return a list of glyph names for \texttt{font}.

ly:output-def? \texttt{x}

[Function]
Is \texttt{x} a \texttt{Output_def} object?

ly:output-def-clone \texttt{def}

[Function]
Clone output definition \texttt{def}.

ly:output-def-lookup \texttt{def sym val}

[Function]
Return the value of \texttt{sym} in output definition \texttt{def} (e.g., \texttt{\paper}). If no value is found, return \texttt{val} or \texttt{\{\}} if \texttt{val} is undefined.

ly:output-def-parent \texttt{def}

[Function]
Return the parent output definition of \texttt{def}.

ly:output-def-scope \texttt{def}

[Function]
Return the variable \texttt{scope} inside \texttt{def}.
**ly:output-def-set-variable!**  
*def sym val*  
Set an output definition *def* variable `sym` to `val`.

**ly:output-description**  
*output-def*  
Return the description of translators in `output-def`.

**ly:output-find-context-def**  
*output-def context-name*  
Return an alist of all context defs (matching `context-name` if given) in `output-def`.

**ly:output-formats**  
Formats passed to `--format` as a list of strings, used for the output.

**ly:outputter-close**  
*outputter*  
Close port of `outputter`.

**ly:outputter-dump-stencil**  
*outputter stencil*  
Dump stencil `expr` onto `outputter`.

**ly:outputter-dump-string**  
*outputter str*  
Dump `str` onto `outputter`.

**ly:outputter-module**  
*outputter*  
Return output module of `outputter`.

**ly:outputter-output-scheme**  
*outputter expr*  
Eval `expr` in module of `outputter`.

**ly:outputter-port**  
*outputter*  
Return output port for `outputter`.

**ly:page-marker?**  
*x*  
Is `x` a Page_marker object?

**ly:page-turn-breaking**  
*pb*  
Optimally break (pages and lines) the Paper_book object `pb` such that page turns only happen in specified places, returning its pages.

**ly:pango-font?**  
*f*  
Is `f` a pango font?

**ly:pango-font-physical-fonts**  
*f*  
Return alist of `(ps-name file-name font-index)` lists for Pango font `f`.

**ly:paper-book?**  
*x*  
Is `x` a Paper_book object?

**ly:paper-book-header**  
*pb*  
Return the header definition (`\header`) in Paper_book object `pb`.

**ly:paper-book-pages**  
*pb*  

**ly:paper-book-paper**  
*pb*  
Return the paper output definition (`\paper`) in Paper_book object `pb`.

**ly:paper-book-performances**  
*pb*  
ly:paper-book-scopes \( pb \)
Return scopes in Paper_book object \( pb \).

ly:paper-book-systems \( pb \)
Return systems in Paper_book object \( pb \).

ly:paper-column::break-align-width \( col \) \( align\-syms \)
Determine the extent along the X-axis of a grob used for break-alignment organized by column \( col \). The grob is specified by \( align\-syms \), which contains either a single break-align-symbol or a list of such symbols.

ly:paper-column::print
Optional stencil for PaperColumn or NonMusicalPaperColumn. Draws the rank number of each column, its moment in time, a blue arrow showing the ideal distance, and a red arrow showing the minimum distance between columns.

ly:paper-fonts \( def \)
Return a list containing the fonts from output definition \( def \) (e.g., \( \textbackslash \text{paper} \)).

ly:paper-get-font \( def \) \( chain \)
Find a font metric in output definition \( def \) satisfying the font-qualifiers in alist \( chain \), and return it. (An alist chain is a list of alists, containing grob properties.)

ly:paper-get-number \( def \) \( sym \)
Return the value of variable \( sym \) in output definition \( def \) as a double.

ly:paper-outputscale \( def \)
Return the output-scale for output definition \( def \).

ly:paper-score-paper-systems \( paper\-score \)
Return vector of paper_system objects from \( paper\-score \).

ly:paper-system? \( obj \)
Is \( obj \) a C++ Prob object of type paper-system?

ly:paper-system-minimum-distance \( sys1 \) \( sys2 \)
Measure the minimum distance between these two paper-systems, using their stored skylines if possible and falling back to their extents otherwise.

ly:parse-file \( name \)
Parse a single \texttt{.ly} file. Upon failure, throw \texttt{ly-file-failed} key.

ly:parse-string-expression \( parser\-smob \) \( ly\-code \) \( filename \) \( line \)
Parse the string \texttt{ly-code} with \texttt{parser-smob}. Return the contained music expression. \texttt{filename} and \texttt{line} are optional source indicators.

ly:parsed-undead-list!
Return the list of objects that have been found live that should have been dead, and clear that list.

ly:parser-clear-error \( parser \)
Clear error flag for \( parser \), defaulting to current parser.

ly:parser-clone \( closures \) \( location \)
Return a clone of current parser. An association list of port positions to closures can be specified in \( closures \) in order to have \$ and \# interpreted in their original lexical environment. If \( location \) is a valid location, it becomes the source of all music expressions inside.
ly:parser-define! symbol val
   Bind symbol to val in current parser’s module.

ly:parser-error msg input
   Display an error message and make current parser fail. Without a current parser, trigger an ordinary error.

ly:parser-has-error? parser
   Does parser (defaulting to current parser) have an error flag?

ly:parser-include-string ly-code
   Include the string ly-code into the input stream for current parser. Can only be used in immediate Scheme expressions ($ instead of #).

ly:parser-lexer parser
   Return the lexer for parser, defaulting to current parser

ly:parser-lookup symbol
   Look up symbol in current parser’s module. Return ’() if not defined.

ly:parser-output-name parser
   Return the base name of the output file. If parser is left off, use currently active parser.

ly:parser-parse-string parser-smob ly-code
   Parse the string ly-code with parser-smob. Upon failure, throw ly-file-failed key.

ly:parser-set-note-names names
   Replace current note names in parser. names is an alist of symbols. This only has effect if the current mode is notes.

ly:performance-header performance
   Return header of performance.

ly:performance-set-header! performance module
   Set the performance header.

ly:performance-write performance filename name
   Write performance to filename storing name as the name of the performance in the file metadata.

ly:pitch? x
   Is x a Pitch object?

ly:pitch<? p1 p2
   Is p1 lexicographically smaller than p2?

ly:pitch-alteration pp
   Extract the alteration from pitch pp.

ly:pitch-diff pitch root
   Return pitch delta such that root transposed by delta equals pitch.

ly:pitch-negate p
   Negate p.

ly:pitch-notename pp
   Extract the note name from pitch pp.
ly:pitch-octave pp
   Extract the octave from pitch pp.

ly:pitch-quartertones pp
   Calculate the number of quarter tones of pp from middle C.

ly:pitch-semitones pp
   Calculate the number of semitones of pp from middle C.

ly:pitch-steps p
   Number of steps counted from middle C of the pitch p.

ly:pitch-tones pp
   Calculate the number of tones of pp from middle C as a rational number.

ly:pitch-transpose p delta
   Transpose p by the amount delta, where delta is relative to middle C.

ly:pointer-group-interface::add-grob grob sym grob-element
   Add grob-element to grob's sym grob array.

ly:position-on-line? sg spos
   Return whether spos is on a line of the staff associated with the grob sg (even on an extender line).

ly:prob? x
   Is x a Prob object?

ly:prob-immutable-properties prob
   Retrieve an alist of immutable properties.

ly:prob-mutable-properties prob
   Retrieve an alist of mutable properties.

ly:prob-property prob sym val
   Return the value for property sym of Prob object prob. If no value is found, return val or '()' if val is not specified.

ly:prob-property? obj sym
   Is boolean prop sym of sym set?

ly:prob-set-property! obj sym value
   Set property sym of obj to value.

ly:prob-type? obj type
   Is obj the specified prob-type?

ly:programming-error str rest
   A Scheme callable function to issue the internal warning str. The message is formatted with format and rest.

ly:progress str rest
   A Scheme callable function to print progress str. The message is formatted with format and rest.

ly:property-lookup-stats sym
   Return hash table with a property access corresponding to sym. Choices are prob, grob, and context.
ly:protects
Return hash of protected objects.

ly:pt num
num printer points.

ly:pur"e-call data grob start end rest
Convert property data (unpure-pure container or procedure) to value in a pure context defined by grob, start, end, and possibly rest arguments.

ly:register-stencil-expression symbol
Add symbol as head of a stencil expression.

ly:register-translator creator name description
Register a translator creator (usually a descriptive alist or a function/closure returning one when given a context argument) with the given symbol name and the given description alist.

ly:relative-group-extent elements common axis
Determine the extent of elements relative to common in the axis direction.

ly:reset-all-fonts
Forget all about previously loaded fonts.

ly:round-filled-box xext yext blot
Make a Stencil object that prints a black box of dimensions xext, yext and roundness blot.

ly:round-filled-polygon points blot extroversion
Make a Stencil object that prints a black polygon with corners at the points defined by points (list of coordinate pairs) and roundness blot. Optional extroversion shifts the outline outward, with the default of -1.0 keeping the outer boundary of the outline just inside of the polygon.

ly:run-translator mus output-def
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 to uniquely identify the score block containing it.

ly:score? x
Is x a Score object?

ly:score-add-output-def! score def
Add an output definition def to score.

ly:score-embedded-format score layout
Run score through layout (an output definition) scaled to correct output-scale already, returning a list of layout-lines.

ly:score-error? score
Was there an error in the score?

ly:score-header score
Return score header.

ly:score-music score
Return score music.
ly:score-output-defs score
   All output definitions in a score.

ly:score-set-header! score module
   Set the score header.

ly:separation-item::print
   Optional stencil for PaperColumn or NonMusicalPaperColumn. Draws the horizontal-skylines of each PaperColumn, showing the shapes used to determine the minimum distances between PaperColumns at the note-spacing step, before staves have been spaced (vertically) on the page.

ly:set-default-scale scale
   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
   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
   Set the middleCPosition variable in context based on the variables middleCClefPosition and middleCOffset.

ly:set-option var val
   Set a program option.

ly:set-origin! m origin
   This sets the origin given in origin to m. m will typically be a music expression or a list of music. List structures are searched recursively, but recursion stops at the changed music expressions themselves. origin is generally of type ly:input-location?, defaulting to (+*location*). Other valid values for origin are a music expression which is then used as the source of location information, or #f or '()' in which case no action is performed. The return value is m itself.

ly:set-property-cache-callback cb
   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:skyline? x
   Is x a Skyline object?

ly:skyline-empty? sky
   Return whether sky is empty.

ly:skyline-pair? x
   Is x a Skyline_pair object?

ly:slur-score-count
   count number of slur scores.
**ly:smob-protects**
Return LilyPond’s internal smob protection list.

**ly:solve-spring-rod-problem**  
`springs rods length ragged`  
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`  
Is `x` a `Source_file` object?

**ly:source-files**  
`parser-smob`  
A list of LilyPond files being processed; a PARSER may optionally be specified.

**ly:spanner?**  
`g`  
Is `g` a spanner object?

**ly:spanner-bound**  
`spanner dir`  
Get one of the bounds of `spanner`. `dir` is `-1` for left, and `1` for right.

**ly:spanner-broken-into**  
`spanner`  
Return broken-into list for `spanner`.

**ly:spanner-set-bound!**  
`spanner dir item`  
Set grob `item` as bound in direction `dir` for `spanner`.

**ly:spawn**  
`command rest`  
Simple interface to gspawn sync str. The error is formatted with `format` and `rest`.

**ly:spring?**  
`x`  
Is `x` a `Spring` object?

**ly:spring-set-inverse-compress-strength!**  
`spring strength`  
Set the inverse compress strength of `spring`.

**ly:spring-set-inverse-stretch-strength!**  
`spring strength`  
Set the inverse stretch strength of `spring`.

**ly:staff-symbol-line-thickness**  
`grob`  
Returns the current staff-line thickness in the staff associated with `grob`, expressed as a multiple of the current staff-space height.

**ly:staff-symbol-staff-radius**  
`grob`  
Returns the radius of the staff associated with `grob`.

**ly:staff-symbol-staff-space**  
`grob`  
Returns the current staff-space height in the staff associated with `grob`, expressed as a multiple of the default height of a staff-space in the traditional five-line staff.

**ly:start-environment**  
Return the environment (a list of strings) that was in effect at program start.
ly:stderr-redirect file-name mode
   Redirect stderr to file-name, opened with mode.

ly:stencil? x
   Is x a Stencil object?

ly:stencil-add args
   Combine stencils. Takes any number of arguments.

ly:stencil-aligned-to stil axis dir
   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
   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. first and second may also be '()' or '#f.'

ly:stencil-empty? stil axis
   Return whether stil is empty. If an optional axis is supplied, the emptiness check is restricted to that axis.

ly:stencil-expr stil
   Return the expression of stil.

ly:stencil-extent stil axis
   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
   Analyze s, and return a list of fonts used in s.

ly:stencil-in-color stc r g b
   Put stc in a different color.

ly:stencil-outline stil outline
   Return a stencil with the stencil expression (inking) of stencil stil but with outline and dimensions from stencil outline.

ly:stencil-rotate stil angle x y
   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
   Return a stencil stil rotated angle degrees around point (x, y), given in absolute coordinates.

ly:stencil-scale stil x y
   Scale stencil stil using the horizontal and vertical scaling factors x and y. Negative values will flip or mirror stil without changing its origin; this may result in collisions unless it is repositioned.

ly:stencil-stack first axis direction second padding mindist
   Construct a stencil by stacking 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. first and second may also be '()' or '#f.' As opposed to ly:stencil-combine-at-edge, metrics are suited for successively accumulating lines of stencils. Also, second stencil is drawn last.

   If mindist is specified, reference points are placed apart at least by this distance. If either of the stencils is spacing, padding and mindist do not apply.
ly:stencil-translate $stil\ offset$
Return a stil, but translated by $offset$ (a pair of numbers).

ly:stencil-translate-axis $stil\ amount\ axis$
Return a copy of stil but translated by $amount$ in axis direction.

ly:stream-event? $obj$
Is $obj$ a Stream_event object?

ly:string-percent-encode $str$
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 $a\ b\ s$
Replace string $a$ by string $b$ in string $s$.

ly:system-font-load $name$
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
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:translate-cpp-warning-scheme $str$
Translates a string in C++ printf format and modifies it to use it for scheme formatting.

ly:translator? $x$
Is $x$ a Translator object?

ly:translator-context $trans$
Return the context of the translator object $trans$.

ly:translator-description $creator$
Return an alist of properties of translator definition $creator$.

ly:translator-group? $x$
Is $x$ a Translator_group object?

ly:translator-name $creator$
Return the type name of the translator definition $creator$. The name is a symbol.

ly:transpose-key-alist $l\ pit$
Make a new key alist of $l$ transposed by pitch $pit$.

ly:truncate-list! $lst\ i$
Take at most the first $i$ of list $lst$. 
ly:ttf->pfa ttf-file-name idx  
Convert the contents of a TrueType font file to PostScript Type 42 font, returning it as a string. The optional \texttt{idx} argument is useful for TrueType collections (TTC) only; it specifies the font index within the TTC. The default value of \texttt{idx} is 0.

ly:ttf-ps-name ttf-file-name idx  
Extract the PostScript name from a TrueType font. The optional \texttt{idx} argument is useful for TrueType collections (TTC) only; it specifies the font index within the TTC. The default value of \texttt{idx} is 0.

ly:type1->pfa type1-file-name  
Convert the contents of a Type 1 font in PFB format to PFA format. If the file is already in PFA format, pass through it.

ly:undead? x  
Is \texttt{x} a \texttt{Undead} object?

ly:unit  
Return the unit used for lengths as a string.

ly:unpure-call data grob rest  
Convert property \texttt{data} (unpure-pure container or procedure) to value in an unpure context defined by \texttt{grob} and possibly \texttt{rest} arguments.

ly:unpure-pure-container? x  
Is \texttt{x} a \texttt{Unpure_pure_container} object?

ly:unpure-pure-container-pure-part pc  
Return the pure part of \texttt{pc}.

ly:unpure-pure-container-unpure-part pc  
Return the unpure part of \texttt{pc}.

ly:usage  
Print usage message.

ly:verbose-output?  
Was verbose output requested, i.e. loglevel at least \texttt{DEBUG}?

ly:version  
Return the current Lilypond version as a list, e.g., \texttt{(1 3 127 uu1)}.

ly:warning str rest  
A Scheme callable function to issue the warning \texttt{str}. The message is formatted with \texttt{format} and \texttt{rest}.

ly:warning-located location str rest  
A Scheme callable function to issue the warning \texttt{str} at the specified location in an input file. The message is formatted with \texttt{format} and \texttt{rest}.

ly:wide-char->utf-8 wc  
Encode the Unicode codepoint \texttt{wc}, an integer, as UTF-8.
## Appendix A Indices

### A.1 Concept index

(Index is nonexistent)

### A.2 Function index

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>ly:add-context-mod</td>
<td>647</td>
</tr>
<tr>
<td>ly:add-file-name-alist</td>
<td>647</td>
</tr>
<tr>
<td>ly:add-interface</td>
<td>647</td>
</tr>
<tr>
<td>ly:add-listener</td>
<td>647</td>
</tr>
<tr>
<td>ly:add-option</td>
<td>647</td>
</tr>
<tr>
<td>ly:all-grob-interfaces</td>
<td>647</td>
</tr>
<tr>
<td>ly:all-options</td>
<td>647</td>
</tr>
<tr>
<td>ly:all-stencil-expressions</td>
<td>647</td>
</tr>
<tr>
<td>ly:angle</td>
<td>647</td>
</tr>
<tr>
<td>ly:assoc-get</td>
<td>647</td>
</tr>
<tr>
<td>ly:axis-group-interface::add-element</td>
<td>647</td>
</tr>
<tr>
<td>ly:basic-progress</td>
<td>647</td>
</tr>
<tr>
<td>ly:beam-score-count</td>
<td>647</td>
</tr>
<tr>
<td>ly:book-add-bookpart</td>
<td>647</td>
</tr>
<tr>
<td>ly:book-add-score</td>
<td>647</td>
</tr>
<tr>
<td>ly:book-header</td>
<td>648</td>
</tr>
<tr>
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<td>ly:book-process-to-systems</td>
<td>648</td>
</tr>
<tr>
<td>ly:book-scores</td>
<td>648</td>
</tr>
<tr>
<td>ly:book-set-header</td>
<td>648</td>
</tr>
<tr>
<td>ly:book?</td>
<td>647</td>
</tr>
<tr>
<td>ly:box?</td>
<td>647</td>
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<tr>
<td>ly:bp</td>
<td>648</td>
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<tr>
<td>ly:bracket</td>
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<td>ly:broadcast</td>
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<td>ly:camel-case-&gt;lisp-identifier</td>
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<td>ly:chain-assoc-get</td>
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<td>ly:check-expected-warnings</td>
<td>648</td>
</tr>
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<td>648</td>
</tr>
<tr>
<td>ly:command-line-code</td>
<td>648</td>
</tr>
<tr>
<td>ly:command-line-options</td>
<td>648</td>
</tr>
<tr>
<td>ly:connect-dispatchers</td>
<td>648</td>
</tr>
<tr>
<td>ly:context-current-moment</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-def-lookup</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-def-modify</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-def?</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-event-source</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-events-below</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-find</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-grob-definition</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-id</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-matched-pop-property</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-mod-apply!</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-mod?</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-name</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-nov</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-parent</td>
<td>649</td>
</tr>
<tr>
<td>ly:context-property</td>
<td>650</td>
</tr>
<tr>
<td>ly:context-property-where-defined</td>
<td>650</td>
</tr>
<tr>
<td>ly:context-pushpop-property</td>
<td>650</td>
</tr>
</tbody>
</table>
Appendix A: Indices 673

ly:get-option ........................................ 653  ly:listener? ........................................ 656
ly:get-spacing-spec ................................. 653  ly:make-book ....................................... 657
ly:gettext ............................................ 653  ly:make-context-mod ................................. 657
ly:grob-alist-chain ................................. 653  ly:make-dispatcher ................................ 657
ly:grob-array-alist ................................. 653  ly:make-duration .................................. 657
ly:grob-array-length ............................... 653  ly:make-global-context ............................. 657
ly:grob-array-ref ................................... 653  ly:make-global-translator ......................... 657
ly:grob-basic-properties ......................... 653  ly:make-moment .................................. 657
ly:grob-chain-callback ............................. 653  ly:make-music ..................................... 657
ly:grob-common-refpoint ......................... 654  ly:make-music-function ......................... 657
ly:grob-default-font ................................ 654  ly:make-output-def ............................... 658
ly:grob-extent ...................................... 654  ly:make-pager ...................................... 658
ly:grob-interfaces ................................ 654  ly:make-paper-permission-marker .............. 658
ly:grob-layout ...................................... 654  ly:make-pitch ...................................... 658
ly:grob-object ..................................... 654  ly:make-prob ....................................... 658
ly:grob-original ................................... 654  ly:make-rob ......................................... 658
ly:grob-pq? ......................................... 654  ly:make-scale ...................................... 658
ly:grob-properties .................................. 654  ly:make-score ...................................... 658
ly:grob-properties? ................................. 654  ly:make-spring .................................... 658
ly:grob-property ................................... 654  ly:make-stencil ................................... 658
ly:grob-property-data .................. 654  ly:make-stream-event ............................... 658
ly:grob-pure-height ............................... 654  ly:make-undead ................................... 658
ly:grob-pure-property ............................. 654  ly:make-unpacked-pure-container .............. 658
ly:grob-relative-coordinate ...................... 654  ly:message .......................................... 658
ly:grob-robust-relative-extent .................. 655  ly:minimal-breaking ................................ 659
ly:grob-script-priority-less ..................... 655  ly:mm ................................................ 659
ly:grob-set-nested-property! ..................... 655  ly:module-alist .................................... 659
ly:grob-set-object! ................................ 655  ly:module-copy .................................... 659
ly:grob-set-parent! ................................ 655  ly:modules-lookup ................................. 659
ly:grob-set-property! ............................... 655  ly:moment-add .................................... 659
ly:grob-spanned-rank-interval .................... 655  ly:moment-div ..................................... 659
ly:grob-staff-position ......................... 655  ly:moment-grace .................................. 659
ly:grob-suicide! .................................... 655  ly:moment-grace-denominator .................... 659
ly:grob-system ..................................... 655  ly:moment-grace-numerator ...................... 659
ly:grob-translate-axis! .......................... 655  ly:moment-main .................................... 659
ly:grob? ........................................... 655  ly:moment-mod .................................... 659
ly:gulp-file ....................................... 655  ly:moment-mul ..................................... 659
ly:has-glyph-names? ............................... 655  ly:moment-sub .................................... 659
ly:hash-table-keys ................................ 655  ly:moment<? ........................................ 659
ly:inch ............................................. 655  ly:moment? ......................................... 659
ly:input-both-locations ......................... 655  ly:music-compress ................................ 660
ly:input-file-line-char-column ................. 655  ly:music-deep-copy ................................ 660
ly:input-location .................................. 655  ly:music-duration-compress ...................... 660
ly:input-message .................................. 656  ly:music-duration-length ....................... 660
ly:input-warning .................................. 656  ly:music-function-extract ...................... 660
ly:interpret-music-expression ................... 656  ly:music-function-signature .................... 660
ly:intlog2 ......................................... 656  ly:music-length .................................. 660
ly:item-break-dir ................................ 656  ly:music-list? ..................................... 660
ly:item-get-column ................................. 656  ly:music-mutable-properties .................... 660
ly:item? ........................................... 656  ly:music-output? ................................ 660
ly:iterator? ...................................... 656  ly:music-property ................................ 660
ly:length ........................................... 656  ly:music-set-property! ......................... 660
ly:lexer-keywords .................................. 656  ly:music-transpose! ............................... 660
ly:lllly-lexer? .................................... 656  ly:music? .......................................... 659
ly:lllly-parser? .................................... 656  ly:note-column-accidentals ...................... 660
ly:line-interface:line ......................... 656  lynote-column-dot-column .................... 656
ly:listened-event-class? ......................... 656  lynote-head:stem-attachment .................. 656
ly:listened-event-types ......................... 656  lynumber->string ................................. 660
<table>
<thead>
<tr>
<th>Function Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>ly:staff-symbol-staff-space</td>
<td>668</td>
</tr>
<tr>
<td>ly:start-environment</td>
<td>668</td>
</tr>
<tr>
<td>ly:stderr-redirect</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-add</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-aligned-to</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-combine-at-edge</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-empty?</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-expr</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-extent</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-fonts</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-in-color</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-outline</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-rotate</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-rotate-absolute</td>
<td>669</td>
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<tr>
<td>ly:stencil-scale</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-stack</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-translate</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil-translate-axis</td>
<td>669</td>
</tr>
<tr>
<td>ly:stencil?</td>
<td>669</td>
</tr>
<tr>
<td>ly:stream-event?</td>
<td>670</td>
</tr>
<tr>
<td>ly:warning-located</td>
<td>671</td>
</tr>
<tr>
<td>ly:translate-cpp-warning-scheme</td>
<td>670</td>
</tr>
<tr>
<td>ly:translator-context</td>
<td>670</td>
</tr>
<tr>
<td>ly:translator-description</td>
<td>670</td>
</tr>
<tr>
<td>ly:translator-group?</td>
<td>670</td>
</tr>
<tr>
<td>ly:translator-name</td>
<td>670</td>
</tr>
<tr>
<td>ly:transpose-key-alist</td>
<td>670</td>
</tr>
<tr>
<td>ly:ttf-&gt;pfa</td>
<td>671</td>
</tr>
<tr>
<td>ly:ttf-ps-name</td>
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<tr>
<td>ly:transient-key-alist</td>
<td>671</td>
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<tr>
<td>ly:transpose-key-alist</td>
<td>671</td>
</tr>
<tr>
<td>ly:usage</td>
<td>671</td>
</tr>
<tr>
<td>ly:verbose-output?</td>
<td>671</td>
</tr>
<tr>
<td>ly:version</td>
<td>671</td>
</tr>
<tr>
<td>ly:warning</td>
<td>671</td>
</tr>
<tr>
<td>ly:warning-located</td>
<td>671</td>
</tr>
<tr>
<td>ly:wide-char-&gt;utf-8</td>
<td>671</td>
</tr>
<tr>
<td>ly:text-interface::interpret-markup</td>
<td>670</td>
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<tr>
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