Contributor’s Guide

The LilyPond development team

This manual documents contributing to LilyPond version 2.21.1. It discusses technical issues and policies that contributors should follow. This manual is not intended to be read sequentially; new contributors should only read the sections which are relevant to them. For more information about different jobs, see Section “Help us” in Contributor’s Guide.

For more information about how this manual fits with the other documentation, or to read this manual in other formats, see Section “Manuals” in General Information.

If you are missing any manuals, the complete documentation can be found at http://lilypond.org/.

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For LilyPond version 2.21.1
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1 Introduction to contributing

This chapter presents a quick overview of ways that people can help LilyPond.

1.1 Help us

We need you!

Thank you for your interest in helping us — we would love to see you get involved! Your contribution will help a large group of users make beautifully typeset music.

Even working on small tasks can have a big impact: taking care of them allows experienced developers work on advanced tasks, instead of spending time on those simple tasks.

For a multi-faceted project like LilyPond, sometimes it’s tough to know where to begin. In addition to the avenues proposed below, you can send an e-mail to the lilypond-devel@gnu.org (https://lists.gnu.org/mailman/listinfo/lilypond-devel) mailing list, and we’ll help you to get started.

Simple tasks

No programming skills required!

- Mailing list support: answer questions from fellow users. (This may entail helping them navigate the online documentation; in such cases it may sometimes be appropriate to point them to version-agnostic URL paths such as /latest/ (https://lilypond.org/doc/latest/Documentation/notation/) or /stable/ (https://lilypond.org/doc/stable/Documentation/notation/), which are automatically redirected.)
- Bug reporting: help users create proper Section “Bug reports” in General Information, and/or join the Bug Squad to organize Section “Issues” in Contributor’s Guide.
- Documentation: small changes can be proposed by following the guidelines for Section “Documentation suggestions” in Contributor’s Guide.
- LilyPond Snippet Repository (LSR): create and fix snippets following the guidelines in Section “Adding and editing snippets” in Contributor’s Guide.
- Discussions, reviews, and testing: the developers often ask for feedback about new documentation, potential syntax changes, and testing new features. Please contribute to these discussions!

Advanced tasks

These jobs generally require that you have the source code and can compile LilyPond.

Note: We suggest that contributors using Windows or MacOS X do not attempt to set up their own development environment; instead, use Lilydev as discussed in Section “Quick start” in Contributor’s Guide.

Contributors using Linux or FreeBSD may also use Lilydev, but if they prefer their own development environment, they should read Section “Working with source code” in Contributor’s Guide, and Section “Compiling” in Contributor’s Guide.

Begin by reading Section “Summary for experienced developers” in Contributor’s Guide.
- Documentation: for large changes, see Section “Documentation work” in Contributor’s Guide.
- Website: the website is built from the normal documentation source. See the info about documentation, and also Section “Website work” in Contributor’s Guide.
• Translations: see Section “Translating the documentation” in Contributor’s Guide, and Section “Translating the website” in Contributor’s Guide.
• Bugfixes or new features: read Section “Programming work” in Contributor’s Guide.

1.2 Overview of work flow

Advanced note: Experienced developers should skip to Section 1.3 [Summary for experienced developers], page 2.

Git is a version control system that tracks the history of a program’s source code. The LilyPond source code is maintained as a Git repository, which contains:
• all of the source files needed to build LilyPond, and
• a record of the entire history of every change made to every file since the program was born.

The ‘official’ LilyPond Git repository is hosted by the GNU Savannah software forge at http://git.sv.gnu.org.

Changes made within one contributor’s copy of the repository can be shared with other contributors using patches. A patch is a text file that indicates what changes have been made. If a contributor’s patch is approved for inclusion (usually through the mailing list), someone on the current development team will push the patch to the official repository.

The Savannah software forge provides two separate interfaces for viewing the LilyPond Git repository online: cgit (http://git.sv.gnu.org/cgit/lilypond.git/) and gitweb (http://git.sv.gnu.org/gitweb/?p=lilypond.git).

Git is a complex and powerful tool, but tends to be confusing at first, particularly for users not familiar with the command line and/or version control systems. We have created the lily-git graphical user interface to ease this difficulty.

Compiling (‘building’) LilyPond allows developers to see how changes to the source code affect the program itself. Compiling is also needed to package the program for specific operating systems or distributions. LilyPond can be compiled from a local Git repository (for developers), or from a downloaded tarball (for packagers). Compiling LilyPond is a rather involved process, and most contributor tasks do not require it.

Contributors can contact the developers through the ‘lilypond-devel’ mailing list. The mailing list archive is located at http://lists.gnu.org/archive/html/lilypond-devel/. If you have a question for the developers, search the archives first to see if the issue has already been discussed. Otherwise, send an email to lilypond-devel@gnu.org. You can subscribe to the developers’ mailing list here: http://lists.gnu.org/mailman/listinfo/lilypond-devel.

1.3 Summary for experienced developers

If you are already familiar with typical open-source tools, here’s what you need to know:
• source repository: hosted by GNU Savannah.
  http://git.savannah.gnu.org/gitweb/?p=lilypond.git
• issue tracker: currently hosted by Sourceforge.
  https://sourceforge.net/p/testlilyissues/issues/
• patch review: Rietveld – the collaborative code review tool.
  https://codereview.appspot.com

Note: Contributors on Windows or MacOS X wishing to compile code or documentation are strongly advised to use our Debian LilyPond Developer Remix, as discussed in Chapter 2 [Quick start], page 6.
• **environment variables**: many maintenance scripts, and many instructions in this guide rely on predefined Section 14.2 [Environment variables], page 170.

• **mailing lists**: given on Section “Contact” in *General Information*.

• **Git branches**:
  - **master**: always base your work from this branch, but **never push** directly to it. Patches are always pushed directly to the **staging** branch instead.
  - **staging**: always push to this branch after a successful patch review cycle (see below).
  - **translation**: Translators should base their work on this branch only and push any translation patches directly to it as well.
  - **dev/foo**: feel free to push any new branch name under **dev/**.

• **regression tests**: also known as “regtests”. A collection of more than a thousand .ly files that are used to track LilyPond’s engraving output between released stable and unstable versions as well as checked for all patches submitted for testing.

If a patch introduces any unintentional changes to any of the regtests it is very likely it will be rejected (to be fixed) – always make sure that, if you expect any regression test changes, that they are explained clearly as part of the patch description when submitting for testing. For more information see Chapter 9 [Regression tests], page 106.

• **reviews**: after finishing work on a patch or branch:
  1. upload it with our custom **git-cl ‘helper-script’**: see Section 2.3 [git-cl], page 11. In addition to uploading patches to the Google’s Rietveld code review tool the script will also update the issue tracker (or add a new issue as appropriate) so that any reference to the patch is not lost. The current “status” of any patch submitted is always managed on the issue tracker; also see Chapter 8 [Issues], page 98. Once submitted the patch will be given a status of **Patch-new** and will enter the “Patch Countdown”. More information on this can be found in the section Section 3.3.6 [Uploading a patch for review], page 28.
  2. Patches are generally tested within 24 hours of submission. Once it has passed the basic tests – **make check**, **make**, **make doc** – the tracker will be updated and the patch’s status will change to **Patch-review** for other developers to examine.
  3. Every third day, the “Patch Meister” will examine the issue tracker and the Rietveld code review tool for the submitted patch, looking for any comments by other developers. Depending on what has been posted, the patch will be either; “moved on” to the next patch status (**Patch-countdown**); set back to **Patch-needs_work**; or if more discussion is needed, left at **Patch-review**. In all cases the issue tracker (not the Rietveld code review tool) will be updated by the Patch Meister accordingly.
  4. Once another three days have passed, any patch that has been given **Patch-countdown** status will be changed to **Patch-push**, the issue tracker is updated, and the developer can now push it directly to the **staging** branch (or email the patch – created with **git format-patch** command – to one of the other developers who can push it for you).
  5. Automatic scripts run every few hours to merge the **staging** branch with **master**.

  **Advanced note**: This process does means that most patches will take about a week before finally being merged into **master**. With the limited resources for reviewing patches available and a history of unintended breakages in the **master** branch (from patches that have not had time to be reviewed properly), this is the best compromise we have found.
1.4 Mentors

We have a semi-formal system of mentorship, similar to the medieval “journeyman/master” training system. New contributors will have a dedicated mentor to help them “learn the ropes”.

Note: This is subject to the availability of mentors; certain jobs have more potential mentors than others.

Contributor responsibilities

1. Ask your mentor which sections of the CG you should read.
2. If you get stuck for longer than 10 minutes, ask your mentor. They might not be able to help you with all problems, but we find that new contributors often get stuck with something that could be solved/explained with 2 or 3 sentences from a mentor.
3. If you have been working on a task much longer than was originally estimated, stop and ask your mentor. There may have been a miscommunication, or there may be some time-saving tips that could vastly simply your task.
4. Send patches to your mentor for initial comments.
5. Inform your mentor if you’re going to be away for a month, or if you leave entirely. Contributing to lilypond isn’t for everybody; just let your mentor know so that we can reassign that work to somebody else.
6. Inform your mentor if you’re willing to do more work – we always have way more work than we have helpers available. We try to avoid overwhelming new contributors, so you’ll be given less work than we think you can handle.

Mentor responsibilities

1. Respond to questions from your contributor(s) promptly, even if the response is just “sorry, I don’t know” or “sorry, I’m very busy for the next 3 days; I’ll get back to you then”. Make sure they feel valued.
2. Inform your contributor(s) about the expected turnaround for your emails – do you work on lilypond every day, or every weekend, or what? Also, if you’ll be unavailable for longer than usual (say, if you normally reply within 24 hours, but you’ll be at a conference for a week), let your contributors know. Again, make sure they feel valued, and that your silence (if they ask a question during that period) isn’t their fault.
3. Inform your contributor(s) if they need to do anything unusual for the builds, such as doing a “make clean / doc-clean” or switching git branches (not expected, but just in case...)
4. You don’t need to be able to completely approve patches. Make sure the patch meets whatever you know of the guidelines (for doc style, code indentation, whatever), and then send it on to -devel for more comments. If you feel confident about the patch, you can push it directly (this is mainly intended for docs and translations; code patches should almost always go to -devel before being pushed).
5. Keep track of patches from your contributor. Either upload them to Rietveld yourself, or help encourage them to upload the patches themselves. When a patch is on Rietveld, it’s your responsibility to get comments for it, and to add a link to the patch to the google tracker. (tag it “patch-new”, or “patch-review” if you feel very confident in it)
6. Encourage your contributor to review patches, particularly your own! It doesn’t matter if they’re not familiar with C++ / scheme / build system / doc stuff – simply going through the process is valuable. Besides, anybody can find a typo!
7. Contact your contributor at least once a week. The goal is just to get a conversation started – there’s nothing wrong with simply copy&pasting this into an email:
Hey there,

How are things going? If you sent a patch and got a review, do you know what you need to fix? If you sent a patch but have no reviews yet, do you know when you will get reviews? If you are working on a patch, what step(s) are you working on?
2 Quick start

Want to submit a patch for LilyPond? Great! Never created a patch before? Never compiled software before? No problem! This chapter is for you and will help you do this as quickly and easily as possible.

2.1 LilyDev

Note: The following sections are based on LilyDev v2 and are not necessarily correct for different releases.

“LilyDev” is a custom GNU/Linux operating system which includes all the necessary software and tools to compile LilyPond, the documentation and the website (also see Chapter 6 [Website work], page 87). It is also prepared for building the [Grand Unified Builder (GUB)], page 21, though this is an involved process and may require further tweaking.

While compiling LilyPond on Mac OS and Windows is possible, both environments are complex to set up. LilyDev can be easily run inside a ‘virtual machine’ on either of these operating systems relatively easily using readily available virtualization software. We recommend using VirtualBox as it is available for all major operating systems and is very easy to install & configure.

LilyDev comes in two ‘flavours’: containers and a standard disk image. Windows or Mac OS users should choose the Debian disk image (to be run in a virtual machine), that is the file named LilyDev-VERSION-debian-vm.zip. GNU/Linux users are recommended to choose one of the containers (currently Debian or Fedora), which are smaller in size, lightweight and easier to manage. The Fedora disk image has currently not been released, you can create it from the sources located in the /mkosi subdirectory of the LilyDev repository, however.

Download the appropriate file from here:
https://github.com/fedelibre/LilyDev/releases/latest

Note: Apart from installing and configuring LilyDev in VirtualBox, the rest of the chapter assumes that you are comfortable using the command-line and is intended for users who may have never created a patch or compiled software before. More experienced developers (who prefer to use their own development environment) may still find it instructive to skim over the following information.

If you are not familiar with GNU/Linux, it may be beneficial to read a few “introduction to Linux” type web pages.

Installing LilyDev in VirtualBox

This section discusses how to install and use LilyDev with VirtualBox.

Note: If you already know how to install a virtual machine using a disc image inside VirtualBox (or your own virtualization software) then you can skip this section and go straight to Section 2.2 [lily-git], page 9.

1. Download VirtualBox from here:
http://www.virtualbox.org/wiki/Downloads
2. The zip archive you downloaded contains the raw disk image and its SHA256 checksum. You can verify the integrity of the downloaded archive with any hashing tool your OS does support. On Linux, run the following command in the directory where you have extracted the files (this may take some time):

```
sha256sum -c SHA256SUMS
```

For Windows, look for the tools FCIV or `certutil` to compute the archive’s hash.

3. As VirtualBox does not support the raw format, you have to extract it and then convert it to VDI format. Make sure that ‘VBoxManage’ is in your PATH or call it from your VirtualBox installation directory:

```
VBoxManage convertfromraw LilyDev-VERSION-debian-vm.img
LilyDev-VERSION-debian-vm.vdi
```

4. Start the VirtualBox software and click ‘New’ to create a new “virtual machine”.

The ‘New Virtual Machine Wizard’ walks you through setting up your guest virtual machine. Choose an appropriate name for your LilyDev installation and select the ‘Linux’ operating system. When selecting the ‘version’ choose ‘Debian (64-bit)’. If you do not have that specific option choose ‘Linux 2.6/3.x/4.x (64-bit)’.

5. Select the amount of RAM you allow the LilyDev guest to use from your host operating system when it is running. If possible, use at least 1 GB of RAM; the more RAM you can spare from your host the better.

6. In the ‘Hard Disk’ step, you use the VDI file you have previously created. You may move it within the virtual machine’s folder already created by the wizard (in GNU/Linux the default should be ‘~/VirtualBox VMs/NAME’). Click on ‘Use an existing virtual hard disk file’ and browse to the VDI file.

7. Verify the summary details and click ‘Create’ as soon as you are satisfied. Your new guest shall be displayed in the VirtualBox window now.

8. Enable EFI within the virtual machine’s settings – click on System → Motherboard and select ‘Extended features: Enable EFI’. Otherwise, you won’t be able to boot the image.

9. VirtualBox ‘guest additions’, which are installed by default in the debian image, provide some additional features such as being able to dynamically resize the LilyDev window, allow seamless interaction with your mouse pointer on both the host and guest, and let you copy/paste between your host and guest if needed. It seems that dynamic window resizing works only with the ‘VBoxVGA’ graphics controller, which you can choose in Display → Graphics Controller. To enable clipboard sharing between guest and host, choose General → Advanced → Shared Clipboard → Bidirectional.

10. Click the ‘Start’ button and wait until the login screen appears. Log in as dev user then; type the password lilypond. Before starting any work, be sure to complete the next steps.

```
Note: Since the default keyboard layout is US (American), you may have to type the password differently if you are using another layout, like ‘lilzpond’ on a German keyboard, for example.
```
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11. Open a terminal by clicking Applications → Terminal at the upper left of the screen. You may want to change the password of user ‘dev’ before doing further work with the command `passwd`.

12. You might need to change the keyboard layout from default US (American) to your national layout. Therefore open a terminal and run

```
sudo dpkg-reconfigure keyboard-configuration
```

**Note:** You need superuser rights to change certain aspects of the system configuration. The `sudo` tool allows to gain superuser rights temporarily. It does show you a warning message on its first use that reminds you to use your extended rights carefully.

At first, you are prompted for the model of your keyboard. Press Enter to show further models. In most cases, it is sufficient to choose ‘Generic, 105 keys’. After that, choose your keyboard layout. Now, you can customize the function of your `AltGr` key. Normally, the default layout settings fit well, so take number 1. The same holds for the question of whether you want to configure a ‘compose’ key. At last, you are asked if you want to configure `Ctrl+Alt+Backspace` as a shortcut to terminate the X server. Presumably, you do not need this, so you can safely type ‘no’.

13. To set up your system language (charset, localized messages etc.), continue with

```
sudo dpkg-reconfigure locales
```

**Note:** Restarting is required in order to take the changes into effect.

14. Finally, you should run a setup script. If you are on the command line already, simply type `./setup.sh` to run the interactive script that does set up git and downloads all the repositories needed to build LilyPond.

**Configuring LilyDev in VirtualBox**

- In the settings for the virtual machine, set the network to Bridged mode to allow you to access shared folders when using Windows hosts.
- Set up any additional features, such as ‘Shared Folders’ between your main operating system and LilyDev. This is distinct from the networked share folders in Windows. Consult the external documentation for this.

Some longtime contributors have reported that ‘shared folders’ are rarely useful and not worth the fuss, particularly since files can be shared over a network instead.

- Pasting into a terminal is done with `Ctrl+Shift+v`.
- Right-click allows you to edit a file with the text editor (default is Leafpad).

**Known issues and warnings**

Not all hardware is supported in all virtualization tools. In particular, some contributors have reported problems with USB network adapters. If you have problems with network connection (for example Internet connection in the host system is lost when you launch virtual system), try installing and running LilyDev with your computer’s built-in network adapter used to connect to the network. Refer to the help documentation that comes with your virtualization software.
2.2 lily-git

The ‘LilyPond Contributor’s Git Interface’ (otherwise known as lily-git.tcl) is a simple-to-use GUI to help you download and update the LilyPond source code as well as an aid to making software patches.

Where to get lily-git

Depending on your development environment, lily-git may already be installed on your computer.

- If you are using LilyDev (see Section 2.1 [LilyDev], page 6) then lily-git should already be installed and ready to run. If this is not the case you can easily turn it on by adding the following line in ~/.bashrc:

  ```
  # add lily-git to the PATH
  PATH=$LILYPOND_GIT/scripts/auxiliar:”${PATH}"
  ```

- For those not using LilyDev, lily-git can be obtained by downloading the software directly. See Section 3.1 [Manually installing lily-git.tcl], page 15.

- lily-git is part of the LilyPond source code and is located in $LILYPOND_GIT/scripts/auxiliar/lily-git.tcl.

Using lily-git to download the source code

1. Type the following command into a Terminal:

   lily-git.tcl

   You will be prompted to enter a name and email address into the lily-git UI. This information is used to label any patches you create (using the lily-git UI or git via the command line) and can be changed later if required. See [Configuring Git], page 16.

2. Click on the Submit button to update lily-git with the information.

3. Click on the “Get source” button.

   A directory called lilypond-git is created within your home directory and the entire source code will start to be downloaded into it.

   **Note:** Be patient! There is no progress bar in the lily-git UI but the complete source is around 180 MB.

When the source code has been downloaded, the “command output” window in the lily-git UI will update and display “Done” on the very last line and the button label will change to say “Update source”.

   **Note:** Some contributors have reported that occasionally nothing happens at this step at all. If this occurs, then try again in a few minutes – it could be an intermittent network problem. If the problem persists, please ask for help.

4. Close the lily-git GUI and navigate to the lilypond-git directory to view and edit the source files.

If this is the first time you will be attempting to compile LilyPond, please see the section Section 2.4 [Compiling with LilyDev], page 13, before continuing.

How to use lily-git

Here is a brief description of what each button does in the lily-git UI.

  **Advanced note:** Throughout the rest of this manual, most command-line input should be entered from within the top level of the ~/lilypond-git/ directory.
This is known as the *top of the source directory* and is also referred to as `$LILY-POND_GIT` as a convention for those users who may have configured their own locations of the LilyPond source code.

**Note:** For those less experienced contributors using lily-git, we recommend that you only work on one set of changes at a time and not start on any new changes until your first set has been accepted.

1. **Update source**

Click the “Update source” button to get any recent changes to the source code that have been added by other contributors since your last session.

**Note:** If another contributor has updated files in the source code that you had been working on then updating your own copy of the source code may result in what is known as a *merge conflict*. If this occurs, follow the instructions to “Abort changes”, below. Note that your work will not be lost.

2a. **New local commit**

A single commit typically represents one logical set of related changes (such as a bug-fix), and may incorporate changes to multiple files at the same time.

When you’re finished making the changes for a commit, click the “New local commit” button. This will open the “Git Commit Message” window. The message header is required, and the message body is optional.

After entering a commit message, click “OK” to finalize the commit.

**Advanced note:** for more information regarding commits and commit messages, see Section 3.3.4 [Commits], page 26.

2b. **Amend previous commit**

You can go back and make changes to the most recent commit with the “Amend previous commit” button. This is useful if a mistake is found after you have clicked the “New local commit” button.

To amend the most recent commit, re-edit the source files as needed and then click the “Amend previous commit” button. The earlier version of the commit is not saved, but is replaced by the new one.

**Note:** This does not update the patch files; if you have a patch file from an earlier version of the commit, you will need to make another patch set when using this feature. The old patch file will not be saved, but will be replaced by the new one after you click on “Make patch set”.

3. **Make patch set**

Before making a patch set from any commits, you should click the “Update source” button to make sure the commits are based on the most recent remote snapshot.

When you click the “Make patch set” button, `lily-git.tcl` will produce patch files for any new commits, saving them to the current directory. The command output will display the name of the new patch files near the end of the output:

```
0001-CG-add-lily-git-instructions.patch
```
Send patch files to the appropriate place:

- If you have a mentor, send it to them via email.
- Translators should send patches to translations@lilynet.net.
- More experienced contributors should upload the patch for web-based review. This requires additional software and use of the command-line; see Section 3.3.6 [Uploading a patch for review], page 28.
- If you have trouble uploading the patch for review, ask for help on lilypond-devel@gnu.org.

The “Abort changes – Reset to origin” button

Note: Only use this if your local commit history gets hopelessly confused!

The button labeled “Abort changes – Reset to origin” will copy all changed files to a subdirectory of $LILYPOND_GIT named aborted_edits/, and will reset the repository to the current state of the remote repository (at git.sv.gnu.org).

2.3 git-cl

Git-cl is a ‘helper script’ that uploads patches to Google’s Rietveld Code Review Tool – used by the developers for patch review – and, at the same time, updates LilyPond’s issue tracker.

Installing git-cl

Note: LilyDev users can jump straight to the next section on updating git-cl as it will already be installed in your home directory.

1. Download git-cl by running the command:

   git clone https://github.com/gperciva/git-cl.git

   or, if that command fails for any reason, try:

   git clone git://github.com/gperciva/git-cl.git

2. Add the git-cl/ directory to your PATH or create a symbolic link to the git-cl and upload.py scripts in one of your PATH directories (e.g. $HOME/bin).

   In GNU/Linux you can add directories to PATH by adding this line to your .bashrc file located in your home directory:

   PATH=~/directory_containing_git-cl:"${PATH}"

Updating git-cl

LilyDev users should make sure that they always have the latest version of git-cl installed. It is possible that changes have been made to git-cl that are not (yet) included in the version of LilyDev that you are using.

Using a terminal run the following commands:

   cd ~/git-cl/
   git pull

   This will download and update you to the lastest version of git-cl.
Configuring git-cl

Because git-cl updates two separate websites (Google’s Rietveld Code Review Tool and LilyPond’s issue tracker) you must have a valid user account (login and password) for both sites.

Set up a login account for Rietveld Code Review Tool

For the Rietveld Code Review Tool you will need a Google account but this does not require ‘Google’ email address; i.e. any email address for your Google account can be used. Just select the option “I prefer to use my current email address” when you sign up with Google.

Note: In order for git-cl to work correctly with this Google account, your Google Account Settings must have the ‘Access for less secure apps’ set to ‘Allowed’ – this is normally the default setting.

Set up a login account for LilyPond’s Issue Tracker

Please register a user account at https://sourceforge.net/user/registration preferably using the same email address that you want to use LilyPond Developer mailing list login.

Once you have created this Sourceforge user account, send an email to the LilyPond Developer’s mailing list (lilypond-devel@gnu.org) asking for write access to the issue tracker along with your Sourceforce Username (not email address) and someone will then be able to set this up for you.

Authorizing git-cl for the LilyPond issue tracker

The git-cl command itself also needs to be ‘authorized’ so that it can access the LilyPond issue tracker.

1. Once you have been given a valid login for the LilyPond issue tracker, go to the ‘Account settings’ and select the ‘OAuth’ tab.
2. Locate the ‘Register New Application’ section and enter git-cl in the ‘Application Name:’ field.
3. Click on the ‘Register new application’ button. You should now see ‘git-cl’ listed under the ‘My Applications’ section.
4. Click on the ‘Generate Bearer Token’ button. You should now see ‘git-cl’ listed under the ‘Authorized Applications’ section along with a value for the ‘Bearer Token’ entry. This value is used, in the next steps, to allow git-cl to access and update the LilyPond issue tracker.

Installing ca-certificates

In order to have git-cl properly update issues on the SourceForge Allura issue tracker, you must have the package ca-certificates installed. You can check to see if the package is installed with

```
apt --installed list | grep ca-certificates
```

If ca-certificates is installed, you will get a result that shows the version that is installed. If it is not installed, there will be no version displayed.

Install ca-certificates with the following:

```
sudo apt-get install ca-certificates
```

Running git-cl for the first time

1. Using a terminal, move to the top level of the $LILYPOND_GIT directory and then run git-cl with the config option:

```
cd $LILYPOND_GIT
```
git-cl config
You will see a series of prompts. For most of them you can simply accept the default value by responding with a newline (i.e. by pressing return or enter).

2. The prompt for the Rietveld server (the patch review tool), which defaults to codereview.appspot.com

   Rietveld server (host[:port]) [codereview.appspot.com]:

3. The prompt for the Allura server (the issue tracker), which defaults to https://sourceforge.net/p/testlilyissues/issues/

   Allura server [https://sourceforge.net/p/testlilyissues/issues/]:

4. When prompted for the Allura bearer token copy/paste the value generated in the previous steps for Authorising git-cl for the LilyPond issue tracker

   Allura bearer token (see https://sourceforge.net/auth/oauth/): fdbfca60801533465480

   Note: The above is a ‘fake’ bearer token used just for illustration. Do not use this value.

5. Finally, the prompt for the CC list, which defaults to lilypond-devel@gnu.org, the LilyPond Developer’s email list.

   CC list ("x" to clear) [lilypond-devel@gnu.org]:

   The git-cl script should now be correctly configured for use.

2.4 Compiling with LilyDev

LilyDev is our custom GNU/Linux which contains all the necessary dependencies to do LilyPond development; for more information, see Section 2.1 [LilyDev], page 6.

Preparing the build

To prepare the build directory, enter (or copy&paste) the below text. This should take less than a minute.

```
    cd $LILYPOND_GIT
    sh autogen.sh --noconfigure
    mkdir -p build/
    cd build/
    ../configure
```

Building lilypond

Compiling LilyPond will take anywhere between 1 and 15 minutes on most ‘modern’ computers – depending on CPU and available RAM. We also recommend that you minimize the terminal window while it is building; this can help speed up on compilation times.

```
    cd $LILYPOND_GIT/build/
    make
```

It is possible to run make with the -j option to help speed up compilation times even more. See Section 4.5 [Compiling LilyPond], page 52.

You may run the compiled lilypond with:

```
    cd $LILYPOND_GIT/build/
    out/bin/lilypond my-file.ly
```
Building the documentation

Compiling the documentation is a much more involved process, and will likely take 2 to 10 hours.

```
cd $LILYPOND_GIT/build/
make
make doc
```

The documentation is put in `out-www/offline-root/`. You may view the html files by entering the below text; we recommend that you bookmark the resulting page:

```
firefox $LILYPOND_GIT/build/out-www/offline-root/index.html
```

Installing

Don’t. There is no reason to install LilyPond within LilyDev. All development work can (and should) stay within the `$LILYPOND_GIT` directory, and any personal composition or typesetting work should be done with an official GUB release.

Problems and other options

To select different build options, or isolate certain parts of the build, or to use multiple CPUs while building, read Chapter 4 [Compiling], page 45.

In particular, contributors working on the documentation should be aware of some bugs in the build system, and should read the workarounds in Section 4.6.2 [Generating documentation], page 53.

2.5 Now start work!

LilyDev users may now skip to the chapter which is aimed at their intended contributions:

- Chapter 5 [Documentation work], page 60,
- Section 5.9 [Translating the documentation], page 76,
- Chapter 6 [Website work], page 87,
- Chapter 9 [Regression tests], page 106,
- Chapter 10 [Programming work], page 111,

These chapters are mainly intended for people not using LilyDev, but they contain extra information about the “behind-the-scenes” activities. We recommend that you read these at your leisure, a few weeks after beginning work with LilyDev.

- Chapter 3 [Working with source code], page 15,
- Chapter 4 [Compiling], page 45,
3 Working with source code

Note: New contributors should read Chapter 2 [Quick start], page 6, and in particular Section 2.2 [lily-git], page 9, instead of this chapter.

Advanced contributors will find this material quite useful, particularly if they are working on major new features.

3.1 Manually installing lily-git.tcl

We have created an easy-to-use GUI to simplify git for new contributors. If you are comfortable with the command-line, then skip ahead to Section 3.2 [Starting with Git], page 15.

Note: These instructions are only for people who are not using Section 2.1 [LilyDev], page 6.

1. If you haven’t already, download and install Git.
   - Windows users: download the .exe file labeled “Full installer for official Git” from:
     https://git-for-windows.github.io/
   - Other operating systems: either install git with your package manager, or download it from the “Binaries” section of:
     http://git-scm.com/download
2. Download the lily-git.tcl script from:
3. To run the program from the command line, navigate to the directory containing lily-git.tcl and enter:
   wish lily-git.tcl
4. Click on the “Get source” button.
   This will create a directory called lilypond-git/ within your home directory, and will download the source code into that directory (around 150 Mb). When the process is finished, the “Command output” window will display “Done”, and the button label will change to say “Update source”.
5. Navigate to the lilypond-git/ directory to view the source files.

Note: Throughout the rest of this manual, most command-line input should be entered from $LILYPOND_GIT. This is referred to as the top source directory.

Further instructions are in [How to use lily-git], page 9.

3.2 Starting with Git

Using the Git program directly (as opposed to using the lily-git.tcl GUI) allows you to have much greater control over the contributing process. You should consider using Git if you want to work on complex projects, or if you want to work on multiple projects concurrently.
3.2.1 Setting up

Note: These instructions assume that you are using the command-line version of Git 1.5 or higher. Windows users should skip to Section 3.5 [Git on Windows], page 37.

Installing Git

If you are using a Unix-based machine, the easiest way to download and install Git is through a package manager such as `rpm` or `apt-get` – the installation is generally automatic. The only required package is (usually) called `git-core`, although some of the auxiliary `git*` packages are also useful (such as `gitk`).

Alternatively, you can visit the Git website (http://git-scm.com/) for downloadable binaries and tarballs.

Initializing a repository

Once Git is installed, get a copy of the source code:

```
$ git clone git://git.sv.gnu.org/lilypond.git ~/lilypond-git
```

The above command will put the it in `~/lilypond-git`, where `~` represents your home directory.

Technical details

This creates (within the `$LILYPOND_GIT` directory) a subdirectory called `.git/`, which Git uses to keep track of changes to the repository, among other things. Normally you don’t need to access it, but it’s good to know it’s there.

Configuring Git

Note: Throughout the rest of this manual, all command-line input should be entered from the top directory of the Git repository being discussed (eg. `$LILYPOND_GIT`). This is referred to as the top source directory.

Before working with the copy of the main LilyPond repository, you should configure some basic settings with the `git config` command. Git allows you to set both global and repository-specific options.

To configure settings that affect all repositories, use the `--global` command line option. For example, the first two options that you should always set are your `name` and `email`, since Git needs these to keep track of commit authors:

```
$ git config --global user.name "John Smith"
$ git config --global user.email john@example.com
```

To configure Git to use colored output where possible, use:

```
$ git config --global color.ui auto
```

The text editor that opens when using `git commit` can also be changed. If none of your editor-related environment variables are set (`$GIT_EDITOR`, `$VISUAL`, or `$EDITOR`), the default editor is usually `vi` or `vim`. If you’re not familiar with either of these, you should probably change the default to an editor that you know how to use. For example, to change the default editor to `nano`, enter:

```
$ git config --global core.editor nano
```
Finally, and in some ways most importantly, let’s make sure that we can easily see the state of our working copy, without the need of typing `git status` repeatedly. If you’re not using LilyDev, add the following lines to your `~/.bashrc`:

```bash
export PS1="\u@\h \w\$(__git_ps1)$ "
export GIT_PS1_SHOWDIRTYSTATE=true
export GIT_PS1_SHOWUNTRACKEDFILES=true
export GIT_PS1_SHOWUPSTREAM=auto
```

The first line will show the branch we’re on. The other lines will use some symbols next to the branch name to indicate some kind of state. “*” means that there are unstaged changes, “+” indicates staged changes; if there are untracked files, a “%” will appear. Finally, we can also see if our HEAD is behind (“<”) or ahead (“>”) of its upstream, and if they have diverged (“<?>”) or are synced (“=”).

You may need to install the additional `bash-completion` package, but it is definitely worth it. After installation you must log out, and then log back in again to enable it.

Technical details

Git stores the information entered with `git config --global` in the file `.gitconfig`, located in your home directory. This file can also be modified directly, without using `git config`. The `.gitconfig` file generated by the above commands would look like this:

```ini
[user]
    name = John Smith
    email = john@example.com
[color]
    ui = auto
[core]
    editor = nano
```

Using the `git config` command without the `--global` option configures repository-specific settings, which are stored in the file `.git/config`. This file is created when a repository is initialized (using `git init`), and by default contains these lines:

```ini
[core]
    repositoryformatversion = 0
    filemode = true
    bare = false
    logallrefupdates = true
```

However, since different repository-specific options are recommended for different development tasks, it is best to avoid setting any now. Specific recommendations will be mentioned later in this manual.

3.2.2 Git for the impatient

**Advanced note:** The intent of this subsection is to get you working on LilyPond as soon as possible. If you want to learn about git, go read Section 3.7 [Other Git documentation], page 44.

Also, these instructions are designed to eliminate the most common problems we have found in using git. If you already know git and have a different way of working, great! Feel free to ignore the advice in this subsection.

Ok, so you’ve been using `lily-git.tcl` for a while, but it’s time to take the next step. Since our review process delays patches by 60-120 hours, and you want to be able to work on other stuff while your previous work is getting reviewed, you’re going to use branches.

You can think of a branch as being a separate copy of the source code. But don’t worry about it.
Start work: make a new branch

Let’s pretend you want to add a section to the Contributor’s Guide about using branches.

Start by updating the repository, then making a new branch. Call the branch anything you want as long as the name starts with dev/. Branch names that don’t begin with dev/ are reserved for special things in lilypond.

```
git checkout master
git pull -r origin master
git branch dev/cg
```

Switch to that branch

Nothing has happened to the files yet. Let’s change into the new branch. You can think of this as “loading a file”, although in this case it’s really “loading a directory and subdirectories full of files”.

```
git checkout dev/cg
```

Your prompt now shows you that you’re on the other branch:

```
gperciva@LilyDev:~/lilypond-git (dev/cg)$
```

To be able to manage multiple lilypond issues at once, you’ll need to switch branches. You should have each lilypond issue on a separate branch. Switching branches is easy:

```
git checkout master
git checkout origin/staging
git checkout origin/release/unstable
git checkout dev/cg
```

Branches that begin with origin/ are part of the remote repository, rather than your local repository, so when you check them out you get a temporary local branch. You should never make changes directly on a branch beginning with origin/. You get changes into the remote repository by making them in local branches, and then pushing them to origin/staging as described below.

Make your changes

Edit files, then commit them.

```
git commit -a
```

Remember how I said that switching to a branch was like “loading a directory”? Well, you’ve just “saved a directory”, so that you can “load” it later.

**Advanced note:** If you have used cvs or svn, you may be very confused: those programs use “commit” to mean “upload my changes to the shared source repository”. Unfortunately, just to be different, git commit means “save my changes to the files”.

When you create a new file, you need to add it to git, then commit it:

```
git add input/regression/avoid-crash-on-condition.ly
git commit -a
```

Edit more files. Commit them again. Edit yet more files, commit them again. Go eat dinner. Switch to master so you can play with the latest changes from other developers. Switch back to your branch and edit some more. Commit those changes.

At this stage, don’t worry about how many commits you have.
Save commits to external files
Branches are nerve-wracking until you get used to them. You can save your hard work as individual `.patch` files. Be sure to commit your changes first.

```bash
  git commit -a
  git format-patch master
```

I personally have between 4 and 20 of those files saved in a special folder at any point in time. Git experts might laugh at that behavior, but I feel a lot better knowing that I’ve got those backups.

Prepare your branch for review
After committing, you can update your branch with the latest master:

```bash
  git commit -a
  git checkout master
  git pull -r origin master
  git checkout dev/cg
  git rebase master
```

Due to the speed of Lilypond development, sometimes `master` has changed so much that your branch can no longer be applied to it. In that happens, you will have a merge conflict. Stop for a moment to either cry or have a stiff drink, then proceed to Section 3.4.1 [Merge conflicts], page 31.

Upload your branch
Finally, you’re finished your changes. Time to upload for review. Make sure that you’re on your branch, then upload:

```bash
  git checkout dev/cg
  git-cl upload master
```

Wait for reviews
While you’re waiting for a countdown and reviews, go back to master, make a `dev/doc-beams` branch, and start adding doc suggestions from issue 12345 from the tracker. Or make a `dev/page-breaks` and fix bug in page breaking. Or whatever. Don’t worry, your `dev/cg` is safe.

Combining commits (optional unless you have broken commits)
Does the history of your branch look good?

```bash
  gitk
```

If you have a lot of commits on your branch, you might want to combine some of them. Alternately, you may like your commits, but want to edit the commit messages.

```bash
  git rebase -i master
```

Follow instructions on the screen.

**Note:** This step gives you the power to completely lose your work. Make a backup of your commits by saving them to `.patch` files before playing with this. If you do lose your work, don’t despair. You can get it back by using `git reflog`. The use of `git reflog` is not covered here.
Note: If any of the commits on your branch represent partial work that will not pass `make && make doc`, you must squash these commits into a working commit. Otherwise, your push will break staging and will not be able to be merged to master. In general, you will be safer to have one commit per push.

Push to staging
When you’ve got the coveted Patch-push status, time to prepare your upload:

```
git fetch
 git rebase origin/staging dev/cg~0
 gitk HEAD
```

Note: Do not skip the `gitk` step; a quick 5-second check of the visual history can save a great deal of frustration later on. You should see a set of your commits that are ahead of `origin/staging`, with no label for the top commit – only a SHA1 id.

Note: If `origin/staging` and `origin/master` are the same commit, your branch (`dev/cg` in the example) will also be at the top of the `gitk` tree. This is normal.

If everything looks good, push it:

```
git push origin HEAD:staging
```

Then change back to your working branch:

```
git checkout dev/cg
```

Note: It is a best practice to avoid rebasing any of your branches to `origin/staging`. If `origin/staging` is broken, it will be deleted and rebuilt. If you have rebased one of your branches to `origin/staging`, the broken commits can end up in your branch. The commands given above do the rebase on a temporary branch, and avoid changing your working branch.

Delete your branch (safe)
After a few hours, if there’s nothing wrong with your branch, it should be automatically moved to `origin/master`. Update, then try removing your branch:

```
git checkout master
 git pull -r origin master
 git branch -d dev/cg
```

The last command will fail if the contents of `dev/cg` are not present in `origin/master`.

Delete your branch (UNSAFE)
Sometimes everything goes wrong. If you want to remove a branch even though it will cause your work to be lost (that is, if the contents of `dev/cg` are not present in master), follow the instructions in “Delete your branch (safe)”, but replace the `-d` on the final line with a `-D`.

3.2.3 Other repositories
We have a few other code repositories.
lilypond-extra

There is a separate repository for general administrative scripts, as well as pictures and media files for the website. People interested in working on the website should download this repository, and set their $LILYPOND_WEB_MEDIA_GIT environment variable to point to that repository.

https://github.com/gperciva/lilypond-extra

To configure an environment variable in bash (the default for most GNU/Linux distributions),

export LILYPOND_WEB_MEDIA_GIT=$HOME/dir/of/lilypond-extra/

Be aware that lilypond-extra is the definitive source for some binary files - in particular PDF versions of papers concerning LilyPond. To add further PDFs of this sort, all that is necessary is to add the PDF to lilypond-extra and then add a reference to it in the documentation. The file will then be copied to the website when make website is run.

However, pictures that are also used in the documentation build are mastered in the main git repository. If any of these is changed, it should be updated in git, and then the updates copied to lilypond-extra.

Grand Unified Builder (GUB)

Another item of interest might be the Grand Unified Builder, our cross-platform building tool. Since it is used by other projects as well, it is not stored in our gub repository. For more info, see https://lilypond.org/gub.

The location for the repository is:

http://github.com/gperciva/gub

LilyPad

Our binary releases on MacOS X and Windows contain a lightweight text editor.

To make any modifications the Windows editor, you will need to do the following:

1. Clone the git repository from https://github.com/gperciva/lilypad
2. Make changes to the source, and check it compiles. In a Windows environment MinGW provides both a Git installation and a gcc compiler. This can be obtained from http://www.mingw.org/
3. Update the version which is contained in the rsrc.rc. Check this compiles, too.
4. Commit the changes with an informative commit message.
5. Push the changes to github. You will need to use syntax similar to this:

    git push https://UserName@github.com/gperciva/lilypad.git

    You will need to have push access to the git repository for this to be successful.
6. Make a tarball of the source code to be used by GUB by pulling the updated repository from GitHub. Ensure that the tarball has the correct Version number.
7. Copy the tarball to https://lilypond.org/downloads/gub-sources/lilypad/. You will need to have SSH access to lilypond.org. If you do not, contact the Release Manager via the lilypond-devel mailing list.
8. Update GUB to make it use the new tarball by editing gub/specs/lilypad.py and changing the source = line to point to the new source.
9. Push this updated lilypad.py version to the GUB repository on GitHub.
10. Test the changes with a new GUB compile.

yet more repositories

There are a few other repositories floating around, which will hopefully be documented in the near future.
3.2.4 Downloading remote branches

Note: contains obsolete + misleading info

Organization of remote branches
The main LilyPond repository is organized into branches to facilitate development. These are often called remote branches to distinguish them from local branches you might create yourself (see Section 3.3.3 [Using local branches], page 25).

The master branch contains all the source files used to build LilyPond, which includes the program itself (both stable and development releases), the documentation (and its translations), and the website. Generally, the master branch is expected to compile successfully.

The translation branch is a side branch that allows translators to work without needing to worry about compilation problems. Periodically, the Translation Meister (after verifying that it doesn’t break compilation), will merge this branch into staging to incorporate recent translations. Similarly, the master branch is usually merged into the translation branch after significant changes to the English documentation. See Section 5.9 [Translating the documentation], page 76, for details.

LilyPond repository sources
The recommended source for downloading a copy of the main repository is:

```sh
git://git.sv.gnu.org/lilypond.git
```

However, if your internet router filters out connections using the GIT protocol, or if you experience difficulty connecting via GIT, you can try these other sources:

```sh
ssh://git.sv.gnu.org/srv/git/lilypond.git
http://git.sv.gnu.org/r/lilypond.git
```

The SSH protocol can only be used if your system is properly set up to use it. Also, the HTTP protocol is slowest, so it should only be used as a last resort.

Downloading individual branches

Note: obsolete, should be deleted!

Once you have initialized an empty Git repository on your system (see [Initializing a repository], page 16), you can download a remote branch into it. Make sure you know which branch you want to start with.

To download the master branch, enter the following:

```sh
git remote add -ft master -m master origin git://git.sv.gnu.org/lilypond.git/
```

To download the translation branch, enter:

```sh
git remote add -ft translation -m translation origin git://git.sv.gnu.org/lilypond.git/
```

The git remote add process could take up to ten minutes, depending on the speed of your connection. The output will be something like this:

```
Updating origin
remote: Counting objects: 235967, done.
remote: Compressing objects: 100% (42721/42721), done.
remote: Total 235967 (delta 195098), reused 233311 (delta 192772)
```
Receiving objects: 100% (235967/235967), 68.37 MiB | 479 KiB/s, done.
Resolving deltas: 100% (195098/195098), done.

From git://git.sv.gnu.org/lilypond
* [new branch] master → origin/master

From git://git.sv.gnu.org/lilypond
* [new tag] flower/1.0.1 → flower/1.0.1
* [new tag] flower/1.0.10 → flower/1.0.10
* [new tag] release/2.9.6 → release/2.9.6
* [new tag] release/2.9.7 → release/2.9.7

When `git remote add` is finished, the remote branch should be downloaded into your repository—though not yet in a form that you can use. In order to browse the source code files, you need to create and checkout your own local branch. In this case, however, it is easier to have Git create the branch automatically by using the `checkout` command on a non-existent branch. Enter the following:

```
    git checkout -b branch origin/branch
```

where `branch` is the name of your tracking branch, either `master` or `translation`.

Git will issue some warnings; this is normal:

```
warning: You appear to be on a branch yet to be born.
warning: Forcing checkout of origin/master.
Branch master set up to track remote branch master from origin.
Already on 'master'
```

By now the source files should be accessible—you should be able to edit any files in the `$LILYPOND_GIT` directory using a text editor of your choice. But don’t start just yet! Before editing any source files, learn how to keep your changes organized and prevent problems later—read Section 3.3 [Basic Git procedures], page 23.

### Technical Details

The `git remote add` command should add some lines to your local repository’s `.git/config` file:

```
[remote "origin"]
    url = git://git.sv.gnu.org/lilypond.git/
    fetch = +refs/heads/master:refs/remotes/origin/master
```

### Downloading all remote branches

To download all remote branches at once, you can `clone` the entire repository:

```
    git clone git://git.sv.gnu.org/lilypond.git
```

### Other branches

Most contributors will never need to touch the other branches. If you wish to do so, you will need more familiarity with Git; please see Section 3.7 [Other Git documentation], page 44.

- `dev/XYZ`: These branches are for individual developers. They store code which is not yet stable enough to be added to the `master` branch.
- `stable/XYZ`: The branches are kept for archival reasons.
- `archive/XYZ`: The branches are kept for archival reasons.

### 3.3 Basic Git procedures
3.3.1 The Git contributor’s cycle

Here is a simplified view of the contribution process on Git:

1. Update your local repository by pulling the most recent updates from the remote repository.
2. Edit source files within your local repository’s working directory.
3. Commit the changes you’ve made to a local branch.
4. Generate a patch to share your changes with the developers.

3.3.2 Pulling and rebasing

When developers push new patches to the git.sv.gnu.org repository, your local repository is not automatically updated. It is important to keep your repository up-to-date by periodically pulling the most recent commits from the remote branch. Developers expect patches to be as current as possible, since outdated patches require extra work before they can be used.

Occasionally you may need to rework some of your own modifications to match changes made to the remote branch (see Section 3.4.3 [Resolving conflicts], page 32), and it’s considerably easier to rework things incrementally. If you don’t update your repository along the way, you may have to spend a lot of time resolving branch conflicts and reconfiguring much of the work you’ve already done.

Fortunately, Git is able to resolve certain types of branch conflicts automatically with a process called rebasing. When rebasing, Git tries to modify your old commits so they appear as new commits (based on the latest updates). For a more involved explanation, see the git-rebase man page.

To pull without rebasing (recommended for translators), use the following command:

```
git pull  # recommended for translators
```

If you’re tracking the remote master branch, you should add the -r option (short for --rebase) to keep commits on your local branch current:

```
git pull -r # use with caution when translating
```

If you don’t edit translated documentation and don’t want to type -r every time, configure the master branch to rebase by default with this command:

```
git config branch.master.rebase true
```

If pull fails because of a message like

```
error: Your local changes to 'Documentation/learning/tutorial.itely'
would be overwritten by merge. Aborting.
```

or

```
Documentation/learning/tutorial.itely: needs update
refusing to pull with rebase: your working tree is not up-to-date
```

it means that you have modified some files in your working tree without committing changes (see Section 3.3.4 [Commits], page 26); you can use the git stash command to work around this:

```
git stash   # save uncommitted changes
git pull -r # pull using rebase (translators omit "-r")
git stash pop # reapply previously saved changes
```

Note that git stash pop will try to apply a patch, and this may create a conflict. If this happens, see Section 3.4.3 [Resolving conflicts], page 32.

TODO: I think the next paragraph is confusing. Perhaps prepare the reader for new terms ‘committish’ and ‘head’? -mp
Note: translators and documentation editors, if you have changed committishes in the head of translated files using commits you have not yet pushed to git.sv.gnu.org, please do not rebase. If you want to avoid wondering whether you should rebase each time you pull, please always use committishes from master and/or translation branch on git.sv.gnu.org, which in particular implies that you must push your changes to documentation except committishes updates (possibly after having rebased), then update the committishes and push them.

TODO: when committishes automatic conditional update have been tested and documented, append the following to the warning above: Note that using update-committishes make target generally touches committishes.

Technical details
The git config command mentioned above adds the line rebase = true to the master branch in your local repository’s .git/config file:

```
[branch "master"]
  remote = origin
  merge = refs/heads/master
  rebase = true
```

3.3.3 Using local branches

Creating and removing branches
Local branches are useful when you’re working on several different projects concurrently. To create a new branch, enter:

```
git branch name
```

To delete a branch, enter:

```
git branch -d name
```

Git will ask you for confirmation if it sees that data would be lost by deleting the branch. Use -D instead of -d to bypass this. Note that you cannot delete a branch if it is currently checked out.

Listing branches and remotes
You can get the exact path or URL of all remote branches by running:

```
git remote -v
```

To list Git branches on your local repositories, run

```
git branch # list local branches only
git branch -r # list remote branches
git branch -a # list all branches
```

Checking out branches
To know the currently checked out branch, i.e. the branch whose source files are present in your working tree, read the first line of the output of

```
git status
```

The currently checked out branch is also marked with an asterisk in the output of git branch.

You can check out another branch other_branch, i.e. check out other_branch to the working tree, by running

```
git checkout other_branch
```
Note that it is possible to check out another branch while having uncommitted changes, but it is not recommended unless you know what you are doing; it is recommended to run `git status` to check this kind of issue before checking out another branch.

**Merging branches**

To merge branch `foo` into branch `bar`, i.e. to “add” all changes made in branch `foo` to branch `bar`, run

```bash
  git checkout bar
  git merge foo
```

If any conflict happens, see Section 3.4.3 [Resolving conflicts], page 32.

There are common usage cases for merging: as a translator, you will often want the Translations meister to merge `master` into `translation`; on the other hand, the Translations meister wants to merge `translation` into `staging` whenever he has checked that `translation` builds successfully.

### 3.3.4 Commits

**Understanding commits**

Technically, a *commit* is a single point in the history of a branch, but most developers use the term to mean a *commit object*, which stores information about a particular revision. A single commit can record changes to multiple source files, and typically represents one logical set of related changes (such as a bug-fix). You can list the ten most recent commits in your current branch with this command:

```bash
  git log -10 --oneline
```

If you’re using an older version of Git and get an ‘unrecognized argument’ error, use this instead:

```bash
  git log -10 --pretty=oneline --abbrev-commit
```


**How to make a commit**

Once you have modified some source files in your working directory, you can make a commit with the following procedure:

1. Make sure you’ve configured Git properly (see [Configuring Git], page 16). Check that your changes meet the requirements described in Section 10.5 [Code style], page 115, and/or Section 5.5 [Documentation policy], page 70. For advanced edits, you may also want to verify that the changes don’t break the compilation process.

2. Run the following command:

   ```bash
   git status
   ```

   to make sure you’re on the right branch, and to see which files have been modified, added or removed, etc. You may need to tell Git about any files you’ve added by running one of these:

   ```bash
   git add file  # add untracked file individually
   git add .    # add all untracked files in current directory
   ```

   After `git add`, run `git status` again to make sure you got everything. You may also need to modify `GNUmakefile`. 
3. Preview the changes about to be committed (to make sure everything looks right) with:
   
   ```
   git diff HEAD
   ```

   The `HEAD` argument refers to the most recent commit on the currently checked-out branch.

4. Generate the commit with:
   
   ```
   git commit -a
   ```

   The `-a` is short for `--all` which includes modified and deleted files, but only those newly created files that have previously been added.

**Commit messages**

When you run the `git commit -a` command, Git automatically opens the default text editor so you can enter a commit message. If you find yourself in a foreign editing environment, you’re probably in `vi` or `vim`. If you want to switch to an editor you’re more familiar with, quit by typing `:q!` and pressing `<Enter>`. See [Configuring Git], page 16, for instructions on changing the default editor.

In any case, Git will open a text file for your commit message that looks like this:

```
# Please enter the commit message for your changes. Lines starting
# with '#' will be ignored, and an empty message aborts the commit.
# On branch master
# Changes to be committed:
# (use "git reset HEAD <file>..." to unstage)
# modified:   working.itexi
#

Your commit message should begin with a one-line summary describing the change (no more than 50 characters long), and if necessary a blank line followed by several lines giving the details:

```
Doc: add Baerenreiter and Henle solo cello suites

Added comparison of solo cello suite engravings to new essay with high-res images, fixed cropping on Finale example.
```

Commit messages often start with a short prefix describing the general location of the changes.

- **Doc:** If a commit affects the documentation in English (or in several languages simultaneously) the commit message should be prefixed with “Doc: ”. If the commit affects only one of the translations, the commit message should be prefixed with “Doc-**": ”, where ** is the two-letter language code.

- **Web:** Commits that affect the website should use “Web: ” for English, and “Web-**": ” for other languages.

- **CSS:** Commits that change CSS files should use “Web: CSS: ” or “Doc: CSS: ” depending on whether they affect the website or the documentation/manuals.

- Changes to a single file are often prefixed with the name of the file involved.

Visit the links listed in [Understanding commits], page 26, for examples.

### 3.3.5 Patches

**How to make a patch**

If you want to share your changes with other contributors and developers, you need to generate patches from your commits. We prefer it if you follow the instructions in Section 3.3.6 [Uploading a patch for review], page 28. However, we present an alternate method here.
You should always run `git pull -r` (translators should leave off the `-r`) before doing this to ensure that your patches are as current as possible.

Once you have made one or more commits in your local repository, and pulled the most recent commits from the remote branch, you can generate patches from your local commits with the command:

```
git format-patch origin
```

The `origin` argument refers to the remote tracking branch at `git.sv.gnu.org`. This command generates a separate patch for each commit that’s in the current branch but not in the remote branch. Patches are placed in the current working directory and will have names that look something like this:

```
0001-Doc-Fix-typos.patch
0002-Web-Remove-dead-links.patch
```

Send an email (must be less than 64 KB) to `lilypond-devel@gnu.org` briefly explaining your work, with the patch files attached. Translators should send patches to `translations@lilynet.net`. After your patches are reviewed, the developers may push one or more of them to the main repository or discuss them with you.

### Emailing patches

The default `x-diff` MIME type associated with patch files (i.e., files whose name ends in `.patch`) means that the encoding of line endings may be changed from UNIX to DOS format when they are sent as attachments. Attempting to apply such an inadvertently altered patch will cause `git` to fail with a message about ‘whitespace errors’.

The solution to such problems is surprisingly simple—just change the default file extension of patches generated by `git` to end in `.txt`, for example:

```
git config format.suffix '.patch.txt'
```

This should cause email programs to apply the correct base64 encoding to attached patches.

If you receive a patch with DOS instead of UNIX line-endings, it can be converted back using the `dos2unix` utility.

Lots of useful information on email complications with patches is provided on the Wine wiki at [http://wiki.winehq.org/GitWine](http://wiki.winehq.org/GitWine).

### 3.3.6 Uploading a patch for review

Any non-trivial change should be uploaded to our “Rietveld” code review website:

```
http://codereview.appspot.com/
```

You can upload a patch for review by using our custom `git-cl` ‘helper-script’. This section assumes you have already installed, updated, and configured `git-cl`. See Section 2.3 [git-cl], page 11.

**Note:** Unless you are familiar with branches, only work on one set of changes at once.

There are two methods, depending on your git setup.

- **Master branch:** (easy option)
  
  If you added your patch to `master`, then:

  ```
git pull -r

  git-cl upload origin/master
  ```
If you have git push ability, make sure that you remove your patch (with `git rebase` or `git reset`) before pushing other stuff. Notifications of patches are automatically added to our issue tracker to reduce the chance of patches getting lost. To suppress this (not recommended), add the `-n / --no-code-issue` option.

- **Separate branch**: (complicated option)
  Ensure your changes are committed in a separate branch, which should differ from the reference branch to be used (usually `origin/master`) by just the changes to be uploaded. Checkout the branch with the changes:

  ```
  git checkout some-branch-with-changes
  ```

  If the reference branch is to be `origin/master`, ensure that the branch containing the changes is up-to-date with it. Use `git rebase` or `git pull -r` to rebase the branch to the head of `origin/master`. For example:

  ```
  git pull -r origin master
  ```

  Finally, start the upload by entering:

  ```
  git-cl upload <reference SHA1 ID>
  ```

  where `<reference SHA1 ID>` is the SHA1 ID of the commit to be used as a reference source for the patch. Generally, this will be the SHA1 ID of `origin/master`, and in that case you can just use the command:

  ```
  git-cl upload origin/master
  ```

  First you will see a terminal editor where you can edit the message that will accompany your patch. `git-cl` will respect the `EDITOR` environment variable if defined, otherwise it will use `vi` as the default editor.

  After prompting for your Google email address and password, the patch set will be posted to Rietveld, and you will be given a URL for your patch.

  | Note: | Some installations of git-cl fail when uploading a patch with certain filename extensions. If this happens, it can generally be fixed by editing the list of exceptions at top of `git-cl.py`. |

**Announcing your patch set**

You should then announce the patch by logging into the code review issue webpage and using “Publish + Mail Comments” to add a (mostly bogus) comment to your issue. The text of your comment will be sent to our developer mailing list.

| Note: | There is no automatic notification of a new patch; you must add a comment yourself. |

**Revisions**

As revisions are made in response to comments, successive patch sets for the same issue can be uploaded by reissuing the git-cl command with the modified branch checked out. Sometimes in response to comments on revisions, the best way to work may require creation of a new branch in git. In order to associate the new branch with an existing Rietveld issue, the following command can be used:

```
  git-cl issue issue-number
  ```

where `issue-number` is the number of the existing Rietveld issue.
Resetting git-cl

If git-cl becomes confused, you can “reset” it by running:

```bash
  git-cl issue 0
```

### 3.3.7 The patch review cycle

Your patch will be available for reviews for the next few hours or days. Three times a week, patches with no known problems are gathered into a “patch countdown” and their status changed to `patch-countdown`. The countdown is a 48-hour waiting period in which any final reviews or complaints should be made.

During the countdown, your patch may be set to `patch-needs_work`, indicating that you should fix something (or at least discuss why the patch needs no modification). If no problems are found, the patch will be set to `patch-push`.

Once a patch has `patch-push`, it should be sent to your mentor for uploading. If you have git push ability, look at Section 3.4.10 [Pushing to staging], page 36.

- Patches get added to the tracker and to Rietveld by the “git-cl” tool, with a status of “patch-new”.
- The automated tester, Patchy, verifies that the patch can be applied to current master. By default, it checks that the patch allows `make` and `make test` to complete successfully. It can also be configured to check that `make doc` is successful. If it passes, Patchy changes the status to “patch-review” and emails the developer list. If the patch fails, Patchy sets it to “patch-needs_work” and notifies the developer list.
- The Patch Meister reviews the tracker periodically, to list patches which have been on review for at least 24 hours. The list is found at
  https://sourceforge.net/p/testlilyissues/issues/search/?q=status%3AStarted+AND+_patch%3Areview
- For each patch, the Handler reviews any discussion on the tracker and on Rietveld, to determine whether the patch can go forward. If there is any indication that a developer thinks the patch is not ready, the Handler marks it “patch-needs_work” and makes a comment regarding the reason, referring to the Rietveld item if needed.
- Patches with explicit approval, or at least no negative comment, can be updated to “patch-countdown”. When saving the tracker item, clear the “send email” box to prevent sending notification for each patch.
- The Patch Meister sends an email to the developer list, with a fixed subject line, to enable filtering by email clients:

  PATCH: Countdown to 20130113

  The text of the email sets the deadline for this countdown batch. At present, batches are done on Tuesday, Thursday and Sunday evenings.

  - On the scheduled countdown day, the Patch Meister reviews the previous list of patches on countdown, with the same procedure and criteria as before. Patches with no controversy can be set to “patch-push” with a courtesy message added to the comment block.
  - Roughly at six month intervals, the Patch Meister can list the patches which have been set to “patch-needs-work” and send the results to the developer list for review. In most cases, these patches should be marked “patch-abandoned” but this should come from the developer if possible.
  - As in most organisations of unpaid volunteers, fixed procedures are useful in as much as they get the job done. In our community, there is room for senior developers to bypass normal patch handling flows, particularly now that the testing of patches is largely automated. Similarly, the minimum age of 24 hours can reasonably be waived if the patch is minor and from an experienced developer.
3.4 Advanced Git procedures

Note: This section is not necessary for normal contributors; these commands are presented for information for people interested in learning more about git.

It is possible to work with several branches on the same local Git repository; this is especially useful for translators who may have to deal with both translation and a stable branch, e.g. stable/2.12.

Some Git commands are introduced first, then a workflow with several Git branches of LilyPond source code is presented.

3.4.1 Merge conflicts
To be filled in later, and/or moved to a different section. I just wanted to make sure that I had a stub ready somewhere.

3.4.2 Advanced Git concepts
A bit of Git vocabulary will be explained below. The following is only introductory; for a better understanding of Git concepts, you may wish to read Section 3.7 [Other Git documentation], page 44.

The git pull origin command above is just a shortcut for this command:

```
git pull git://git.sv.gnu.org/lilypond.git/ branch:origin/branch
```

where branch is typically master or translation; if you do not know or remember, see Section 3.2.4 [Downloading remote branches], page 22, to remember which commands you issued or which source code you wanted to get.

A commit is a set of changes made to the sources; it also includes the committish of the parent commit, the name and e-mail of the author (the person who wrote the changes), the name and e-mail of the committer (the person who brings these changes into the Git repository), and a commit message.

A committish is the SHA1 checksum of a commit, a number made of 40 hexadecimal digits, which acts as the internal unique identifier for this commit. To refer to a particular revision, don’t use vague references like the (approximative) date, simply copy and paste the committish.

A branch is nothing more than a pointer to a particular commit, which is called the head of the branch; when referring to a branch, one often actually thinks about its head and the ancestor commits of the head.

Now we will explain the two last commands you used to get the source code from Git—see [Downloading individual branches], page 22.

```
git remote add -ft branch -m branch \
origin git://git.sv.gnu.org/lilypond.git/
```

The git remote has created a branch called origin/branch in your local Git repository. As this branch is a copy of the remote branch web from git.sv.gnu.org LilyPond repository, it is called a remote branch, and is meant to track the changes on the branch from git.sv.gnu.org: it will be updated every time you run git pull origin or git fetch origin.

The git checkout command has created a branch named branch. At the beginning, this branch is identical to origin/branch, but it will differ as soon as you make changes, e.g. adding newly translated pages or editing some documentation or code source file. Whenever you pull,
you merge the changes from `origin/branch` and `branch` since the last pulling. If you do not have push (i.e. “write”) access on git.sv.gnu.org, your `branch` will always differ from `origin/branch`. In this case, remember that other people working like you with the remote branch `branch` of git://git.sv.gnu.org/lilypond.git/ (called `origin/branch` on your local repository) know nothing about your own `branch`: this means that whenever you use a committish or make a patch, others expect you to take the latest commit of `origin/branch` as a reference.

Finally, please remember to read the man page of every Git command you will find in this manual in case you want to discover alternate methods or just understand how it works.

### 3.4.3 Resolving conflicts

Occasionally an update may result in conflicts – this happens when you and somebody else have modified the same part of the same file and git cannot figure out how to merge the two versions together. When this happens, you must manually merge the two versions.

If you need some documentation to understand and resolve conflicts, see paragraphs *How conflicts are presented* and *How to resolve conflicts* in `git merge` man page.

If all else fails, you can follow the instructions in Section 3.4.4 [Reverting all local changes], page 32. Be aware that this eliminates any changes you have made!

### 3.4.4 Reverting all local changes

Sometimes git will become hopelessly confused, and you just want to get back to a known, stable state. This command destroys any local changes you have made in the currently checked-out branch, but at least you get back to the current online version:

```
    git reset --hard origin/master
```

### 3.4.5 Working with remote branches

#### Fetching new branches from git.sv.gnu.org

To fetch and check out a new branch named `branch` on git.sv.gnu.org, run from top of the Git repository

```
    git config --add remote.origin.fetch \
    +refs/heads/branch:refs/remotes/origin/branch
    git checkout --track -b branch origin/branch
```

After this, you can pull `branch` from git.sv.gnu.org with:

```
    git pull
```

Note that this command generally fetches all branches you added with `git remote add` (when you initialized the repository) or `git config --add`, i.e. it updates all remote branches from remote `origin`, then it merges the remote branch tracked by the current branch into the current branch. For example, if your current branch is `master`, `origin/master` will be merged into `master`.

#### Local clones, or having several working trees

If you play with several Git branches, e.g. `master`, `translation`, `stable/2.12`), you may want to have one source and build tree for each branch; this is possible with subdirectories of your local Git repository, used as local cloned subrepositories. To create a local clone for the branch named `branch`, run

```
    git checkout branch
    git clone -lsn . subdir
    cd subdir
```
git reset --hard

Note that subdir must be a directory name which does not already exist. In subdir, you can use all Git commands to browse revisions history, commit and uncommit changes; to update the cloned subrepository with changes made on the main repository, cd into subdir and run git pull; to send changes made on the subrepository back to the main repository, run git push from subdir. Note that only one branch (the currently checked out branch) is created in the subrepository by default; it is possible to have several branches in a subrepository and do usual operations (checkout, merge, create, delete...) on these branches, but this possibility is not detailed here.

When you push branch from subdir to the main repository, and branch is checked out in the main repository, you must save uncommitted changes (see git stash) and do git reset --hard in the main repository in order to apply pushed changes in the working tree of the main repository.

3.4.6 Git log

The commands above don’t only bring you the latest version of the sources, but also the full history of revisions (revisions, also called commits, are changes made to the sources), stored in the .git directory. You can browse this history with

```
$ git log
```

# only shows the logs (author, committish and commit message)
```
$ git log -p
```

# also shows diffs
```
$ gitk
```

# shows history graphically

**Note:** The gitk command may require a separate gitk package, available in the appropriate distribution’s repositories.

3.4.7 Applying remote patches

TODO: Explain how to determine if a patch was created with git format-patch.

Well-formed git patches created with git format-patch should be committed with the following command:

```
$ git am patch
```

Patches created without git format-patch can be applied in two steps. The first step is to apply the patch to the working tree and the index:

```
$ git apply --index patch
```

The second step is to commit the changes and give credit to the author of the patch. This can be done with the following command:

```
$ git commit --author="John Smith <john@example.com>"
```

Please note that using the --index option for patching is quite important here and cannot reliably be replaced by using the -a option when committing: that would only commit files from the working tree that are already registered with git, so every file that the patch actually adds, like a regtest for a fixed bug, would get lost. For the same reason, you should not use the git-independent ‘patch’ program for applying patches.

3.4.8 Cleaning up multiple patches

If you have been developing on your own branch for a while, you may have more commits than is really sensible. To revise your work and condense commits, use:

```
$ git rebase origin/master
```
```
$ git rebase -i origin/master
```
3.4.9 Commit access

Most contributors are not able to commit patches directly to the main repository—only members of the LilyPond development team have commit access. If you are a contributor and are interested in joining the development team, contact the Project Manager through the mailing list (lilypond-devel@gnu.org). Generally, only contributors who have already provided a number of patches which have been pushed to the main repository will be considered for membership.

If you have been approved by the Project Manager, use the following procedure to obtain commit access:

1. If you don’t already have one, set up a Savannah user account at https://savannah.gnu.org/account/register.php.
   
   ```
   Note: Savannah will silently put your username in lower-case – do not try to use capital letters.
   ```

2. After registering, if you are not logged in automatically, login at https://savannah.gnu.org/account/login.php—this should take you to your “my” page (https://savannah.gnu.org/my/).

3. Click on the “My Groups” link to access the “My Group Membership” page. From there, find the “Request for Inclusion” box and search for “LilyPond”. Among the search results, check the box labeled “GNU LilyPond Music Typesetter” and write a brief (required) message for the Project Manager (“Hey it’s me!” should be fine).

   Note that you will not have commit access until the Project Manager activates your membership. Once your membership is activated, LilyPond should appear under the heading “Groups I’m Contributor of” on your “My Group Membership” page.

4. Generate an SSH ‘rsa’ key pair. Enter the following at the command prompt:

   ```
   ssh-keygen -t rsa
   ```
   When prompted for a location to save the key, press <ENTER> to accept the default location (~/.ssh/id_rsa).

   Next you are asked to enter an optional passphrase. On most systems, if you use a passphrase, you will likely be prompted for it every time you use `git push` or `git pull`. You may prefer this since it can protect you from your own mistakes (like pushing when you mean to pull), though you may find it tedious to keep re-entering it.

   You can change/enable/disable your passphrase at any time with:

   ```
   ssh-keygen -f ~/.ssh/id_rsa -p
   ```

   Note that the GNOME desktop has a feature which stores your passphrase for you for an entire GNOME session. If you use a passphrase to “protect you from yourself”, you will want to disable this feature, since you’ll only be prompted once. Run the following command, then logout of GNOME and log back in:

   ```
   gconftool-2 --set -t bool \
   /apps/gnome-keyring/daemon-components/ssh false
   ```

   After setting up your passphrase, your private key is saved as ~/.ssh/id_rsa and your public key is saved as ~/.ssh/id_rsa.pub.

5. Register your public SSH ‘rsa’ key with Savannah. From the “My Account Configuration” page, click on “Edit SSH Keys”, then paste the contents of your ~/.ssh/id_rsa.pub file into one of the “Authorized keys” text fields, and click “Update”.

   Savannah should respond with something like:

   **Success: Key #1 seen Keys registered**
6. Configure Git to use the SSH protocol (instead of the GIT protocol). From your local Git repository, enter:

```
    git remote set-url origin ssh://user@git.sv.gnu.org/srv/git/lilypond.git
```

replacing user with your Savannah username.

7. After your membership has been activated and you’ve configured Git to use SSH, test the connection with:

```
    git pull --verbose
```

SSH should issue the following warning:

```
The authenticity of host 'git.sv.gnu.org (140.186.70.72)' can't be established.
RSA key fingerprint is
Are you sure you want to continue connecting (yes/no)?
```

Make sure the RSA key fingerprint displayed matches the one above. If it doesn’t, respond “no” and check that you configured Git properly in the previous step. If it does match, respond “yes”. SSH should then issue another warning:

```
Warning: Permanently added 'git.sv.gnu.org,140.186.70.72' (RSA) to the list of known hosts.
```

The list of known hosts is stored in the file `~/.ssh/known_hosts`.

At this point, you are prompted for your passphrase if you have one, then Git will attempt a pull.

If `git pull --verbose` fails, you should see error messages like these:

```
    Permission denied (publickey).
    fatal: The remote end hung up unexpectedly
```

If you get the above error, you may have made a mistake when registering your SSH key at Savannah. If the key is properly registered, you probably just need to wait for the Savannah server to activate it. It usually takes a few minutes for the key to be active after registering it, but if it still doesn’t work after an hour, ask for help on the mailing list.

If `git pull --verbose` succeeds, the output will include a ‘From’ line that shows ‘ssh’ as the protocol:

```
    From ssh://git.sv.gnu.org/srv/git/lilypond
```

If the protocol shown is not ‘ssh’, check that you configured Git properly in the previous step.

8. Test your commit access with a dry run:

   Note: Do not push directly to master; instead, push to staging. See Section 3.4.10 [Pushing to staging], page 36.

```
    git push --dry-run --verbose
```

Note that recent versions of Git (Git 1.6.3 or later) will issue a big warning if the above command is used. The simplest solution is to tell Git to push all matching branches by default:

```
    git config push.default matching
```

Then `git push` should work as before. For more details, consult the `git push` man page.

9. Repeat the steps from generating an RSA key through to testing your commit access, for each machine from which you will be making commits, or you may simply copy the files from your local `~/.ssh` folder to the same folder on the other machine.
Technical details

- The `git remote set-url` command above should modify your local repository’s `.git/config` file. These lines:
  ```
  [remote "origin"]
  url = git://git.sv.gnu.org/lilypond.git/
  ```
  should now be changed to:
  ```
  [remote "origin"]
  url = ssh://user@git.sv.gnu.org/srv/git/lilypond.git
  ```
  where `user` is your login name on Savannah.

- Similarly, the `git config push.default matching` command should add these lines to `.git/config`:
  ```
  [push]
  default = matching
  ```

Known issues and warnings

Encryption protocols, including ssh, generally do not permit packet fragmentation to avoid introducing a point of insecurity. This means that the maximum packet size must not exceed the smallest MTU (Maximum Transmission Unit) set in the routers along the path. This smallest MTU is determined by a procedure during call set-up which relies on the transmission over the path of ICMP packets. If any of the routers in the path block ICMP packets this mechanism fails, resulting in the possibility of packets being transmitted which exceed the MTU of one of the routers. If this happens the packet is discarded, causing the ssh session to hang, timeout or terminate with the error message

```
ssh: connect to host <host ip addr> port 22: Bad file number
fatal: The remote end hung up unexpectedly
```

depending on precisely when in the proceedings the first large packet is transmitted. Most routers on the internet have MTU set to 1500, but routers installed in homes to connect via broadband may use a slightly smaller MTU for efficient transmission over ATM. If this problem is encountered a possible work-around is to set the MTU in the local router to 1500.

3.4.10 Pushing to staging

Do not push directly to the git `master` branch. Instead, push to `staging`. You will not see your patch on `origin/master` until some automatic tests have been run. These tests are run every couple of hours; please wait at least 12 hours before wondering if your patch has been lost. Note that you can check the commits on `origin/staging` by looking at the git web interface on savannah.

It may happen occasionally that the staging branch breaks automated testing. In this case the automatic move of staging material to master gets halted in order to avoid broken material entering master. This is a safety net. Please do not try breaking out from it by adding fixes on top of staging: in that case the whole sequence will end up in master after all, defeating the purpose of the system. The proper fix usually involves rewriting the staging branch and is best left to core developers after discussion on the developer list.

Before pushing to staging it is a good practice to check whether staging is ahead of master, and if so, wait until master has caught up with staging before pushing. This simplifies things if changes to staging have to be backed out for some reason. To check whether master has caught up with staging you can look at the git web interface on savannah, or do:

```
git fetch

gitk
```
and check that origin/master is at the same commit as origin/staging. Another option is to see if any commits are listed when you do:

```
git fetch

git log origin/master..origin/staging
```

### If your work is in a patch file

Assuming that your patch is in a file called 0001-my-patch.patch (see Section 3.3.5 [Patches], page 27), and you are currently on git master, do:

```
git checkout staging

git pull -r


git am 0001-my-patch.patch

gitk

git push origin staging

git checkout master
```

**Note:** Do not skip the gitk step; a quick 5-second check of the visual history can save a great deal of frustration later on. You should only see that staging is only 1 commit ahead of origin/staging.

### If your work is in a branch

If you are working on branches and your work is in my_branch_name, then do:

```
git checkout my_branch_name

git pull -r origin staging
```

This will rebase your branch on origin/staging. At this point git will let you know if there are any conflicts. If so, resolve them before continuing:

```
gitk

git push origin HEAD:staging
```

**Note:** Do not skip the gitk step; a quick 5-second check of the visual history can save a great deal of frustration later on. You should see that my_branch_name is only ahead of origin/staging by the commits from your branch.

### 3.5 Git on Windows

**Note:** We heavily recommend that development be done with our virtual machine Section 2.1 [LilyDev], page 6.

TODO: Decide what to do with this... Pare it down? Move paragraphs next to analogous Unix instructions? -mp

### 3.5.1 Background to nomenclature

Git is a system for tracking the changes made to source files by a distributed set of editors. It is designed to work without a master repository, but we have chosen to have a master repository for LilyPond files. Editors hold a local copy of the master repository together with any changes they have made locally. Local changes are held in a local ‘branch’, of which there may be several, but these instructions assume you are using just one. The files visible in the local repository always correspond to those on the currently ‘checked out’ local branch.
Files are edited on a local branch, and in that state the changes are said to be ‘unstaged’. When editing is complete, the changes are moved to being ‘staged for commit’, and finally the changes are ‘committed’ to the local branch. Once committed, the changes (called a ‘commit’) are given a unique 40-digit hexadecimal reference number called the ‘Comittish’ or ‘SHA1 ID’ which identifies the commit to Git. Such committed changes can be sent to the master repository by ‘pushing’ them (if you have write permission) or by sending them by email to someone who has, either as a complete file or as a ‘diff’ or ‘patch’ (which send just the differences from the master repository).

### 3.5.2 Installing git

Obtain Git from [https://git-for-windows.github.io/](https://git-for-windows.github.io/).

Note that most users will not need to install SSH. That is not required until you have been granted direct push permissions to the master git repository.

Start Git by clicking on the desktop icon. This will bring up a command line bash shell. This may be unfamiliar to Windows users. If so, follow these instructions carefully. Commands are entered at a $ prompt and are terminated by keying a newline.

### 3.5.3 Initialising Git

Decide where you wish to place your local Git repository, creating the folders in Windows as necessary. Here we call the folder to contain the repository `[path]/Git`, but if you intend using Git for other projects a directory name like `lilypond-git` might be better. You will need to have space for around 100Mbytes.

Start the Git bash shell by clicking on the desk-top icon installed with Git and type

```bash
cd [path]/Git
```

to position the shell at your new Git repository.

Note: if [path] contains folders with names containing spaces use

```bash
cd "[path]/Git"
```

Then type

```bash
git init
```
to initialize your Git repository.

Then type (all on one line; the shell will wrap automatically)

```bash
git remote add -ft master origin git://git.sv.gnu.org/lilypond.git
```
to download the lilypond master files.

![Note: Be patient! Even on a broadband connection this can take 10 minutes or more. Wait for lots of [new tag] messages and the $ prompt.]

We now need to generate a local copy of the downloaded files in a new local branch. Your local branch needs to have a name. It is usual to call it ‘master’ and we shall do that here.

To do this, type

```bash
git checkout -b master origin/master
```

This creates a second branch called ‘master’. You will see two warnings (ignore these), and a message advising you that your local branch ‘master’ has been set up to track the remote branch. You now have two branches, a local branch called ‘master’, and a tracking branch called ‘origin/master’, which is a shortened form of ‘remotes/origin/master’.

Return to Windows Explorer and look in your Git repository. You should see lots of folders. For example, the LilyPond documentation can be found in `[path]/Git/Documentation/`.

The Git bash shell is terminated by typing `exit` or by clicking on the usual Windows close-window widget.
3.5.4 Git GUI

Almost all subsequent work will use the Git Graphical User Interface, which avoids having to type command line commands. To start Git GUI first start the Git bash shell by clicking on the desktop icon, and type

```bash
cd [path]/Git
git gui
```

The Git GUI will open in a new window. It contains four panels and 7 pull-down menus. At this stage do not use any of the commands under Branch, Commit, Merge or Remote. These will be explained later.

The top panel on the left contains the names of files which you are in the process of editing (Unstaged Changes), and the lower panel on the left contains the names of files you have finished editing and have staged ready for committing (Staged Changes). At present, these panels will be empty as you have not yet made any changes to any file. After a file has been edited and saved the top panel on the right will display the differences between the edited file selected in one of the panels on the left and the last version committed on the current branch.

The panel at bottom right is used to enter a descriptive message about the change before committing it.

The Git GUI is terminated by entering CNTL-Q while it is the active window or by clicking on the usual Windows close-window widget.

3.5.5 Personalising your local git repository

Open the Git GUI, click on

```
Edit -> Options
```

and enter your name and email address in the left-hand (Git Repository) panel. Leave everything else unchanged and save it.

Note that Windows users must leave the default setting for line endings unchanged. All files in a git repository must have lines terminated by just a LF, as this is required for Merge to work, but Windows files are terminated by CRLF by default. The git default settings causes the line endings of files in a Windows git repository to be flipped automatically between LF and CRLF as required. This enables files to be edited by any Windows editor without causing problems in the git repository.

3.5.6 Checking out a branch

At this stage you have two branches in your local repository, both identical. To see them click on

```
Branch -> Checkout
```

You should have one local branch called ‘master’ and one tracking branch called ‘origin/master’. The latter is your local copy of the ‘remotes/origin/master’ branch in the master LilyPond repository. The local ‘master’ branch is where you will make your local changes.

When a particular branch is selected, i.e., checked out, the files visible in your repository are changed to reflect the state of the files on that branch.

3.5.7 Updating files from ‘remote/origin/master’

Before starting the editing of a file, ensure your local repository contains the latest version of the files in the remote repository by first clicking

```
Remote -> Fetch from -> origin
```
in the Git GUI.
This will place the latest version of every file, including all the changes made by others, into the ‘origin/master’ branch of the tracking branches in your git repository. You can see these files by checking out this branch, but you must never edit any files while this branch is checked out. Check out your local ‘master’ branch again.

You then need to merge these fetched files into your local ‘master’ branch by clicking on

Merge -> Local Merge

and if necessary select the local ‘master’ branch.

Note that a merge cannot be completed if you have made any local changes which have not yet been committed.

This merge will update all the files in the ‘master’ branch to reflect the current state of the ‘origin/master’ branch. If any of the changes conflict with changes you have made yourself recently you will be notified of the conflict (see below).

### 3.5.8 Editing files

First ensure your ‘master’ branch is checked out, then simply edit the files in your local Git repository with your favourite editor and save them back there. If any file contains non-ASCII characters ensure you save it in UTF-8 format. Git will detect any changes whenever you restart Git GUI and the file names will then be listed in the Unstaged Changes panel. Or you can click the Rescan button to refresh the panel contents at any time. You may break off and resume editing any time.

The changes you have made may be displayed in diff form in the top right-hand panel of Git GUI by clicking on the file name shown in one of the left panels.

When your editing is complete, move the files from being Unstaged to Staged by clicking the document symbol to the left of each name. If you change your mind it can be moved back by clicking on the ticked box to the left of the name.

Finally the changes you have made may be committed to your ‘master’ branch by entering a brief message in the Commit Message box and clicking the Commit button.

If you wish to amend your changes after a commit has been made, the original version and the changes you made in that commit may be recovered by selecting

Commit -> Amend Last Commit

or by checking the Amend Last Commit radio button at bottom right. This will return the changes to the Staged state, so further editing made be carried out within that commit. This must only be done before the changes have been Pushed or sent to your mentor for Pushing - after that it is too late and corrections have to be made as a separate commit.

### 3.5.9 Sending changes to ‘remotes/origin/master’

If you do not have write access to ‘remotes/origin/master’ you will need to send your changes by email to someone who does.

First you need to create a diff or patch file containing your changes. To create this, the file must first be committed. Then terminate the Git GUI. In the git bash shell first cd to your Git repository with

```
cd [path]/Git
```

if necessary, then produce the patch with

```
git format-patch origin
```

This will create a patch file for all the locally committed files which differ from ‘origin/master’. The patch file can be found in [path]/Git and will have a name formed from the commit message.
3.5.10 Resolving merge conflicts

As soon as you have committed a changed file your local master branch has diverged from origin/master, and will remain diverged until your changes have been committed in remotes/origin/master and Fetched back into your origin/master branch. Similarly, if a new commit has been made to remotes/origin/master by someone else and Fetched, your local master branch is divergent. You can detect a divergent branch by clicking on

Repository -> Visualise all branch history

This opens up a very useful new window called ‘gitk’. Use this to browse all the commits made by yourself and others.

If the diagram at top left of the resulting window does not show your master tag on the same node as the remotes/origin/master tag your branch has diverged from origin/master. This is quite normal if files you have modified yourself have not yet been Pushed to remotes/origin/master and Fetched, or if files modified and committed by others have been fetched since you last Merged origin/master into your local master branch.

If a file being merged from origin/master differs from one you have modified in a way that cannot be resolved automatically by git, Merge will report a Conflict which you must resolve by editing the file to create the version you wish to keep.

This could happen if the person updating remotes/origin/master for you has added some changes of his own before committing your changes to remotes/origin/master, or if someone else has changed the same file since you last fetched the file from remotes/origin/master.

Open the file in your editor and look for sections which are delimited with ...

[to be completed when I next have a merge conflict to be sure I give the right instructions -td]

3.5.11 Other actions

The instructions above describe the simplest way of using git on Windows. Other git facilities which may usefully supplement these include

- Using multiple local branches (Create, Rename, Delete)
- Resetting branches
- Cherry-picking commits
- Pushing commits to remote/origin/master
- Using gitk to review history

Once familiarity with using git on Windows has been gained the standard git manuals can be used to learn about these.

3.6 Repository directory structure

Prebuilt Documentation and packages are available from:

http://www.lilypond.org

LilyPond development is hosted at:

http://savannah.gnu.org/projects/lilypond

Here is a simple explanation of the directory layout for LilyPond's source files.
Toplevel READMEs, ChangeLog, build bootstrapping, patches for third party programs

|-- Documentation/ Top sources for most of the manuals

| INDIVIDUAL CHAPTERS FOR EACH MANUAL:
| Note: "Snippets" and "Internals Reference" are auto-generated during the Documentation Build process.

|-- contributor/ Contributor's Guide
|-- essay/ Essay on automated music engraving
|-- extending/ Extending the functionality of LilyPond
|-- learning/ Learning Manual
|-- notation/ Notation Reference
|-- usage/ Running the programs that come with LilyPond
|-- web/ The website

TRANSLATED MANUALS:
Each language's directory can contain...
1) translated versions of:
   * top sources for manuals
   * individual chapters for each manual
2) a texidocs/ directory for snippet translations

|-- ca/ Catalan
|-- ca/ Czech
|-- de/ German
|-- es/ Spanish
|-- fr/ French
|-- hu/ Hungarian
|-- it/ Italian
|-- ja/ Japanese
|-- nl/ Dutch
|-- pt/ Portuguese
|-- zh/ Chinese

MISCELLANEOUS DOC STUFF:
|-- css/ CSS files for HTML docs
|-- included/ .ly files used in the manuals
|-- logo/ Web logo and "note" icon
|-- ly-examples/ .ly files for the "Examples" webpage
|-- misc/ Old announcements, ChangeLogs and NEWS
|-- pictures/ Images used (eps/jpg/png/svg)
 `-- pdf/ (pdf)
|-- po/ Translated build/maintenance scripts
|-- snippets/ Auto-generated from the LSR and from ./new/
Chapter 3: Working with source code

| `-- new/ | Snippets too new for the LSR |
| `-- topdocs/ | AUTHORS, INSTALL, README |

C++ SOURCES:

|-- flower/ | A simple C++ library |
|-- lily/ | C++ sources for the LilyPond binary |

LIBRARIES:

|-- ly/ | .ly \include files |
|-- mf/ | MetaFont sources for Emmentaler fonts |
|-- ps/ | PostScript library files |
|-- scm/ | Scheme sources for LilyPond and subroutine files |
|-- tex/ | TeX and texinfo library files |

SCRIPTS:

|-- config/ | Autoconf helpers for configure script |
|-- python/ | Python modules, MIDI module |
| `-- auxiliar/ | Python modules for build/maintenance |
|-- scripts/ | End-user scripts (--> lilypond/usr/bin/) |
| |-- auxiliar/ | Maintenance and non-essential build scripts |
| `-- build/ | Essential build scripts |

BUILD PROCESS:

(also see SCRIPTS section above)

|-- make/ | Specific make subroutine files |
|-- stepmake/ | Generic make subroutine files |

REGRESSION TESTS:

|-- input/ |
| `-- regression/ | .ly regression tests |
| |-- abc2ly/ | .abc regression tests |
| |-- lilypond-book/ | lilypond-book regression tests |
| |-- midi/ | midi2ly regression tests |
| `-- musicxml/ | .xml and .itexi regression tests |

MISCELLANEOUS:

|-- elisp/ | Emacs LilyPond mode and syntax coloring |
|-- vim/ | Vi(M) LilyPond mode and syntax coloring |
|-- po/ | Translations for binaries and end-user scripts |
3.7 Other Git documentation

- Official git man pages: http://www.kernel.org/pub/software/scm/git/docs/
- More in-depth tutorials: http://git-scm.com/documentation
- Book about git: Pro Git (http://progit.org/)
- Github help: http://help.github.com/ (very highly recommended by Graham)
4 Compiling

This chapter describes the process of compiling the LilyPond program from source files.

4.1 Overview of compiling

Compiling LilyPond from source is an involved process, and is only recommended for developers and packagers. Typical program users are instead encouraged to obtain the program from a package manager (on Unix) or by downloading a precompiled binary configured for a specific operating system. Pre-compiled binaries are available on the Section “Download” in General Information page.

Compiling LilyPond from source is necessary if you want to build, install, or test your own version of the program.

A successful compile can also be used to generate and install the documentation, incorporating any changes you may have made. However, a successful compile is not a requirement for generating the documentation. The documentation can be built using a Git repository in conjunction with a locally installed copy of the program. For more information, see [Building documentation without compiling], page 56.

Attempts to compile LilyPond natively on Windows have been unsuccessful, though a workaround is available (see Section “LilyDev” in Contributor’s Guide).

4.2 Requirements

4.2.1 Requirements for running LilyPond

This section contains the list of separate software packages that are required to run LilyPond.

- DejaVu fonts (http://www.dejavu-fonts.org/) These are normally installed by default.
- FontConfig (http://www.fontconfig.org/) Use version 2.4.0 or newer.
- Freetype (http://www.freetype.org/) Use version 2.1.10 or newer.
- Ghostscript (http://www.ghostscript.com) Use version 8.60 or newer.
- Pango (http://www.pango.org/) User version 1.12 or newer.
- Python (http://www.python.org) Use version 2.4 or newer.
- International fonts. For example:

  Fedora:
  - fonts-arabic
  - fonts-hebrew
  - fonts-ja
  - fonts-xorg-truetype
  - taitefonts
  - ttfonts-ja
  - ttfonts-zh_CN

  Debian based distributions:
  - emacs-intl-fonts
  - fonts-ipafont-gothic
  - fonts-ipafont-mincho
  - xfonts-bolkhov-75dpi
  - xfonts-cronyx-75dpi
xfonts-cronyx-100dpi
xfonts-int1-.*

These are normally installed by default and are required only to create music with international text or lyrics.

4.2.2 Requirements for compiling LilyPond

This section contains instructions on how to quickly and easily get all the software packages required to build LilyPond.

Most of the more popular Linux distributions only require a few simple commands to download all the software needed. For others, there is an explicit list of all the individual packages (as well as where to get them from) for those that are not already included in your distributions’ own repositories.

Fedora

The following instructions were tested on ‘Fedora’ versions 22 & 23 and will download all the software required to both compile LilyPond and build the documentation.

- Download and install all the LilyPond build-dependencies (approximately 700MB);
  
  ```
  sudo dnf builddep lilypond --nogpgcheck
  ```

- Download and install additional ‘build’ tools required for compiling;
  
  ```
  sudo dnf install autoconf gcc-c++
  ```

- Download `texi2html 1.82` directly from: http://download.savannah.gnu.org/releases/texi2html/texi2html-1.82.tar.gz;

  `texi2html` is only required if you intend to compile LilyPond’s own documentation (e.g. to help with any document writing). The version available in the Fedora repositories is too new and will not work. Extract the files into an appropriate location and then run the commands:

  ```
  ./configure
  make
  sudo make install
  ```

  This should install `texi2html 1.82` into `/usr/local/bin`, which will normally take priority over `/usr/bin` where the later, pre-installed versions gets put. Now verify that your operating system is able to see the correct version of `texi2html`.

  ```
  texi2html --version
  ```

- Although not ‘required’ to compile LilyPond, if you intend to contribute to LilyPond (codebase or help improve the documentation) then it is recommended that you also need to install git.

  ```
  sudo dnf install git
  ```

  Also see Section “Starting with Git” in `Contributor’s Guide`.

- To use the `lily-git.tcl` GUI;

  ```
  sudo dnf install tk
  ```

  See Section “lily-git” in `Contributor’s Guide`.
Note: By default, when building LilyPond’s documentation, pdfTeX is be used. However ligatures (fi, fl, ff etc.) may not be printed in the PDF output. In this case XeTeX can be used instead. Download and install the texlive-xetex package.

```
sudo dnf install texlive-xetex
```

The scripts used to build the LilyPond documentation will use XeTeX instead of pdfTeX to generate the PDF documents if it is available. No additional configuration is required.

Linux Mint

The following instructions were tested on ‘Linux Mint 17.1’ and ‘LMDE - Betsy’ and will download all the software required to both compile LilyPond and build the documentation.

- Enable the sources repository:
  1. Using the Software Sources GUI (located under Administration).
  2. Select Official Repositories.
  3. Check the Enable source code repositories box under the Source Code section.
  4. Click the Update the cache button and when it has completed, close the Software Sources GUI.
- Download and install all the LilyPond build-dependencies (approximately 200MB):
  ```
sudo apt-get build-dep lilypond
  ```
- Download and install additional ‘build’ tools required for compiling:
  ```
sudo apt-get install autoconf fonts-texgyre texlive-lang-cyrillic
  ```
- Although not ‘required’ to compile LilyPond, if you intend to contribute to LilyPond (code-base or help improve the documentation) then it is recommended that you also need to install git.
  ```
sudo apt-get install git
  ```
  Also see Section “Starting with Git” in Contributor’s Guide.
- To use the lily-git.tcl GUI:
  ```
sudo apt-get install tk
  ```
  Also see Section “lily-git” in Contributor’s Guide.

Note: By default, when building LilyPond’s documentation, pdfTeX is be used. However ligatures (fi, fl, ff etc.) may not be printed in the PDF output. In this case XeTeX can be used instead. Download and install the texlive-xetex package.

```
sudo apt-get install texlive-xetex
```

The scripts used to build the LilyPond documentation will use XeTeX instead of pdfTeX to generate the PDF documents if it is available. No additional configuration is required.

OpenSUSE

The following instructions were tested on ‘OpenSUSE 13.2’ and will download all the software required to both compile LilyPond and build the documentation.

- Add the sources repository:
  ```
sudo zypper addrepo -f "http://download.opensuse.org/source/distribution/13.2/repo/oss/" sources
  ```
• Download and install all the LilyPond build-dependencies (approximately 680MB);
  sudo zypper source-install lilypond
• Download and install additional ‘build’ tools required for compiling;
  sudo zypper install make
• Although not ‘required’ to compile LilyPond, if you intend to contribute to LilyPond (code-
base or help improve the documentation) then it is recommended that you also need to
  install git.
  sudo zypper install git
  Also see Section “Starting with Git” in Contributor’s Guide.
• To use the lily-git.tcl GUI;
  sudo zypper install tk
  Also see Section “lily-git” in Contributor’s Guide.

Note: By default, when building LilyPond’s documentation, pdfTeX is
be used. However ligatures (fi, fl, ff etc.) may not be printed in the
PDF output. In this case XeTeX can be used instead. Download and
install the texlive-xetex package.
  sudo zypper install texlive-xetex

The scripts used to build the LilyPond documentation will use XeTeX
instead of pdfTeX to generate the PDF documents if it is available. No
additional configuration is required.

Ubuntu
The following commands were tested on Ubuntu versions 14.04 LTS, 14.10 and 15.04 and will
download all the software required to both compile LilyPond and build the documentation.
• Download and install all the LilyPond build-dependencies (approximately 200MB);
  sudo apt-get build-dep lilypond
• Download and install additional ‘build’ tools required for compiling;
  sudo apt-get install autoconf fonts-texgyre texlive-lang-cyrillic
• Although not ‘required’ to compile LilyPond, if you intend to contribute to LilyPond (code-
base or help improve the documentation) then it is recommended that you also need to
  install git.
  sudo apt-get install git
  Also see Section “Starting with Git” in Contributor’s Guide.
• To use the lily-git.tcl GUI;
  sudo apt-get install tk
  Also see Section “lily-git” in Contributor’s Guide.

Note: By default, when building LilyPond’s documentation, pdfTeX is
be used. However ligatures (fi, fl, ff etc.) may not be printed in the
PDF output. In this case XeTeX can be used instead. Download and
install the texlive-xetex package.
  sudo apt-get install texlive-xetex

The scripts used to build the LilyPond documentation will use XeTeX
instead of pdfTeX to generate the PDF documents if it is available. No
additional configuration is required.
Other

The following individual software packages are required just to compile LilyPond.

- GNU Autoconf (http://www.gnu.org/software/autoconf)
- GNU Bison (http://www.gnu.org/software/bison/)
  Use version 2.0 or newer.
- GNU Compiler Collection (http://gcc.gnu.org/)
  Use version 3.4 or newer (4.x recommended).
- Flex (http://flex.sourceforge.net/)
- FontForge (http://fontforge.sf.net/)
  Use version 20060125 or newer (we recommend using at least 20100501); it must also be compiled with the --enable-double switch, else this can lead to inaccurate intersection calculations which end up with poorly-rendered glyphs in the output.
- GNU gettext (http://www.gnu.org/software/gettext/gettext.html)
  Use version 0.17 or newer.
- GNU Make (http://www.gnu.org/software/make/)
  Use version 3.78 or newer.
- MetaFont (http://metafont.tutorial.free.fr/)
  The mf-nowin, mf, mfw or mfont binaries are usually packaged along with TeX (http://www.latex-project.org/ftp.html).
- MetaPost (http://cm.bell-labs.com/who/hobby/MetaPost.html)
  The mpost binary is also usually packaged with TeX (http://www.latex-project.org/ftp.html).
- Perl (http://www.perl.org/)
- Texinfo (http://www.gnu.org/software/texinfo/)
  Use version 6.1 or newer.
- Type 1 utilities (http://www.lcdf.org/~eddietwo/type/#tlutils)
  Use version 1.33 or newer.
- Cyrillic fonts (https://www.ctan.org/pkg/cyrillic?lang=en)
  Often packaged in repositories as texlive-lang-cyrillic.
- TeX Gyre ‘OTF’ font packages. As of LilyPond version 2.19.26, the previous default serif, san serif and monospace fonts now use TeX Gyre’s Schola, Heros and Cursor fonts respectively. Also See Section “Fonts” in Notation Reference.
  Some distributions do not always provide ‘OTF’ font files in the TeX Gyre packages from their repositories. Use the command fc-list | grep texgyre to list the fonts available to your system and check that the appropriate *.otf files are reported. If they are not then download and manually extract the ‘OTF’ files to either your local ~/.fonts/ directory or use the configure command and the --with-texgyre-dir=/path_to_otf_files/ option.
  The following font families are required:

4.2.3 Requirements for building documentation

The entire set of documentation for the most current build of LilyPond is available online at https://lilypond.org/doc/v2.19/Documentation/web/development, but you can also build them locally from the source code. This process requires some additional tools and packages.
Note: If the instructions for one of the previously listed Linux in the previous section (Section “Requirements for compiling LilyPond” in Contributor’s Guide) have been used, then the following can be ignored as the software should already be installed.

- Everything listed in Section 4.2.2 [Requirements for compiling LilyPond], page 46,
- ImageMagick (http://www.imagemagick.org/)
- Netpbm (http://netpbm.sourceforge.net/)
- gzip (http://gzip.org/)
- rsync (http://rsync.samba.org/)
- Texi2HTML (http://www.nongnu.org/texi2html/)
  Use version 1.82. Later versions will not work.
  Download texi2html 1.82 directly from: http://download.savannah.gnu.org/releases/texi2html/texi2html-1.82.tar.gz;
  Extract the files into an appropriate location and then run the commands;

```bash
./configure
make
sudo make install
```
  Now verify that your operating system is able to see the correct version of texi2html.
  ```bash
texi2html --version
  ```
- Fonts required to build the documentation in addition to those required to run LilyPond:
  ```bash
gsfonts
fonts-linuxlibertine
fonts-liberation
fonts-dejavu
fonts-freefont-otf
ttf-bitstream-vera
texlive-fonts-recommended
ttf-xfree86-nonfree
```

Note: By default, when building LilyPond’s documentation, pdfTeX is be used. However ligatures (fi, fl, ff etc.) may not be printed in the PDF output. In this case XeTeX can be used instead. Download and install the texlive-xetex package. The scripts used to build the LilyPond documentation will use XeTeX instead of pdfTeX to generate the PDF documents if it is available. No additional configuration is required.

4.3 Getting the source code

Downloading the Git repository

In general, developers compile LilyPond from within a local Git repository. Setting up a local Git repository is explained in Section “Starting with Git” in Contributor’s Guide.

Downloading a source tarball

Packagers are encouraged to use source tarballs for compiling.

The tarball for the latest stable release is available on the Section “Source” in General Information page.

The latest source code snapshot (http://git.savannah.gnu.org/gitweb/?p=lilypond.git;a=snapshot) is also available as a tarball from the GNU Savannah Git server.
All tagged releases (including legacy stable versions and the most recent development release) are available here:

https://lilypond.org/download/source/

Download the tarball to your `~/src/` directory, or some other appropriate place.

**Note:** Be careful where you unpack the tarball! Any subdirectories of the current folder named `lilypond/` or `lilypond-x.y.z/` (where `x.y.z` is the release number) will be overwritten if there is a name clash with the tarball.

Unpack the tarball with this command:

```
tar -xzf lilypond-x.y.z.tar.gz
```

This creates a subdirectory within the current directory called `lilypond-x.y.z/`. Once unpacked, the source files occupy about 40 MB of disk space.

Windows users wanting to look at the source code may have to download and install the free-software 7zip archiver ([http://www.7-zip.org](http://www.7-zip.org)) to extract the tarball.

### 4.4 Configuring make

#### 4.4.1 Running `./autogen.sh`

After you unpack the tarball (or download the Git repository), the contents of your top source directory should be similar to the current source tree listed at [http://git.sv.gnu.org/gitweb/?p=lilypond.git;a=tree](http://git.sv.gnu.org/gitweb/?p=lilypond.git;a=tree).

Next, you need to create the generated files; enter the following command from your top source directory:

```
./autogen.sh --noconfigure
```

This will generate a number of files and directories to aid configuration, such as `configure`, `README.txt`, etc.

Next, create the build directory with:

```
mkdir build/

cd build/
```

We heavily recommend building lilypond inside a separate directory with this method.

#### 4.4.2 Running `../configure`

**Configuration options**

**Note:** make sure that you are in the `build/` subdirectory of your source tree.

The `../configure` command (generated by `./autogen.sh`) provides many options for configuring `make`. To see them all, run:

```
../configure --help
```

**Checking build dependencies**

**Note:** make sure that you are in the `build/` subdirectory of your source tree.
When \texttt{./configure} is run without any arguments, it will check to make sure your system has everything required for compilation:

\texttt{./configure}

If any build dependency is missing, \texttt{./configure} will return with:

\texttt{ERROR: Please install required programs: foo}

The following message is issued if you are missing programs that are only needed for building the documentation:

\texttt{WARNING: Please consider installing optional programs: bar}

If you intend to build the documentation locally, you will need to install or update these programs accordingly.

\begin{center}
\textbf{Note:} \texttt{./configure} may fail to issue warnings for certain documentation build requirements that are not met. If you experience problems when building the documentation, you may need to do a manual check of Section 4.2.3 [Requirements for building documentation], page 49.
\end{center}

### Configuring target directories

\begin{center}
\textbf{Note:} make sure that you are in the \texttt{build/} subdirectory of your source tree.
\end{center}

If you intend to use your local build to install a local copy of the program, you will probably want to configure the installation directory. Here are the relevant lines taken from the output of \texttt{./configure --help}:

By default, `make install` will install all the files in `/usr/local/bin`, `/usr/local/lib` etc. You can specify an installation prefix other than `/usr/local` using `--prefix`, for instance `--prefix=$HOME`.

A typical installation prefix is `$HOME/usr`:

\texttt{./configure --prefix=$HOME/usr}

Note that if you plan to install a local build on a system where you do not have root privileges, you will need to do something like this anyway—\texttt{make install} will only succeed if the installation prefix points to a directory where you have write permission (such as your home directory). The installation directory will be automatically created if necessary.

The location of the \texttt{lilypond} command installed by this process will be `prefix/bin/lilypond`; you may want to add `prefix/bin/` to your \texttt{$PATH} if it is not already included.

It is also possible to specify separate installation directories for different types of program files. See the full output of \texttt{./configure --help} for more information.

If you encounter any problems, please see Section 4.7 [Problems], page 57.

### 4.5 Compiling LilyPond

#### 4.5.1 Using make

\begin{center}
\textbf{Note:} make sure that you are in the \texttt{build/} subdirectory of your source tree.
\end{center}
LilyPond is compiled with the `make` command. Assuming `make` is configured properly, you can simply run:

```
make
```

`make` is short for `make all`. To view a list of `make` targets, run:

```
make help
```

TODO: Describe what `make` actually does.

See also

Section 4.6.2 [Generating documentation], page 53, provides more info on the `make` targets used to build the LilyPond documentation.

### 4.5.2 Saving time with the `-j` option

If your system has multiple CPUs, you can speed up compilation by adding `'-jX'` to the `make` command, where `X` is one more than the number of cores you have. For example, a typical Core2Duo machine would use:

```
make -j3
```

If you get errors using the `-j` option, and `make` succeeds without it, try lowering the `X` value.

Because multiple jobs run in parallel when `-j` is used, it can be difficult to determine the source of an error when one occurs. In that case, running `make` without the `-j` is advised.

### 4.5.3 Useful make variables

`make` normally echoes each command, but LilyPond makefiles suppress this behavior by default. The goal is to show progress without hiding warnings and errors in the noise of long commands.

To enable echoing commands, and to increase the verbosity of some of the commands, set `VERBOST=1` on the command line or in `local.make` at the top of the build tree.

Similarly, to reduce the verbosity, set `SILEN=1`. Because of the way these options are implemented, `make -s` does not serve this purpose.

### 4.6 Post-compilation options

#### 4.6.1 Installing LilyPond from a local build

If you configured `make` to install your local build in a directory where you normally have write permission (such as your home directory), and you have compiled LilyPond by running `make`, you can install the program in your target directory by running:

```
make install
```

If instead, your installation directory is not one that you can normally write to (such as the default `/usr/local/`, which typically is only writeable by the superuser), you will need to temporarily become the superuser when running `make install`:

```
sudo make install
```

or...

```
su -c 'make install'
```

If you don’t have superuser privileges, then you need to configure the installation directory to one that you can write to, and then re-install. See [Configuring target directories], page 52.

#### 4.6.2 Generating documentation
Documentation editor’s edit/compile cycle

- Initial documentation build:

  make [-jX]
  make [-jX CPU_COUNT=X] doc    ## can take an hour or more
  make [-jX CPU_COUNT=X] doc-stage-1 ## to build only PDF documentation

- Edit/compile cycle:

  ## edit source files, then...

  make [-jX]                    ## needed if editing outside
  ## Documentation/, but useful anyway
  ## for finding Texinfo errors.

  make [-jX CPU_COUNT=X] doc    ## usually faster than initial build.

- Reset:

  It is generally possible to remove the compiled documentation from your system with 'make doc-clean', but this method is not 100% guaranteed. Instead, if you want to be sure you have a clean system, we recommend that you delete your build/ directory, and begin compiling from scratch. Since the documentation compile takes much longer than the non-documentation compile, this does not increase the overall time by a great deal.

Building documentation

After a successful compile (using make), the documentation can be built by issuing:

  make doc

or, to build only the PDF documentation and not the HTML,

  make doc-stage-1

 **Note:** The first time you run make doc, the process can easily take an hour or more with not much output on the command line.

After this initial build, make doc only makes changes to the documentation where needed, so it may only take a minute or two to test changes if the documentation is already built.

If make doc succeeds, the HTML documentation tree is available in out-www/offline-root/, and can be browsed locally. Various portions of the documentation can be found by looking in out/ and out-www subdirectories in other places in the source tree, but these are only portions of the docs. Please do not complain about anything which is broken in those places; the only complete set of documentation is in out-www/offline-root/ from the top of the source tree.

make doc sends the output from most of the compilation to logfiles. If the build fails for any reason, it should prompt you with the name of a logfile which will provide information to help you work out why the build failed. These logfiles are not deleted with make doc-clean. To remove all the logfiles generated by the compilation process, use:

  find -name '*.log' -delete

make doc compiles the documents for all languages. To save some compile time, the English language documents can be compiled on their own with:

  make LANGS='' doc

Similarly, it is possible to compile a subset of the translated documentation by specifying their language codes on the command line. For example, the French and German translations are compiled with:

  make LANGS='de fr' doc
Note that this will also compile the English version.

Compilation of documentation in Info format with images can be done separately by issuing:

```bash
make info
```

An issue when switching branches between master and translation is the appearance/disappearance of translated versions of some manuals. If you see such a warning from make:

```bash
No rule to make target `X', needed by `Y'
```

Your best bet is to delete the file Y.dep and to try again.

### Building a single document

It's possible to build a single document. For example, to rebuild only `contributor.pdf`, do the following:

```bash
cd build/
cd Documentation/
touch ../../Documentation/contributor.texi
make out=www out-www/contributor.pdf
```

If you are only working on a single document, test-building it in this way can give substantial time savings - recreating `contributor.pdf`, for example, takes a matter of seconds.

### Saving time with `CPU_COUNT`

The most time consuming task for building the documentation is running LilyPond to build images of music, and there cannot be several simultaneously running `lilypond-book` instances, so the `-j` `make` option does not significantly speed up the build process. To help speed it up, the makefile variable `CPU_COUNT` may be set in `local.make` or on the command line to the number of `.ly` files that LilyPond should process simultaneously, e.g. on a bi-processor or dual core machine:

```bash
make -j3 CPU_COUNT=3 doc
```

The recommended value of `CPU_COUNT` is one plus the number of cores or processors, but it is advisable to set it to a smaller value unless your system has enough RAM to run that many simultaneous LilyPond instances. Also, values for the `-j` option that pose problems with `make` are less likely to pose problems with `make doc` (this applies to both `-j` and `CPU_COUNT`). For example, with a quad-core processor, it is possible for `make -j5 CPU_COUNT=5 doc` to work consistently even if `make -j5` rarely succeeds.

### AJAX search

To build the documentation with interactive searching, use:

```bash
make doc AJAX_SEARCH=1
```

This requires PHP, and you must view the docs via a http connection (you cannot view them on your local filesystem).

```bash
Note: Due to potential security or load issues, this option is not enabled in the official documentation builds. Enable at your own risk.
```

### Installing documentation

The HTML, PDF and if available Info files can be installed into the standard documentation path by issuing

```bash
make install-doc
```
This also installs Info documentation with images if the installation prefix is properly set; otherwise, instructions to complete proper installation of Info documentation are printed on standard output.

To install the Info documentation separately, run:

```
make install-info
```

Note that to get the images in Info documentation, `install-doc` target creates symbolic links to HTML and PDF installed documentation tree in `prefix/share/info`, in order to save disk space, whereas `install-info` copies images in `prefix/share/info` subdirectories.

It is possible to build a documentation tree in `out-www/online-root/`, with special processing, so it can be used on a website with content negotiation for automatic language selection; this can be achieved by issuing

```
make WEB_TARGETS=online doc
```

and both ‘offline’ and ‘online’ targets can be generated by issuing

```
make WEB_TARGETS="offline online" doc
```

Several targets are available to clean the documentation build and help with maintaining documentation; an overview of these targets is available with

```
make help
```

from every directory in the build tree. Most targets for documentation maintenance are available from `Documentation/`; for more information, see Section “Documentation work” in Contributor’s Guide.

The makefile variable `QUIET_BUILD` may be set to 1 for a less verbose build output, just like for building the programs.

**Building documentation without compiling**

The documentation can be built locally without compiling LilyPond binary, if LilyPond is already installed on your system.

From a fresh Git checkout, do

```
./autogen.sh # ignore any warning messages
cp GNUmakefile.in GNUmakefile
make -C scripts & & make -C python
nice make LILYPOND_EXTERNAL_BINARY=/path/to/bin/lilypond doc
```

Please note that this may break sometimes – for example, if a new feature is added with a test file in `input/regression`, even the latest development release of LilyPond will fail to build the docs.

You may build the manual without building all the `input/*` stuff (i.e. mostly regression tests): change directory, for example to `Documentation/`, issue `make doc`, which will build documentation in a subdirectory `out-www` from the source files in current directory. In this case, if you also want to browse the documentation in its post-processed form, change back to top directory and issue

```
make out=www WWW-post
```

**Known issues and warnings**

You may also need to create a script for `pngtopnm` and `pmntopng`. On GNU/Linux, I use this:

```
export LD_LIBRARY_PATH=/usr/lib
exec /usr/bin/pngtopnm "$@
```

On MacOS X with fink, I use this:

```
export DYLD_LIBRARY_PATH=/sw/lib
```
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exec /sw/bin/pngtopnm "@"

On MacOS X with macports, you should use this:
export DYLD_FALLBACK_LIBRARY_PATH=/opt/local/lib
exec /opt/local/bin/pngtopnm "@"

4.6.3 Testing LilyPond binary

LilyPond comes with an extensive suite that exercises the entire program. This suite can be used to test that the binary has been built correctly.

The test suite can be executed with:

make test

If the test suite completes successfully, the LilyPond binary has been verified.

More information on the regression test suite is found at Section “Regression tests” in Contributor’s Guide.

4.7 Problems

For help and questions use lilypond-user@gnu.org. Send bug reports to bug-lilypond@gnu.org.

Bugs that are not fault of LilyPond are documented here.

Compiling on MacOS X

Here are special instructions for compiling under MacOS X. These instructions assume that dependencies are installed using MacPorts. (http://www.macports.org/) The instructions have been tested using OS X 10.5 (Leopard).

First, install the relevant dependencies using MacPorts.

Next, add the following to your relevant shell initialization files. This is ~/.profile by default. You should create this file if it does not exist.

export PATH=/opt/local/bin:/opt/local/sbin:$PATH
export DYLD_FALLBACK_LIBRARY_PATH=/opt/local/lib:$DYLD_FALLBACK_LIBRARY_PATH

Now you must edit the generated config.make file. Change

FLEXLEXER_FILE = /usr/include/FlexLexer.h

to:

FLEXLEXER_FILE = /opt/local/include/FlexLexer.h

At this point, you should verify that you have the appropriate fonts installed with your ghostscript installation. Check ls /opt/local/share/ghostscript/fonts for: ’c0590*’ files (.pfb, .pfb and .afm). If you don’t have them, run the following commands to grab them from the ghostscript SVN server and install them in the appropriate location:

svn export http://svn.ghostscript.com/ghostscript/tags/urw-fonts-1.0.7pre44/
sudo mv urw-fonts-1.0.7pre44/* /opt/local/share/ghostscript/fonts/
rm -rf urw-fonts-1.07pre44

Now run the ./configure script. To avoid complications with automatic font detection, add

--with-fonts-dir=/opt/local/share/ghostscript/fonts

FreeBSD

To use system fonts, dejaview must be installed. With the default port, the fonts are installed in usr/X11R6/lib/X11/fonts/dejavu.

Open the file $LILYPONDBASE/usr/etc/fonts/local.conf and add the following line just after the <fontconfig> line. (Adjust as necessary for your hierarchy.)

<dir>/usr/X11R6/lib/X11/fonts</dir>
International fonts

On Mac OS X, all fonts are installed by default. However, finding all system fonts requires a bit of configuration; see this post (http://lists.gnu.org/archive/html/lilypond-user/2007-03/msg00472.html) on the lilypond-user mailing list.

On Linux, international fonts are installed by different means on every distribution. We cannot list the exact commands or packages that are necessary, as each distribution is different, and the exact package names within each distribution changes. Here are some hints, though:

**Red Hat Fedora**

```
taipeifonts fonts-xorg-truetype ttfonts-ja fonts-arabic \
ttfonts-zh_CN fonts-ja fonts-hebrew
```

**Debian GNU/Linux**

```
apt-get install emacs-intl-fonts xfonts-intl-.* \
  fonts-ipafont-gothic fonts-ipafont-mincho \
  xfonts-bolkhov-75dpi xfonts-cronyx-100dpi xfonts-cronyx-75dpi
```

Using lilypond python libraries

If you want to use lilypond’s python libraries (either running certain build scripts manually, or using them in other programs), set PYTHONPATH to `python/out` in your build directory, or `.../usr/lib/lilypond/current/python` in the installation directory structure.

4.8 Concurrent stable and development versions

It can be useful to have both the stable and the development versions of LilyPond available at once. One way to do this on GNU/Linux is to install the stable version using the precompiled binary, and run the development version from the source tree. After running `make all` from the top directory of the LilyPond source files, there will be a binary called lilypond in the `out` directory:

```
<path to>/lilypond/out/bin/lilypond
```

This binary can be run without actually doing the `make install` command. The advantage to this is that you can have all of the latest changes available after pulling from git and running `make all`, without having to uninstall the old version and reinstall the new.

So, to use the stable version, install it as usual and use the normal commands:

```
lilypond foobar.ly
```

To use the development version, create a link to the binary in the source tree by saving the following line in a file somewhere in your `PATH`:

```
exec <path to>/lilypond/out/bin/lilypond "$@
```

Save it as Lilypond (with a capital L to distinguish it from the stable lilypond), and make it executable:

```
chmod +x Lilypond
```

Then you can invoke the development version this way:

```
Lilypond foobar.ly
```

TODO: ADD

- other compilation tricks for developers
4.9 Build system

We currently use make and stepmake, which is complicated and only used by us. Hopefully this will change in the future.

Version-specific texinfo macros

- made with scripts/build/create-version-itexi.py and scripts/build/create-weblinks-itexi.py
- used extensively in the WEBSITE_ONLY_BUILD version of the website (made with website.make, used on lilypond.org)
- not (?) used in the main docs?
- the numbers in VERSION file: MINOR_VERSION should be 1 more than the last release, VERSION_DEVEL should be the last online release. Yes, VERSION_DEVEL is less than VERSION.
5 Documentation work

There are currently 11 manuals for LilyPond, not including the translations. Each book is available in HTML, PDF, and info. The documentation is written in a language called texinfo – this allows us to generate different output formats from a single set of source files.

To organize multiple authors working on the documentation, we use a Version Control System (VCS) called Git, previously discussed in Section 3.2 [Starting with Git], page 15.

5.1 Introduction to documentation work

Our documentation tries to adhere to our Section 5.5 [Documentation policy], page 70. This policy contains a few items which may seem odd. One policy in particular is often questioned by potential contributors: we do not repeat material in the Notation Reference, and instead provide links to the “definitive” presentation of that information. Some people point out, with good reason, that this makes the documentation harder to read. If we repeated certain information in relevant places, readers would be less likely to miss that information.

That reasoning is sound, but we have two counter-arguments. First, the Notation Reference – one of five manuals for users to read – is already over 500 pages long. If we repeated material, we could easily exceed 1000 pages! Second, and much more importantly, LilyPond is an evolving project. New features are added, bugs are fixed, and bugs are discovered and documented. If features are discussed in multiple places, the documentation team must find every instance. Since the manual is so large, it is impossible for one person to have the location of every piece of information memorized, so any attempt to update the documentation will invariably omit a few places. This second concern is not at all theoretical; the documentation used to be plagued with inconsistent information.

If the documentation were targeted for a specific version – say, LilyPond 2.19.5 – and we had unlimited resources to spend on documentation, then we could avoid this second problem. But since LilyPond evolves (and that is a very good thing!), and since we have quite limited resources, this policy remains in place.

A few other policies (such as not permitting the use of tweaks in the main portion of NR 1+2) may also seem counter-intuitive, but they also stem from attempting to find the most effective use of limited documentation help.

Before undertaking any large documentation work, contributors are encouraged to contact the Section 14.3 [Meisters], page 170.

5.2 \version in documentation files

Every documentation file which includes LilyPond code must begin with a \version statement, since the build procedure explicitly tests for its presence and will not continue otherwise. The \version statement should reference a version of LilyPond consistent with the syntax of the contained code.

Since the \version statement is not valid Texinfo input it must be commented out like this:

@c \version "2.19.1"

So, if you are adding LilyPond code which is not consistent with the current version header, you should

1. run convert-ly on the file using the latest version of LilyPond (which should, if everybody has done proper maintenance, not change anything);
2. add the new code;
3. modify the version number to match the new code.
5.3 Documentation suggestions

Small additions
For additions to the documentation,

1. Tell us where the addition should be placed. Please include both the section number and title (i.e. "LM 2.13 Printing lyrics").
2. Please write exact changes to the text.
3. A formal patch to the source code is not required; we can take care of the technical details.
4. Send the suggestions to the bug-lilypond mailing list as discussed in Section “Contact” in General Information.
5. Here is an example of a perfect documentation report:

   To: bug-lilypond@gnu.org
   From: helpful-user@example.net
   Subject: doc addition

   In LM 2.13 (printing lyrics), above the last line ("More options, like..."), please add:

   ----
   To add lyrics to a divided part, use blah blah blah. For example,
   
   \score {
   \notes {blah <<blah>> }
   \lyrics {blah <<blah>> }
   blah blah blah
   }
   ----

   In addition, the second sentence of the first paragraph is confusing. Please delete that sentence (it begins "Users often...") and replace it with this:
   ----
   To align lyrics with something, do this thing.
   ----

   Have a nice day,
   Helpful User

Larger contributions
To replace large sections of the documentation, the guidelines are stricter. We cannot remove parts of the current documentation unless we are certain that the new version is an improvement.

1. Ask on the lilypond-devel mailing list if such a rewrite is necessary; somebody else might already be working on this issue!
2. Split your work into small sections; this makes it much easier to compare the new and old documentation.
3. Please prepare a formal git patch.
Contributions that contain examples using overrides

Examples that use overrides, tweaks, customer Scheme functions etc. are (with very few exceptions) not included in the main text of the manuals; as there would be far too many, equally useful, candidates.

The correct way is to submit your example, with appropriate explanatory text and tags, to the LilyPond Snippet Repository (LSR). Snippets that have the “docs” tag can then be easily added as a selected snippet in the documentation. It will also appear automatically in the Snippets lists. See Section 7.1 [Introduction to LSR], page 92.

Snippets that don’t have the “docs” tag will still be searchable and viewable within the LSR, but will be not be included in the Snippets list or be able to be included as part of the main documentation.

Generally, any new snippets that have the “docs” tag are more carefully checked for syntax and formatting.

Announcing your snippet

Once you have followed these guidelines, please send a message to lilypond-devel with your documentation submissions. Unfortunately there is a strict ‘no top-posting’ check on the mailing list; to avoid this, add:

> I’m not top posting

(you must include the > ) to the top of your documentation addition.

We may edit your suggestion for spelling, grammar, or style, and we may not place the material exactly where you suggested, but if you give us some material to work with, we can improve the manual much faster.

Thanks for your interest!

5.4 Texinfo introduction and usage policy

5.4.1 Texinfo introduction

The language is called Texinfo; you can see its manual here:


However, you don’t need to read those docs. The most important thing to notice is that text is text. If you see a mistake in the text, you can fix it. If you want to change the order of something, you can cut-and-paste that stuff into a new location.

Note: Rule of thumb: follow the examples in the existing docs. You can learn most of what you need to know from this; if you want to do anything fancy, discuss it on lilypond-devel first.

5.4.2 Documentation files

All manuals live in Documentation/.

In particular, there are four user manuals, their respective master source files are learning.tely (LM, Learning Manual), notation.tely (NR, Notation Reference), music-glossary.tely (MG, Music Glossary), and lilypond-program (AU). Each chapter is written in a separate file, ending in .tely for files containing lilypond code, and .itexi for files without lilypond code, located in a subdirectory associated to the manual (learning/ for learning.tely, and so on); list the subdirectory of each manual to determine the filename of the specific chapter you wish to modify.
Developer manuals live in Documentation/ too. Currently there is only one: the Contributor’s Guide contrib-guide.texi you are reading.

Snippet files are part of documentation, and the Snippet List (SL) lives in Documentation/ just like the manuals. For information about how to modify the snippet files and SL, see Chapter 7 [LSR work], page 92.

5.4.3 Sectioning commands

The Notation Reference uses section headings at four, occasionally five, levels.

- Level 1: @chapter
- Level 2: @section
- Level 3: @subsection
- Level 4: @unnumberedsubsubsec
- Level 5: @subsubsubheading

The first three levels are numbered in HTML, the last two are not. Numbered sections correspond to a single HTML page in the split HTML documents.

The first four levels always have accompanying nodes so they can be referenced and are also included in the ToC in HTML.

Most of the manual is written at level 4 under headings created with

\begin{verbatim}
@node Foo
@unnumberedsubsubsec Foo
\end{verbatim}

Level 3 subsections are created with

\begin{verbatim}
@node Foo
@subsection Foo
\end{verbatim}

Level 4 headings and menus must be preceded by level 3 headings and menus, and so on for level 3 and level 2. If this is not what is wanted, please use:

\begin{verbatim}
@subsubsubheading Foo
\end{verbatim}

Please leave two blank lines above a @node; this makes it easier to find sections in texinfo.

Do not use any @ commands for a @node. They may be used for any @sub... sections or headings however.

\begin{verbatim}
not:
@node @code{Foo} Bar
@subsection @code{Foo} Bar
\end{verbatim}

but instead:

\begin{verbatim}
@node Foo Bar
@subsection @code{Foo} Bar
\end{verbatim}

No punctuation may be used in the node names. If the heading text uses punctuation (in particular, colons and commas) simply leave this out of the node name and menu.

\begin{verbatim}
@menu
* Foo Bar::
@end menu
\end{verbatim}

\begin{verbatim}
@node Foo Bar
@subsection Foo:: Bar
\end{verbatim}

Backslashes must not be used in node names or section headings. If the heading text should include a backslash simply leave this out of the node name and menu and replace it with @bs{} in the heading text.

\begin{verbatim}
@menu
\end{verbatim}
The set command

References to such a node may use the third argument of the @ref command to display the textually correct heading.

@ref{The set command,,The @code{@bs{}set} command}

With the exception of @ commands, \ commands and punctuation, the section name should match the node name exactly.

Sectioning commands (@node and @section) must not appear inside an @ignore. Separate those commands with a space, ie @node.

Nodes must be included inside a

@node
* foo::
* bar::
@end node

construct. These can be constructed with scripts: see [Stripping whitespace and generating menus], page 75.

5.4.4 LilyPond formatting

- Most LilyPond examples throughout the documentation can be produced with:

  @lilypond[verbatim,quote]

  If using \book{} in your example then you must also include the papersize=X variable, where X is a defined paper size from within scm/paper.scm. This is to avoid the default a4 paper size being used and leaving too much unnecessary whitespace and potentially awkward page breaks in the PDFs.

  The preferred papersizes are a5, a6 or a8landscape. a8landscape works best for a single measure with a single title and/or single tagline:

  @lilypond[papersize=a8landscape,verbatim]

  \book {
    \header {
      title = "A scale in LilyPond"
    }
    \relative {
      c d e f
    }
  }

  and can also be used to easily show features that require page breaks (i.e. page numbers) without taking large amounts of space within the documentation. Do not use the quote option with this paper size.

  a5 or a6 paper sizes are best used for examples that have more than two measures of music or require multiple staves (i.e. to illustrate cross-staff features, RH and LH parts etc.) and where \book{} constructions are required or where a8landscape produces an example that is too cramped. Depending on the example the quote option may need to be omitted.

  In rare cases, other options may be used (or omitted), but ask first.
• Please avoid using extra spacing either after or within the @lilypond parameters.

  not:    @lilypond [verbatim, quote, fragment]
  but instead: @lilypond[verbatim,quote,fragment]

• Inspirational headwords are produced with:

  @lilypondfile[quote,ragged-right,line-width=16\cm,staffsize=16]
  {pitches-headword.ly}

• LSR snippets are linked with:

  @lilypondfile[verbatim,quote,ragged-right, texidoc, doctitle]
  {filename.ly}

• Use two spaces for indentation in lilypond examples (no tabs).

• All engravers should have double-quotes around them:

  \consists "Spans_arpeggio_ engraver"

LilyPond does not strictly require this, but it is a useful convention to follow.

• Try to avoid using #' or #` when describing context or layout properties outside of an @example or @lilypond, unless the description explicitly requires it.

  i.e. “...setting the transparent property leaves the object where it is, but makes it invisible.”

• If possible, only write one bar per line.

• If you only have one bar per line, omit bar checks. If you must put more than one bar per line (not recommended), then include bar checks.

• Tweaks should, if possible, also occur on their own line.

  not:    \override TextScript.padding = #3 c1"hi"
  but instead: \override TextScript.padding = #3
c1"hi"

excepted in Templates, where ‘doctitle’ may be omitted.

• Avoid long stretches of input code. Nobody is going to read them in print. Create small examples. However, this does not mean it has to be minimal.

• Specify durations for at least the first note of every bar.

• If possible, end with a complete bar.

• Comments should go on their own line, and be placed before the line(s) to which they refer.

• For clarity, always use { } marks even if they are not technically required; i.e.

  not:

  \context Voice \repeat unfold 2 \relative c' { 
  c2 d
  }

  but instead:

  \context Voice {
  \repeat unfold 2 { 
  \relative c' { 
  c2 d
  }
  }
  }
• Add a space around \{ \} marks; i.e.
  not: \chordmode{c e g}
  but instead: \chordmode { c e g }
• Use \{ \} marks for additional \markup format commands; i.e.
  not: c\markup \tiny\sharp
  but instead: c\markup { \tiny \sharp }
• Remove any space around < > marks; i.e.
  not: < c e g > 4
  but instead: <c e g>4
• Beam, slur and tie marks should begin immediately after the first note with beam and
  phrase marks ending immediately after the last.
  a\8\( a c 16[ b c \times ( d \) b] c i s 4 ~ b' c i s,\)
• If you want to work on an example outside of the manual (for easier/faster processing), use
  this header:
  \paper {
    indent = 0\mm
    line-width = 160\mm - 2.0 * 0.4\in
    line-width = #(- line-width (* mm 3.00000))
  }
  \layout {
  }
  You may not change any of these values. If you are making an example demonstrating
  special \paper{} values, contact the Documentation Editor.

5.4.5 Text formatting
• Lines should be less than 72 characters long. (We personally recommend writing with 66-
  char lines, but do not bother modifying existing material). Also see the recommendations
  for fixed-width fonts in the Section 5.4.6 [Syntax survey], page 66.
• Do not use tabs.
• Do not use spaces at the beginning of a line (except in \example or \verbatim environ-
  ments), and do not use more than a single space between words. ‘makeinfo’ copies the input
  lines verbatim without removing those spaces.
• Use two spaces after a period.
• In examples of syntax, use \var{musicexpr} for a music expression.
• Don’t use \rinternals{} in the main text. If you’re tempted to do so, you’re probably
  getting too close to “talking through the code”. If you really want to refer to a context, use
  \code{} in the main text and \rinternals{} in the \seealso.

5.4.6 Syntax survey

Comments
• @c ... — single line comment. ‘@c NOTE:‘ is a comment which should remain in the final
  version. (gp only command ;)
• @ignore — multi-line comment:
  @ignore
  ...
  @end ignore
Cross references

Enter the exact @node name of the target reference between the brackets (eg. ‘@ref{Syntax survey}’). Do not split a cross-reference across two lines – this causes the cross-reference to be rendered incorrectly in HTML documents.

- @ref{...} — link within current manual.
- @changes{...} — link to Changes.
- @contrib{...} — link to Contributor’s Guide.
- @essay{...} — link to Engraving Essay.
- @extend{...} — link to Extending LilyPond.
- @gloss{...} — link to the Music Glossary.
- @internals{...} — link to the Internals Reference.
- @learning{...} — link to Learning Manual.
- @rsr{...} — link to a Snippet section.
- @program{...} — link to Application Usage.
- @user{...} — link to Notation Reference.
- @web{...} — link to General Information.

External links

- @email{...} — create a mailto: E-mail link.
- @uref{URL[, link text]} — link to an external url. Use within an @example ... @end example.

Fixed-width font

- @code{...}, @samp{...} —

  Use the @code{...} command when referring to individual language-specific tokens (keywords, commands, engravers, scheme symbols, etc.) in the text. Ideally, a single @code{...} block should fit within one line in the PDF output.

  Use the @samp{...} command when you have a short example of user input, unless it constitutes an entire @item by itself, in which case @code{...} is preferable. Otherwise, both should only be used when part of a larger sentence within a paragraph or @item. Do not use @code{...} or @samp{...} inside an @example block, and do not use either as a free-standing paragraph; use @example instead.

  A single unindented line in the PDF has space for about 79 fixed-width characters (76 if indented). Within an @item there is space for about 75 fixed-width characters. Each additional level of @itemize or @enumerate shortens the line by about 4 columns.

  However, even short blocks of @code{...} and @samp{...} can run into the margin if the Texinfo line-breaking algorithm gets confused. Additionally, blocks that are longer than this may in fact print nicely; it all depends where the line breaks end up. If you compile the docs yourself, check the PDF output to make sure the line breaks are satisfactory.

  The Texinfo setting @allowcodebreaks is set to false in the manuals, so lines within @code{...} or @samp{...} blocks will only break at spaces, not at hyphens or underscores. If the block contains spaces, use @w{@code{...}} or @w{@samp{...}} to prevent unexpected line breaks.
The Texinfo settings `txicodequoteundirected` and `txicodequotebacktick` are both set in the manuals, so backticks (`') and apostrophes ('`) placed within blocks of `@code`, `@example`, or `@verbatim` are not converted to left- and right-angled quotes (`' `) as they normally are within the text, so the apostrophes in `@w{\relative c''}` will display correctly. However, these settings do not affect the PDF output for anything within a `@samp` block (even if it includes a nested `@code` block), so entering `@w{\relative c''}` wrongly produces `relative c'` in PDF. Consequently, if you want to use a `@samp{...}` block which contains backticks or apostrophes, you should instead use `@q{\code{...}}` (or `@q{\samp{...}}`) if the block also contains spaces). Note that backslashes within `@q{...}` blocks must be entered as `@bs{}`, so the example above would be coded as `@q{\samp{\code{relative c'')}}`.

- `@command{...}` — Use when referring to command-line commands within the text (eg. `@command{convert-ly}`). Do not use inside an `@example` block.
- `@example` — Use for examples of program code. Do not add extraneous indentation (i.e. don’t start every line with whitespace). Use the following layout (notice the use of blank lines). Omit the `@noindent` if the text following the example starts a new paragraph:

  ```
  ...text leading into the example...

  @example
  ...
  @end example

  @noindent
  continuation of the text...
  ```

  Individual lines within an `@example` block should not exceed 74 characters; otherwise they will run into the margin in the PDF output, and may get clipped. If an `@example` block is part of an `@item`, individual lines in the `@example` block should not exceed 70 columns.

  For long command line examples, if possible, use a trailing backslash to break up a single line, indenting the next line with 2 spaces. If this isn’t feasible, use `@smallexample` instead, which uses a smaller fontsize. Use `@example` whenever possible, but if needed, `@smallexample` can fit up to 90 characters per line before running into the PDF margin. Each additional level of `@itemize` or `@enumerate` shortens a `@smallexample` line by about 5 columns.

- `@file{...}` — Use when referring to filenames and directories in the text. Do not use inside an `@example` block.
- `@option{...}` — Use when referring to command-line options in the text (eg. `@option{--format}`). Do not use inside an `@example` block.
- `@verbatim` — Prints the block exactly as it appears in the source file (including whitespace, etc.). For program code examples, use `@example` instead. `@verbatim` uses the same format as `@example`.

  Individual lines within an `@verbatim` block should not exceed 74 characters; otherwise they will run into the margin in the PDF output, and may get clipped. If an `@verbatim` block is part of an `@item`, individual lines in the `@verbatim` block should not exceed 70 columns. Each additional level of `@itemize` or `@enumerate` shortens the line by about 4 columns.

Indexing

- `@cindex ...` — General index. Please add as many as you can. Don’t capitalize the first word.
- `@funindex ...` — is for a \lilycommand.
Lists
- \texttt{\@enumerate} — Create an ordered list (with numbers). Always put ‘\texttt{\@item}’ on its own line. As an exception, if all the items in the list are short enough to fit on single lines, placing them on the ‘\texttt{\@item}’ lines is also permissible. ‘\texttt{\@item}’ and ‘\texttt{\@end enumerate}’ should always be preceded by a blank line.

\begin{verbatim}
\@enumerate
  \item A long multi-line item like this one must begin on a line of its own and all the other items in the list must do so too.
  \item Even short ones
\@end enumerate
\@enumerate
  \item Short item
  \item Short item
\@end enumerate
\end{verbatim}

- \texttt{\@itemize} — Create an unordered list (with bullets). Use the same format as \texttt{\@enumerate}. Do not use ‘\texttt{\@itemize \@bullet}’.

Special characters

\begin{quote}
\textbf{Note:} In Texinfo, the backslash is an ordinary character, and is entered without escaping (e.g. ‘\texttt{The @code{\foo} command}’). However, within double-quoted Scheme and/or LilyPond strings, backslashes (including those ending up in Texinfo markup) need to be escaped by doubling them:

\begin{verbatim}
(define (foo x)
  "The @code{\foo} command..."
  ...
)
\end{verbatim}
\end{quote}

- \texttt{--}, \texttt{---} — Create an en dash (–) or an em dash (—) in the text. To print two or three literal hyphens in a row, wrap one of them in a \texttt{@w{...}} (eg. ‘\texttt{\@w{-}-}’).

- \texttt{@@}, \texttt{@{, @} — Create an at-sign (@), a left curly bracket (\{}), or a right curly bracket (\}).

- \texttt{@bs{}} — Create a backslash within a \texttt{@q{...}}, \texttt{@qq{...}}, or \texttt{@warning{...}} block. This is a custom LilyPond macro, not a builtin \texttt{@-command} in Texinfo. Texinfo would also allow ‘\texttt{\textbackslash}’, but this breaks the PDF output.

- \texttt{@tie{}} — Create a \textit{variable-width} non-breaking space in the text (use ‘\texttt{@w{}}’ for a single \textit{fixed-width} non-breaking space). Variables or numbers which consist of a single character (probably followed by a punctuation mark) should be tied properly, either to the previous or the next word. Example: ‘The letter\texttt{@tie{}}@texttt{\@q{I}} is skipped’

Miscellany
- \texttt{@notation{...}} — refers to pieces of notation, e.g. ‘@texttt{@notation{clef}}’. Also use for
specific lyrics (‘the @notation{A – men} is centered’). Only use once per subsection per term.

- **@q{...}** — Single quotes. Used for ‘vague’ terms. To get a backslash (\), you must use ‘@bs{}’.
- **@qq{...}** — Double quotes. Used for actual quotes (“he said”) or for introducing special input modes. To get a backslash (\), you must use ‘@bs{}’.
- **@var{...}** — Use for metasyntactic variables (such as foo, bar, arg1, etc.). In most cases, when the @var{...} command appears in the text (and not in an @example block) it should be wrapped with an appropriate texinfo code-highlighting command (such as @code, @samp, @file, @command, etc.). For example: ‘@code[@var{foo}]’, ‘@file[@var{myfile.ly}]’, ‘@samp{git checkout @var{branch}}’, etc. This improves readability in the PDF and HTML output.
- **@version{}** — Return the current LilyPond version string. Use ‘@w{@version{}}’ if it’s at the end of a line (to prevent an ugly line break in PDF); use ‘@w{"@version{}}’ if you need it in quotes.
- **@w{...}** — Do not allow any line breaks.
- **@warning{...}** — produces a “Note: ” box. Use for important messages. To get a backslash (\), you must use ‘@bs{}’.

### 5.4.7 Other text concerns

- References must occur at the end of a sentence, for more information see the texinfo manual (http://www.gnu.org/software/texinfo/manual/texinfo/). Ideally this should also be the final sentence of a paragraph, but this is not required. Any link in a doc section must be duplicated in the @seealso section at the bottom.
- Introducing examples must be done with
  - (i.e. finish the previous sentence/paragraph)
  - (i.e. ‘in this example: ’)
  - (i.e. ‘may add foo with the blah construct,’)

The old “sentence runs directly into the example” method is not allowed any more.

- Abbrevs in caps, e.g., HTML, DVI, MIDI, etc.
- Colon usage
  1. To introduce lists
  2. When beginning a quote: “So, he said,...”.
     This usage is rarer. Americans often just use a comma.
  3. When adding a defining example at the end of a sentence.
- Non-ASCII characters which are in utf-8 should be directly used; this is, don’t say ‘Ba@ß{}tuba’ but ‘Baßtuba’. This ensures that all such characters appear in all output formats.

### 5.5 Documentation policy

#### 5.5.1 Books

There are four parts to the documentation: the Learning Manual, the Notation Reference, the Program Reference, and the Music Glossary.

- Learning Manual:
  The LM is written in a tutorial style which introduces the most important concepts, structure and syntax of the elements of a LilyPond score in a carefully graded sequence of steps.
Explanations of all musical concepts used in the Manual can be found in the Music Glossary, and readers are assumed to have no prior knowledge of LilyPond. The objective is to take readers to a level where the Notation Reference can be understood and employed to both adapt the templates in the Appendix to their needs and to begin to construct their own scores. Commonly used tweaks are introduced and explained. Examples are provided throughout which, while being focussed on the topic being introduced, are long enough to seem real in order to retain the readers’ interest. Each example builds on the previous material, and comments are used liberally. Every new aspect is thoroughly explained before it is used.

Users are encouraged to read the complete Learning Manual from start-to-finish.

- Notation Reference: a (hopefully complete) description of LilyPond input notation. Some material from here may be duplicated in the Learning Manual (for teaching), but consider the NR to be the "definitive" description of each notation element, with the LM being an "extra". The goal is _not_ to provide a step-by-step learning environment – do not avoid using notation that has not be introduced previously in the NR (for example, use \break if appropriate). This section is written in formal technical writing style.

Avoid duplication. Although users are not expected to read this manual from start to finish, they should be familiar with the material in the Learning Manual (particularly “Fundamental Concepts”), so do not repeat that material in each section of this book. Also watch out for common constructs, like ^_ for directions – those are explained in NR 3. In NR 1, you can write: DYNAMICS may be manually placed above or below the staff, see @ref{Controlling direction and placement}.

Most tweaks should be added to LSR and not placed directly in the .itely file. In some cases, tweaks may be placed in the main text, but ask about this first.

Finally, you should assume that users know what the notation means; explaining musical concepts happens in the Music Glossary.

- Application Usage: information about using the program lilypond with other programs (lilypond-book, operating systems, GUIs, convert-ly, etc). This section is written in formal technical writing style.

Users are not expected to read this manual from start to finish.


Users are not expected to read this manual from start to finish.

- Internals Reference: not really a documentation book, since it is automagically generated from the source, but this is its name.

5.5.2 Section organization

- The order of headings inside documentation sections should be:
  
  main docs
  @predefined
  @endpredefined
  @snippets
  @seealso
  @knownissues

- You must include a @seealso.

  - The order of items inside the @seealso section is

    Music Glossary:
    @rglos{foo},
    @rglos{bar}. 


Learning Manual:
@rlearning{baz},
@rlearning{foozle}.

Notation Reference:
@ruser{faazle},
@ruser{boo}.

Application Usage:
@rprogram{blah}.

Essay on automated music engraving:
@ressay{yadda}.

Extending LilyPond:
@rextend{frob}.

Installed Files:
@file{path/to/dir/blahz}.

Snippets: @rlsr{section}.

Internals Reference:
@rinternals{fazzle},
@rinternals{booar}.

- If there are multiple entries, separate them by commas but do not include an ‘and’.
- Always end with a period.
- Place each link on a new line as above; this makes it much easier to add or remove links. In the output, they appear on a single line.
  ("Snippets" is REQUIRED; the others are optional)
- Any new concepts or links which require an explanation should go as a full sentence(s) in the main text.
- Don’t insert an empty line between @seealso and the first entry! Otherwise there is excessive vertical space in the PDF output.
- To create links, use @ref{} if the link is within the same manual.
- @predefined ... @endpredefined is for commands in ly/*/init.ly
- Do not include any real info in second-level sections (i.e. 1.1 Pitches). A first-level section may have introductory material, but other than that all material goes into third-level sections (i.e. 1.1.1 Writing Pitches).
- The @knownissues should not discuss any issues that are in the tracker, unless the issue is Priority-Postponed. The goal is to discuss any overall architecture or syntax decisions which may be interpreted as bugs. Normal bugs should not be discussed here, because we have so many bugs that it would be a huge task to keep the @knownissues current and accurate all the time.

5.5.3 Checking cross-references
Cross-references between different manuals are heavily used in the documentation, but they are not checked during compilation. However, if you compile the documentation, a script called check_texi_refs can help you with checking and fixing these cross-references; for information on
usage, cd into a source tree where documentation has been built, cd into Documentation and run:

```
make check-xrefs
make fix-xrefs
```

Note that you have to find yourself the source files to fix cross-references in the generated documentation such as the Internals Reference; e.g. you can grep scm/ and lily/.

### 5.5.4 General writing

- Do not forget to create @cindex entries for new sections of text. Enter commands with @funindex, i.e.
  ```
  @cindex pitches, writing in different octaves
  @funindex \relative
  ```

  Do not bother with the @code{} (they are added automatically). These items are added to both the command index and the unified index. Both index commands should go in front of the actual material.

- @cindex entries should not be capitalized, i.e.
  ```
  @cindex time signature
  ```

  is preferred instead of “Time signature”. Only use capital letters for musical terms which demand them, e.g. “D.S. al Fine”.

- For scheme function index entries, only include the final part, i.e.
  ```
  @funindex modern-voice-cautionary
  ```

  and NOT
  ```
  @funindex #(set-accidental-style modern-voice-cautionary)
  ```

- Use American spelling. LilyPond’s internal property names use this convention.

- Here is a list of preferred terms to be used:
  - *Simultaneous* NOT concurrent.
  - *Measure*: the unit of music.
  - *Bar line*: the symbol delimiting a measure NOT barline.
  - *Note head* NOT notehead.
  - *Chord construct* NOT just chord (when referring to `< ... >`)
  - *Staff* NOT stave.
  - *Staves* NOT Staffs: Phrases such as ‘multiple @internalsref{Staff}s’ should be rephrased to ‘multiple @internalsref{Staff} contexts’.

### 5.5.5 Technical writing style

These refer to the NR. The LM uses a more gentle, colloquial style.

- Do not refer to LilyPond in the text. The reader knows what the manual is about. If you do, capitalization is LilyPond.

- If you explicitly refer to ‘lilypond’ the program (or any other command to be executed), write @command{lilypond}.

- Do not explicitly refer to the reader/user. There is no one else besides the reader and the writer.

- Avoid contractions (don’t, won’t, etc.). Spell the words out completely.

- Avoid abbreviations, except for commonly used abbreviations of foreign language terms such as etc. and i.e.

- Avoid fluff (“Notice that,” “as you can see,” “Currently,”).

- The use of the word ‘illegal’ is inappropriate in most cases. Say ‘invalid’ instead.
5.6 Tips for writing docs

In the NR, I highly recommend focusing on one subsection at a time. For each subsection,

- check the mundane formatting. Are the headings (@predefined, @seealso, etc.) in the right order?
- add any appropriate index entries.
- check the links in the @seealso section – links to music glossary, internal references, and other NR sections are the main concern. Check for potential additions.
- move LSR-worthy material into LSR. Add the snippet, delete the material from the .itely file, and add a @lilypondfile command.
- check the examples and descriptions. Do they still work? Do not assume that the existing text is accurate/complete; some of the manual is highly out of date.
- is the material in the @knownissues still accurate?
- can the examples be improved (made more explanatory), or is there any missing info? (feel free to ask specific questions on -user; a couple of people claimed to be interesting in being “consultants” who would help with such questions)

In general, I favor short text explanations with good examples – “an example is worth a thousand words”. When I worked on the docs, I spent about half my time just working on those tiny lilypond examples. Making easily-understandable examples is much harder than it looks.

Tweaks

In general, any \set or \override commands should go in the “select snippets” section, which means that they should go in LSR and not the .itely file. For some cases, the command obviously belongs in the “main text” (i.e. not inside @predefined or @seealso or whatever) – instrument names are a good example of this.

\set Staff.instrumentName = "foo"

On the other side of this,

\override Score.Hairpin.after-line-breaking = ##t

clearly belongs in LSR.

I’m quite willing to discuss specific cases if you think that a tweaks needs to be in the main text. But items that can go into LSR are easier to maintain, so I’d like to move as much as possible into there.

It would be “nice” if you spent a lot of time crafting nice tweaks for users... but my recommendation is not to do this. There’s a lot of doc work to do without adding examples of tweaks. Tweak examples can easily be added by normal users by adding them to the LSR.

One place where a documentation writer can profitably spend time writing or upgrading tweaks is creating tweaks to deal with known issues. It would be ideal if every significant known issue had a workaround to avoid the difficulty.

See also

Section 7.2 [Adding and editing snippets], page 92.

5.7 Scripts to ease doc work

5.7.1 Scripts to test the documentation
Building only one section of the documentation

In order to save build time, a script is available to build only one section of the documentation in English with a default HTML appearance.

If you do not yet have a build/ subdirectory within the LilyPond Git tree, you should create this first. You can then build a section of the documentation with the following command:

```
scripts/auxiliar/doc-section.sh MANUAL SECTION
```

where SECTION is the name of the file containing the section to be built, and MANUAL is replaced by the name of the directory containing the section. So, for example, to build section 1.1 of the Notation Reference, use the command:

```
scripts/auxiliar/doc-section.sh notation pitches
```

You can then see the generated document for the section at

```
build/tempdocs/pitches/out/pitches.html
```

According to LilyPond issue 1236 (https://sourceforge.net/p/testlilyissues/issues/1236/), the location of the LilyPond Git tree is taken from $LILYPOND_GIT if specified, otherwise it is auto-detected.

It is assumed that compilation takes place in the build/ subdirectory, but this can be overridden by setting the environment variable LILYPOND_BUILD_DIR.

Similarly, output defaults to build/tempdocs/ but this can be overridden by setting the environment variable LILYPOND_TEMPDOCS.

This script will not work for building sections of the Contributors’ Guide. For building sections of the Contributors’ Guide, use:

```
scripts/auxiliar/cg-section.sh SECTION
```

where SECTION is the name of the file containing the sections to be built. For example, to build section 4 of the Contributors’ Guide, use:

```
scripts/auxiliar/cg-section.sh doc-work
```

cg-section.sh uses the same environment variables and corresponding default values as doc-section.sh.

5.7.2 Scripts to create documentation

Stripping whitespace and generating menus

```
Note: This script assumes that the file conforms to our doc policy, in particular with regard to Section 5.4.3 [Sectioning commands], page 63; a few files still need work in this regard.
```

To automatically regenerate @menu portions and strip whitespace, use:

```
scripts/auxiliar/node-menuify.py FILENAME
```

If you are adding documentation that requires new menus, you will need to add a blank @menu section:

```
@menu
@end menu
```

Stripping whitespace only

To remove extra whitespace from the ends of lines, run

```
scripts/auxiliar/strip-whitespace.py FILENAME
```
Updating doc with convert-ly

Don’t. This should be done by programmers when they add new features. If you notice that it hasn’t been done, complain to lilypond-devel.

5.8 Docstrings in scheme

Material in the Internals reference is generated automatically from our source code. Any doc work on Internals therefore requires modifying files in scm/*.scm. Texinfo is allowed in these docstrings.

Most documentation writers never touch these, though. If you want to work on them, please ask for help.

5.9 Translating the documentation

The mailing list translations@lilynet.net is dedicated to LilyPond web site and documentation translation; on this list, you will get support from the Translations Meister and experienced translators, and we regularly discuss translation issues common to all languages. All people interested in LilyPond translations are invited to subscribe to this list regardless of the amount of their contribution, by sending an email to translations-request@lilynet.net with subject subscribe and an empty message body. Unless mentioned explicitly, or except if a translations coordinator contacts you privately, you should send questions, remarks and patches to the list translations@lilynet.net. Please note that traffic is high on the English-speaking list lilypond-user@gnu.org, so it may take some time before your request or contribution is handled.

5.9.1 Getting started with documentation translation

First, get the sources of branch translation from the Git repository, see Section 3.2 [Starting with Git], page 15.

Translation requirements

Working on LilyPond documentation translations requires the following pieces of software, in order to make use of dedicated helper tools:

- Python 3.5 or higher,
- GNU Make,
- Gettext,
- Git.

It is not required to build LilyPond and the documentation to translate the documentation. However, if you have enough time and motivation and a suitable system, it can be very useful to build at least the documentation so that you can check the output yourself and more quickly; if you are interested, see Chapter 4 [Compiling], page 45.

Before undertaking any large translation work, contributors are encouraged to contact the Section 14.3 [Meisters], page 170.

Which documentation can be translated

The makefiles and scripts infrastructure currently supports translation of the following documentation:

- the web site, the Learning Manual, the Notation Reference and Application Usage – Texinfo source, PDF and HTML output; Info output might be added if there is enough demand for it;
- the Changes document.
Support for translating the following pieces of documentation should be added soon, by
decreasing order of priority:

- automatically generated documentation: markup commands, predefined music functions;
- the Snippets List;
- the Internals Reference.

Starting translation in a new language

At top of the source directory, do

```
./autogen.sh
```

or (if you want to install your self-compiled LilyPond locally)

```
./autogen.sh --prefix=$HOME
```

If you want to compile LilyPond – which is almost required to build the documentation, but
is not required to do translation only – fix all dependencies and rerun `./configure` (with the
same options as for `autogen.sh`).

Then `cd` into `Documentation/` and run

```
make ISOLANG=MY-LANGUAGE new-lang
```

where `MY-LANGUAGE` is the ISO 639 language code.

Finally, add a language definition for your language in `python/langdefs.py`,
`Documentation/lilypond-texi2html-lang.init` and `Documentation/web/server/lilypond.org.htaccess`
Add this language definition and the corresponding section in `Documentation/lilypond-texi2html.init`
and `scripts/build/create-weblinks-itexi.py`.

5.9.2 Documentation translation details

Please follow all the instructions with care to ensure quality work.

All files should be encoded in UTF-8.

Files to be translated

Translation of `Documentation/foo/bar` should be `Documentation/LANG/foo/bar`. Unmen-
tioned files should not be translated.

Priorities:

- 1. delivery,
- 2. 3. 4. 5. 6. later,
- 7. optional.

Files of priority 1 should be submitted along all files generated by starting a new language
in the same commit and thus a unique patch, and the translation of files marked with priority 2
should be committed to Git at the same time and thus sent in a single patch. Files marked with
priority 3 or more may be submitted individually. Word counts (excluding LilyPond snippets)
are given for each file. For knowing how to commit your work to Git, then make patches of
your new translations as well as corrections and updates, see Section 3.3 [Basic Git procedures],
page 23.

```
-1- Web site
  752  web.texi
  6073  web/introduction.itexi
  1174  web/download.itexi
  1139  macros.itexi
  9    po/lilypond-doc.pot (translate to po/MY_LANGUAGE.po)
  0    search-box.ihtml
```
Chapter 5: Documentation work

--- lilypond-texi2html.init (section TRANSLATIONS)
9147 total

-2- Tutorial
1279 web/manuals.itexi
124 learning.tely
2536 learning/tutorial.itely
4512 learning/common-notation.itely
8451 total

-3- Fundamental Concepts, starting of Usage and Community
11458 learning/fundamental.itely -- Fundamental concepts
135 usage.tely
6634 usage/running.itely
2097 usage/updating.itely
2370 web/community.itexi
22694 total

-4- Rest of Learning manual and Suggestions on writing LilyPond files
16582 learning/tweaks.itely -- Tweaking output
1236 learning/templates.itely -- Templates
2793 usage/suggestions.itely -- Suggestions on writing LilyPond files
20611 total

-5- Notation reference
361 notation.tely
91 notation/notation.itely -- Musical notation
5513 notation/pitches.itely
6979 notation/rhythms.itely
1907 notation/expressive.itely
1310 notation/repeats.itely
3001 notation/simultaneous.itely
2892 notation/staff.itely
1700 notation/editorial.itely
3434 notation/text.itely
81 notation/specialist.itely -- Specialist notation
5170 notation/vocal.itely
2177 notation/chords.itely
702 notation/piano.itely
1000 notation/percussion.itely
826 notation/guitar.itely
66 notation/strings.itely
242 notation/bagpipes.itely
5468 notation/ancient.itely
14013 notation/input.itely -- Input syntax
2164 notation/non-music.itely -- Non-musical notation
11050 notation/spacing.itely -- Spacing issues
17099 notation/changing-defaults.itely -- Changing defaults
5187 notation/programming-interface.itely -- Interfaces for programmers
3450 notation/notation-appendices.itely -- Notation manual tables
252 notation/cheatsheet.itely -- Cheat sheet
96135 total
-6- Rest of Application Usage

4212 usage/lilypond-book.itely -- LilyPond-book
1122 usage/converter.itely -- Converting from other formats
5334 total

-7- Appendices whose translation is optional

382 essay/literature.itely
1222 learning/scheme-tutorial.itely (should be revised first)
1604 total

In addition, not listed above, Snippets’ titles and descriptions should be translated; they are a part of the Notation Reference and therefore their priority is 5.

**Translating the Web site and other Texinfo documentation**

Every piece of text should be translated in the source file, except Texinfo comments, text in @lilypond blocks and a few cases mentioned below.

Node names are translated, but the original node name in English should be kept as the argument of @translationof put after the section title; that is, every piece in the original file like

```
@node Foo bar
@section_command Bar baz
```

should be translated as

```
@node translation of Foo bar
@section_command translation of Bar baz
@translationof Foo bar
```

The argument of @rglos commands and the first argument of @rglosnamed commands must not be translated, as it is the node name of an entry in Music Glossary.

Every time you translate a node name in a cross-reference, i.e. the argument of commands @ref, @rprogram, @rlearning, @rlsr, @ruser or the first argument of their *named variants, you should make sure the target node is defined in the correct source file; if you do not intend to translate the target node right now, you should at least write the node definition (that is, the @node @section_command @translationof trio mentioned above) in the expected source file and define all its parent nodes; for each node you have defined this way but have not translated, insert a line that contains @untranslated. That is, you should end up for each untranslated node with something like

```
@node translation of Foo bar
@section_command translation of Bar baz
@translationof Foo bar
@untranslated
```
Note: you do not have to translate the node name of a cross-reference to a node that you do not have translated. If you do, you must define an “empty” node like explained just above; this will produce a cross-reference with the translated node name in output, although the target node will still be in English. On the opposite, if all cross-references that refer to an untranslated node use the node name in English, then you do not have to define such an “empty” node, and the cross-reference text will appear in English in the output. The choice between these two strategies implies its particular maintenance requirements and is left to the translators, although the opinion of the Translation meister leans towards not translating these cross-references.

Please think of the fact that it may not make sense translating everything in some Texinfo files, and you may take distance from the original text; for instance, in the translation of the web site section Community, you may take this into account depending on what you know the community in your language is willing to support, which is possible only if you personally assume this support, or there exists a public forum or mailing list listed in Community for LilyPond in your language:

- Section “Bug reports” in General Information: this page should be translated only if you know that every bug report sent on your language’s mailing list or forum will be handled by someone who will translate it to English and send it on bug-lilypond or add an issue in the tracker, then translate back the reply from developers.
- Section “Help us” in Contributor’s Guide: this page should be translated very freely, and possibly not at all: ask help for contributing to LilyPond for tasks that LilyPond community in your language is able and going to handle.

In any case, please mark in your work the sections which do not result from the direct translation of a piece of English translation, using comments i.e. lines starting with '@c'.

Finally, press in Emacs `C-c C-u C-a` to update or generate menus. This process should be made easier in the future, when the helper script `texi-langutils.py` and the makefile target are updated.

Some pieces of text manipulated by build scripts that appear in the output are translated in a `.po` file – just like LilyPond output messages – in `Documentation/po`. The Gettext domain is named `lilypond-doc`, and unlike `lilypond` domain it is not managed through the Free Translation Project.

Take care of using typographic rules for your language, especially in `macros.itexi`.

If you wonder whether a word, phrase or larger piece of text should be translated, whether it is an argument of a Texinfo command or a small piece sandwiched between two Texinfo commands, try to track whether and where it appears in PDF and/or HTML output as visible text. This piece of advice is especially useful for translating `macros.itexi`.

Please keep verbatim copies of music snippets (in @lilypond blocs). However, some music snippets containing text that shows in the rendered music, and sometimes translating this text really helps the user to understand the documentation; in this case, and only in this case, you may as an exception translate text in the music snippet, and then you must add a line immediately before the @lilypond block, starting with

@c KEEP LY

Otherwise the music snippet would be reset to the same content as the English version at next `make snippet-update` run – see [Updating documentation translation], page 82.

When you encounter

@lilypondfile{<number of fragment options>,texidoc}{filename.ly}

in the source, open `Documentation/snippets/filename.ly`, translate the `texidoc` header field it contains, enclose it with `texidocMY~LANGUAGE = " and ", and write it
into Documentation/MY-LANGUAGE/texidocs/filename.texidoc. Additionally, you may translate the snippet’s title in doctitle header field, in case doctitle is a fragment option used in @lilypondfile; you can do this exactly the same way as texidoc. For instance, Documentation/MY-LANGUAGE/texidocs/filename.texidoc may contain

```
doctitlees = "Spanish title baz"
texidoces = "Spanish translation blah"
```

@example blocks need not be verbatim copies, e.g. variable names, file names and comments should be translated.

Finally, please carefully apply every rule exposed in Section 5.4 [Texinfo introduction and usage policy], page 62, and Section 5.5 [Documentation policy], page 70. If one of these rules conflicts with a rule specific to your language, please ask the Translation meister on translations@lilynet.net list and/or the Documentation Editors on lilypond-devel@gnu.org list.

**Added a Texinfo manual**

In order to start translating a new manual whose basename is FOO, do

```
cd Documentation/MY-LANGUAGE
cp ../FOO.tely .
mkdir FOO
cp web/GNUmakefile FOO
```

then append FOO to variable SUBDIRS in Documentation/MY-LANGUAGE/GNUmakefile, then translate file MY-LANGUAGE/FOO.tely and run skeleton-update:

```
cd Documentation/
make ISOLANG=MY-LANGUAGE TEXI_LANGUTIL_FLAGS=--head-only skeleton-update
```

Your are now ready to translate the new manual exactly like the web site or the Learning Manual.

### 5.9.3 Documentation translation maintenance

Several tools have been developed to make translations maintenance easier. These helper scripts make use of the power of Git, the version control system used for LilyPond development.

You should use them whenever you would like to update the translation in your language, which you may do at the frequency that fits your and your cotranslators’ respective available times. In the case your translation is up-to-date (which you can discover in the first subsection below), it is enough to check its state every one or two weeks. If you feel overwhelmed by the quantity of documentation to be updated, see [Maintaining without updating translations], page 84.

**Check state of translation**

First pull from Git – see Section 3.3.2 [Pulling and rebasing], page 24, but DO NOT rebase unless you are sure to master the translation state checking and updating system – then cd into Documentation/ (or at top of the source tree, replace make with make -C Documentation) and run

```
make ISOLANG=MY-LANGUAGE check-translation
```

This presents a diff of the original files since the most recent revision of the translation. To check a single file, cd into Documentation/ and run

```
make CHECKED_FILES=MY_LANGUAGE/manual/foo.tely check-translation
```
In case this file has been renamed since you last updated the translation, you should specify both old and new file names, e.g.

```
CHECKED_FILES=MY_LANGUAGE/\{manual, user\}/foo.itely.
```

To see only which files need to be updated, do

```
make ISOLANG=MY_LANGUAGE check-translation | grep 'diff --git'
```

To avoid printing terminal colors control characters, which is often desirable when you redirect output to a file, run

```
make ISOLANG=MY_LANGUAGE NO_COLOR=1 check-translation
```

You can see the diffs generated by the commands above as changes that you should make in your language to the existing translation, in order to make your translation up to date.

**Note:** do not forget to update the committish in each file you have completely updated, see [Updating translation committishes], page 83.

Global state of the translation is recorded in `Documentation/translations.itexi`, which is used to generate Translations status page. To update that page, do from `Documentation/`

```
make translation-status
```

This will also leave `out/translations-status.txt`, which contains up-to-dateness percentages for each translated file, and update word counts of documentation files in this Guide.

**See also**

[Maintaining without updating translations], page 84.

### Updating documentation translation

Instead of running `check-translation`, you may want to run `update-translation`, which will run your favorite text editor to update files. First, make sure environment variable `EDITOR` is set to a text editor command, then run from `Documentation/`

```
make ISOLANG=MY_LANGUAGE update-translation
```

or to update a single file

```
make CHECKED_FILES=MY_LANGUAGE/manual/foo.itely update-translation
```

For each file to be updated, `update-translation` will open your text editor with this file and a diff of the file in English; if the diff cannot be generated or is bigger than the file in English itself, the full file in English will be opened instead.

**Note:** do not forget to update the committish in each file you have completely updated, see [Updating translation committishes], page 83.

Texinfo skeleton files, i.e., `.itely` files not yet translated, containing only the first node of the original file in English can be updated automatically: whenever `make check-translation` shows that such files should be updated, run from `Documentation/`

```
make ISOLANG=MY_LANGUAGE skeleton-update
```

`.po` message catalogs in `Documentation/po/` may be updated by issuing from `Documentation/` or `Documentation/po/`

```
make po-update
```
Note: if you run po-update and somebody else does the same and pushes before you push or send a patch to be applied, there will be a conflict when you pull. Therefore, it is better that only the Translation meister runs this command. Furthermore, it has been borken since the GDP: variable names and comments do no longer appear as translated.

Updating music snippets can quickly become cumbersome, as most snippets should be identical in all languages. Fortunately, there is a script that can do this odd job for you (run from Documentation/):

```
make ISOLANG=MY_LANGUAGE snippet-update
```

This script overwrites music snippets in `MY_LANGUAGE/foo/every.ily` with music snippets from `foo/every.ily`. It ignores skeleton files, and keeps intact music snippets preceded with a line starting with `@c KEEP LY`; it reports an error for each `.ily` that has not the same music snippet count in both languages. Always use this script with a lot of care, i.e. run it on a clean Git working tree, and check the changes it made with `git diff` before committing; if you don’t do so, some Lilypond snippets might be broken or make no sense in their context.

Finally, a command runs the three update processes above for all enabled languages (from Documentation/):

```
make all-translations-update
```

Use this command with caution, and keep in mind it will not be really useful until translations are stabilized after the end of GDP and GOP.

See also

[Maintaining without updating translations], page 84, Section 7.2 [Adding and editing snippets], page 92.

### Updating translation committishes

At the beginning of each translated file except PO files, there is a committish which represents the revision of the sources which you have used to translate this file from the file in English.

When you have pulled and updated a translation, it is very important to update this committish in the files you have completely updated (and only these); to do this, first commit possible changes to any documentation in English which you are sure to have done in your translation as well, then replace in the up-to-date translated files the old committish by the committish of latest commit, which can be obtained by doing

```
git rev-list HEAD |head -1
```

Most of the changes in the LSR snippets included in the documentation concern the syntax, not the description inside `texidoc=""`. This implies that quite often you will have to update only the committish of the matching .texidoc file. This can be a tedious work if there are many snippets to be marked as up do date. You can use the following command to update the committishes at once:

```
cd Documentation/LANG/texidocs
sed -i -r 's/[0-9a-z]{40}/NEW-COMMITTISH/ *.texidoc
```

See also

Chapter 7 [LSR work], page 92.

### 5.9.4 Translations management policies

These policies show the general intent of how the translations should be managed, they aim at helping translators, developers and coordinators work efficiently.
Maintaining without updating translations

Keeping translations up to date under heavy changes in the documentation in English may be almost impossible, especially as during the former Grand Documentation Project (GDP) or the Grand Organization Project (GOP) when a lot of contributors brings changes. In addition, translators may be — and that is a very good thing — involved in these projects too.

It is possible — and even recommended — to perform some maintenance that keeps translated documentation usable and eases future translation updating. The rationale below the tasks list motivates this plan.

The following tasks are listed in decreasing priority order.

1. Update macros.itexi. For each obsolete macro definition, if it is possible to update macro usage in documentation with an automatic text or regexp substitution, do it and delete the macro definition from macros.itexi; otherwise, mark this macro definition as obsolete with a comment, and keep it in macros.itexi until the documentation translation has been updated and no longer uses this macro.

2. Update *.tely files completely with make check-translation — you may want to redirect output to a file because of overwhelming output, or call check-translation.py on individual files, see [Check state of translation], page 81.

3. In .itelys, match sections and .itely file names with those from English docs, which possibly involves moving nodes contents in block between files, without updating contents itself. In other words, the game is catching where has gone each section. In Learning manual, and in Notation Reference sections which have been revised in GDP, there may be completely new sections: in this case, copy @node and @section-command from English docs, and add the marker for untranslated status @untranslated on a single line. Note that it is not possible to exactly match subsections or subsubsections of documentation in English, when contents has been deeply revised; in this case, keep obsolete (sub)subsections in the translation, marking them with a line @c obsolete just before the node.

Emacs with Texinfo mode makes this step easier:

- without Emacs AucTeX installed, C-c C-s shows structure of current Texinfo file in a new buffer *Occur*; to show structure of two files simultaneously, first split Emacs window in 4 tiles (with C-x 1 and C-x 2), press C-c C-s to show structure of one file (e.g. the translated file), copy *Occur* contents into *Scratch*, then press C-c C-s for the other file.

If you happen to have installed AucTeX, you can either call the macro by doing M-x texinfo-show-structure or create a key binding in your ~/.emacs, by adding the four following lines:

```lisp
(add-hook 'Texinfo-mode-hook
  '(lambda ()
    (define-key Texinfo-mode-map "\C-s" 'texinfo-show-structure)))
```

and then obtain the structure in the *Occur* buffer with C-c s.

- Do not bother updating @menus when all menu entries are in the same file, just do C-c C-u C-a ("update all menus") when you have updated all the rest of the file.

- Moving to next or previous node using incremental search: press C-s and type node (or C-s @node if the text contains the word ‘node’) then press C-s to move to next node or C-x to move to previous node. Similar operation can be used to move to the next/previous section. Note that every cursor move exits incremental search, and hitting C-s twice starts incremental search with the text entered in previous incremental search.
• Moving a whole node (or even a sequence of nodes): jump to beginning of the node (quit incremental search by pressing an arrow), press C-SPACE, press C-s node and repeat C-s until you have selected enough text, cut it with C-w or C-x, jump to the right place (moving between nodes with the previous hint is often useful) and paste with C-y or C-v.


5. Update documentation PO. It is recommended not to update strings which come from documentation that is currently deeply revised in English, to avoid doing the work more than once.

6. Fix broken cross-references by running (from Documentation/)

```
make ISOLANG=YOUR-LANGUAGE fix-xrefs
```

This step requires a successful documentation build (with make doc). Some cross-references are broken because they point to a node that exists in the documentation in English, which has not been added to the translation; in this case, do not fix the cross-reference but keep it "broken", so that the resulting HTML link will point to an existing page of documentation in English.

**Rationale**

You may wonder if it would not be better to leave translations as-is until you can really start updating translations. There are several reasons to do these maintenance tasks right now.

• This will have to be done sooner or later anyway, before updating translation of documentation contents, and this can already be done without needing to be redone later, as sections of documentation in English are mostly revised once. However, note that not all documentation sectioning has been revised in one go, so all this maintenance plan has to be repeated whenever a big reorganization is made.

• This just makes translated documentation take advantage of the new organization, which is better than the old one.

• Moving and renaming sections to match sectioning of documentation in English simplify future updating work: it allows updating the translation by side-by-side comparison, without bothering whether cross-reference names already exist in the translation.

• Each maintenance task except ‘Updating PO files’ can be done by the same person for all languages, which saves overall time spent by translators to achieve this task: the node names and section titles are in English, so you can do. It is important to take advantage of this now, as it will be more complicated (but still possible) to do step 3 in all languages when documentation is compiled with texi2html and node names are directly translated in source files.

**Managing documentation translation with Git**

This policy explains how to manage Git branches and commit translations to Git.

• Translation work is made on translation branch. This branch is merged on staging once a week, approximately. Then, master branch is merged on translation, where the check-translation script (see [Check state of translation], page 81) shows changes in English docs which should be translated, and the cycle starts again.

• Translations may be pushed directly to staging only if they do not break compilation of LilyPond and its documentation. Those changes could be pushed to translation too, or alternatively translators could wait until they come from master the next time it is merged on translation. Similarly, changes matching stable/X.Y are preferably made on X.Ytranslation.
• **translation** Git branch may be merged into **staging** branch only if LilyPond (**make all**) and documentation (**make doc**) compile successfully.

• **make** and **make doc** are usually successful in **master** Git branch because those tests should have already succeeded in **staging** branch before merging. **master** branch may be merged into **translation** when significant changes had been made in documentation in English in **master** branch.

• General maintenance may be done by anybody who knows what he does in documentation in all languages, without informing translators first. General maintenance include simple text substitutions (e.g. automated by sed), compilation fixes, updating Texinfo or lilypond-book commands, updating macros, updating ly code, fixing cross-references, and operations described in [Maintaining without updating translations], page 84.

### 5.9.5 Technical background

A number of Python scripts handle a part of the documentation translation process. All scripts used to maintain the translations are located in **scripts/auxiliar/**.

• **check_translation.py** – show diff to update a translation,

• **texi-langutils.py** – quickly and dirtily parse Texinfo files to make message catalogs and Texinfo skeleton files,

• **texi-skeleton-update.py** – update Texinfo skeleton files,

• **update-snippets.py** – synchronize ly snippets with those from English docs,

• **translations-status.py** – update translations status pages and word counts in the file you are reading,

• **tely-gettext.py** – gettext node names, section titles and references in the sources; WARNING only use this script once for each file, when support for "makeinfo –html" has been dropped.

Other scripts are used in the build process, in **scripts/build/**:

• **mass-link.py** – link or symlink files between English documentation and documentation in other languages.

Python modules used by scripts in **scripts/auxiliar/** or **scripts/build/** (but not by installed Python scripts) are located in **python/auxiliar/**:

• **manuals_definitions.py** – define manual names and name of cross-reference Texinfo macros,

• **buildlib.py** – common functions (read piped output of a shell command, use Git),

• **postprocess_html.py** (module imported by **www_post.py**) – add footer and tweak links in HTML pages.

And finally

• **python/langdefs.py** – language definitions module
6 Website work

6.1 Introduction to website work

The website is not written directly in HTML; instead it is autogenerated along with the documentation through a sophisticated setup, using Texinfo source files. Texinfo is the standard for documentation of GNU software and allows generating output in HTML, PDF, and Info formats, which drastically reduces maintenance effort and ensures that the website content is consistent with the rest of the documentation. This makes the environment for improving the website rather different from common web development.

If you have not contributed to LilyPond before, a good starting point might be incremental changes to the CSS file, to be found at https://lilypond.org/css/lilypond-website.css or in the LilyPond source code at ./Documentation/css/lilypond-website.css.

Large scale structural changes tend to require familiarity with the project in general, a track record in working on LilyPond documentation as well as a prospect of long-term commitment.

The Texinfo source file for generating HTML are to be found in

Documentation/web.texi
Documentation/web/*.texi

Unless otherwise specified, follow the instructions and policies given in Chapter 5 [Documentation work], page 60. That chapter also contains a quick introduction to Texinfo; consulting an external Texinfo manual should not be necessary.

Exceptions to the documentation policies

- Sectioning: the website only uses chapters and sections; no subsections or subsubsections.
- @ref{}s to other manuals (@ruser, @rlearning, etc): you can’t link to any pieces of automatically generated documentation, like the IR or certain NR appendices.
- The bibliography in Community->Publications is generated automatically from .bib files; formatting is done automatically by texi-web.bst.
- ...
- For anything not listed here, just follow the same style as the existing website texinfo files.

6.2 Uploading and security

Overall idea

To reduce the CPU burden on the shared host (as well as some security concerns), we do not compile all of LilyPond. The website build process runs texi2html, but all media files (be they graphical lilypond output, photos of people, or pdfs) are copied from the $LILYPOND_WEB_MEDIA_GIT repository.

All scripts and makefiles used for the website build are run from a “trusted” copy. Any modification to those files in git needs a human to review the changes (after they have been made in git) before they are used on the server.

Building the website (quick local)

Initial setup: make sure that you have the environment variables $LILYPOND_GIT, $LILYPOND_BUILD_DIR and $LILYPOND_WEB_MEDIA_GIT set up correctly. For more information, see Section 14.2 [Environment variables], page 170.

Once that is done,

cd $LILYPOND_BUILD_DIR
make website

The website is in out-website/website/index.html.

Building the website (exactly as on the server)

Setting up (exactly as on the server)

Initial setup: you still need $LILYPOND_GIT and $LILYPOND_WEB_MEDIA_GIT.

Once that’s done, create:

```bash
mkdir -p $HOME/lilypond/
mkdir -p $HOME/lilypond/bin/
mkdir -p $HOME/lilypond/cron/
mkdir -p $HOME/lilypond/trusted-scripts/
```

The add these files to $HOME/lilypond/bin/:

Update git repositories:

```bash
### update-git.sh
#!/bin/sh
cd $LILYPOND_GIT
git fetch origin
git merge origin/master
cd $LILYPOND_WEB_MEDIA_GIT
git fetch origin
git merge origin/master
```

Check for any updates to trusted scripts / files:

```bash
### check-git.sh
#!/bin/sh
DEST=$HOME/lilypond/trusted-scripts
diff -u $DEST/website.make \ 
    $LILYPOND_GIT/make/website.make
diff -u $DEST/lilypond-texi2html.init \ 
    $LILYPOND_GIT/Documentation/lilypond-texi2html.init
diff -u $DEST/extract_texi_filenames.py \ 
    $LILYPOND_GIT/scripts/build/extract_texi_filenames.py
diff -u $DEST/create-version-itexi.py \ 
    $LILYPOND_GIT/scripts/build/create-version-itexi.py
diff -u $DEST/create-weblinks-itexi.py \ 
    $LILYPOND_GIT/scripts/build/create-weblinks-itexi.py
diff -u $DEST/mass-link.py \ 
    $LILYPOND_GIT/scripts/build/mass-link.py
diff -u $DEST/website_post.py \ 
    $LILYPOND_GIT/scripts/build/website_post.py
diff -u $DEST/bib2texti.py \ 
    $LILYPOND_GIT/scripts/build/bib2texti.py
diff -u $DEST/langdefs.py \ 
    $LILYPOND_GIT/python/langdefs.py
diff -u $DEST/lilypond.org.htaccess \ 
    $LILYPOND_GIT/Documentation/web/server/lilypond.org.htaccess
diff -u $DEST/website-dir.htaccess \ 
    $LILYPOND_GIT/Documentation/web/server/website-dir.htaccess
```

If the changes look ok, make them trusted:

```bash
### copy-from-git.sh
#!/bin/sh
DEST=$HOME/lilypond/trusted-scripts
cp $LILYPOND_GIT/make/website.make \ 
    $DEST/website.make
cp $LILYPOND_GIT/Documentation/lilypond-texi2html.init \ 
    $DEST/lilypond-texi2html.init
cp $LILYPOND_GIT/scripts/build/extract_texi_filenames.py \ 
    $DEST/extract_texi_filenames.py
```
Build the website:

```sh
### make-website.sh
#!/bin/sh
DEST=$HOME/web/
BUILD=$HOME/lilypond/build-website
mkdir -p $BUILD
cd $BUILD
$HOME/lilypond/trusted-scripts/website.make .
make -f website.make WEBSITE_ONLY_BUILD=1 website
rsync -raO $BUILD/out-website/website/ $DEST/
cp $BUILD/out-website/pictures $DEST
cp $BUILD/out-website/.htaccess $DEST
```

Then in the cronjob/ directory, put the cronjob to automate the trusted portions:

```
# website-rebuild.cron
LILYPOND_GIT= ... fill this in
LILYPOND_WEB_MEDIA_GIT= ... fill this in
11 * * * * $HOME/lilypond/trusted-scripts/update-git.sh >dev/null 2>&1
22 * * * * $HOME/lilypond/trusted-scripts/make-website.sh >dev/null 2>&1
```

As the final stage of the setup, run your `copy-from-git.sh` script, assuming that you trust the current state of scripts in lilypond git.

**Normal maintenance**

When there is a change to the build scripts and/or website makefile, log in to the server (or your own home machine if you’re testing this there), and do

```sh
update-git.sh
check-git.sh
```

After reviewing the changes carefully, you can update the trusted scripts with `copy-from-git.sh`.

**Building the website (exactly as on the server)**

Run `make-website.sh`; the final version ends up in `$HOME/web/`.

On the actual server, the website is generated hourly by user graham the host lilypond.org. You can set up the cronjob by doing:

`crontab $HOME/lilypond/website-rebuild.cron`
Chapter 6: Website work

Initial setup for new users on actual serve

You should symlink your own "~/lilypond/ to "graham/lilypond/

If this directory does not exist, make it. Git master should go in "~/lilypond/lilypond-git/ but make sure you enable:

  git config core.filemode false

If you have created any files in "graham/lilypond/ then please run:

  chgrp lilypond ~graham/lilypond/ -R
  chmod 775 ~graham/lilypond/ -R

Additional information

Some information about the website is stored in "graham/lilypond/*.txt; this information should not be shared with people without trusted access to the server.

6.3 Debugging website and docs locally

- Install Apache (you can use version 2, but keep in mind that the server hosting lilypond.org runs version 1.3). These instructions assume that you also enable mod_userdir, and use $HOME/public_html as DocumentRoot (i.e. the root directory of the web server).

- Build the online docs and website:

  make WEB_TARGETS="offline online" doc
  make website

  This will make all the language variants of the website. To save a little time, just the English version can be made with the command make WEB_LANGS='' website or the English and (for example) the French with make WEB_LANGS='fr' website.

- Choose the web directory where to copy the built stuff. If you already have other web projects in your DocumentRoot and don’t need to test the .htaccess file, you can copy to ~/public_html/lilypond.org. Otherwise you’d better copy to ~/public_html. It’s highly recommended to have your build dir and web dir on the same partition.

- Add the directory for the online documentation:

  mkdir -p ~/public_html/doc/v2.19/

  You may want to add also the stable documentation in ~/public_html/doc/v2.18/, extracting the contents of the html directory present in the tarball available in Section “All” in General Information. Just in case you want to test the redirects to the stable documentation.

- Copy the files with rsync:

  rsync -av --delete out-website/website ~/public_html/
  cp out-website/.htaccess ~/public_html
  rsync -av --delete out-www/online-root/ ~/public_html/doc/v2.19/

6.4 Translating the website

As it has much more audience, the website should be translated before the documentation; see Section 5.9 [Translating the documentation], page 76.

In addition to the normal documentation translation practices, there are a few additional things to note:

- Build the website with:

  make website
however, please note that this command is not designed for being run multiple times. If you see unexpected output (mainly the page footers getting all messed up), then delete your `out-website` directory and run `make website` again.

- Some of the translation infrastructure is defined in python files; you must look at the `translation data` sections in:
  ```
  scripts/build/create-weblinks-itexi.py
  scripts/build/website_post.py
  ```

- Translations are not included by default in `make website`. To test your translation, edit the `WEB_LANGUAGES` = line in `python/langdefs.py`. You will need to copy this updated script to `$LILYPOND_BUILD_DIR/python/out`.

  Do not submit a patch to add your language to this file unless `make website` completes with fewer than 5 warnings.

- Links to manuals are done with macros like `@manualDevelLearningSplit`. To get translated links, you must change that to `@manualDevelLearningSplit-es` (for es/Spanish translations, for example).
7 LSR work

7.1 Introduction to LSR

The LilyPond Snippet Repository (LSR) ([http://lsr.di.unimi.it/](http://lsr.di.unimi.it/)) is a collection of lilypond examples. A subset of these examples are automatically imported into the documentation, making it easy for users to contribute to the docs without learning Git and Texinfo.

7.2 Adding and editing snippets

General guidelines

When you create (or find!) a nice snippet, if it is supported by the LilyPond version running on the LSR, please add it to the LSR. Go to LSR ([http://lsr.di.unimi.it/](http://lsr.di.unimi.it/)) and log in – if you haven’t already, create an account. Follow the instructions on the website. These instructions also explain how to modify existing snippets.

If you think the snippet is particularly informative and you think it should be included in the documentation, tag it with “docs” and one or more other categories, or ask on the development list for somebody who has editing permissions to do it.

Please make sure that the lilypond code follows the guidelines in Section 5.4.4 [LilyPond formatting], page 64.

If a new snippet created for documentation purposes compiles with LilyPond version currently on LSR, it should be added to LSR, and a reference to the snippet should be added to the documentation. Please ask a documentation editor to add a reference to it in an appropriate place in the docs. (Note – it should appear in the snippets document automatically, once it has been imported into git and built. See Section 7.4 [LSR to Git], page 93.

If the new snippet uses new features that are not available in the current LSR version, the snippet should be added to `Documentation/snippets/new` and a reference should be added to the manual.

Snippets created or updated in `Documentation/snippets/new` should be copied to `Documentation/snippets` by invoking at top of the source tree

```
scripts/auxiliar/makelsr.py
```

Be sure that `make doc` runs successfully before submitting a patch, to prevent breaking compilation.

Formatting snippets in `Documentation/snippets/new`

When adding a file to this directory, please start the file with

```
\version "2.x.y"
\header {
  \% Use existing LSR tags other than 'docs'; see makelsr.py for
  \% the list of tags used to sort snippets. E.g.:
  \lrshtags = "rhythms,expressive-marks"
  \% This texidoc string will be formatted by Texinfo
  \texidoc = "
  This code demonstrates ...
  "
  \% Please put doctitle last so that the '% begin verbatim'
  \% mark will be added correctly by makelsr.py.
  \doctitle = "Snippet title"
}
```
and name the file `snippet-title.ly`.

Please ensure that the version number you use at the top of the example is the minimum version that the file will compile with: for example, if the LSR is currently at 2.14.2 and your example requires 2.15.30, but the current development version of lilypond is 2.17.5, put `\version "2.15.30"` in the example.

Please also pay particular attention to the lines beginning `lsrtags =` and `doctitle =`. The tags must match tags used in the documentation, and the `doctitle` must match the filename.

### 7.3 Approving snippets

The main task of LSR editors is approving snippets. To find a list of unapproved snippets, log into LSR ([http://lsr.di.unimi.it/](http://lsr.di.unimi.it/)) and select “No” from the dropdown menu to the right of the word “Approved” at the bottom of the interface, then click “Enable filter”.

Check each snippet:

1. Does the snippet make sense and does what the author claims that it does? If you think the snippet is particularly helpful, add the “docs” tag and at least one other tag.
2. If the snippet is tagged with “docs”, check to see if it matches our guidelines for Section 5.4.4 [LilyPond formatting], page 64.
   Also, snippets tagged with “docs” should not be explaining (replicating) existing material in the docs. They should not refer to the docs; the docs should refer to them.
3. If the snippet uses scheme, check that everything looks good and there are no security risks.

   **Note:** Somebody could sneak a `#'(system "rm -rf /")` command into our source tree if you do not do this! Take this step **VERY SERIOUSLY**.

4. If all is well, check the box labelled “approved” and save the snippet.

### 7.4 LSR to Git

**Introduction**

Snippets used in the documentation are in `$LILYPOND_GIT/Documentation/snippets`. This directory contains a complete set of the snippets in the LSR which are tagged with ‘docs’. The exact method for getting them there is described below, but in essence they come from downloading a tarball from the LSR and importing into the directory using the `makelsr` script.

Any snippets which are too bleeding edge to run on the LSR (which uses a stable development version) are put into `$LILYPOND_GIT/Documentation/snippets/new`. Once the LSR has been upgraded so that these will run, then they are transferred to the LSR and deleted from `/snippets/new`.

‘Git’ is the shorthand name for the Git repository that contains all the development code. For further information on setting this up see, Chapter 3 [Working with source code], page 15. An alternative to setting up a Git repository for people wanting to do LSR work is to get the source code from [https://lilypond.org/website/development.html](https://lilypond.org/website/development.html).

**Importing the LSR to Git**

1. Make sure that `convert-ly` script and the `lilypond` binary are a bleeding edge version – the latest release or even better, a fresh snapshot from Git master, with the environment variable `LILYPOND_BUILD_DIR` correctly set up, see Section 14.2 [Environment variables], page 170.
2. Start by creating a list of updated snippets from your local repository. From the top source directory, run:

```bash
scripts/auxiliar/makelsr.py
```
Commit the changes and make a patch. Check the patch has nothing other than minor changes. If all is good and you’re confident in what you’ve done, this can be pushed directly to staging.

3. Next, download the updated snippets and run `makelsr.py` against them. From the top source directory, run:

```bash
wget http://lsr.di.unimi.it/download/lsr-snippets-docs-`date +%F`.tar.gz
tar -xzf lsr-snippets-docs-`date +%F`.tar.gz
make -C $LILYPOND_BUILD_DIR
scripts/auxiliar/makelsr.py lsr-snippets-docs-`date +%F`
```

where `date +%F` gives the current date in format `YYYY-MM-DD` (the snippets archive is usually generated around 03:50 CET, you may want to use `date -d yesterday +%F` instead, depending on your time zone and the time you run this commands sequence). `make` is included in this sequence so that `makelsr` can run `lilypond` and `convert-ly` versions that match current source tree; you can select different binaries if desired or needed, to see options for this do

```bash
scripts/auxiliar/makelsr.py --help
```

4. Follow the instructions printed on the console to manually check for unsafe files. These are:

```
Unsafe files printed in lsr-unsafe.txt: CHECK MANUALLY!
  git add Documentation/snippets/*.
  xargs git diff HEAD < lsr-unsafe.txt
```
First, it’s important to check for any added files and add them to the files git is tracking. Run `git status` and look carefully to see if files have been added. If so, add them with `git add`.

As the console says, `makelsr` creates a list of possibly unsafe files in `lsr-unsafe.txt` by running `lilypond` against each snippet using the `-dsafe` switch. This list can be quite long. However, by using the command `xargs git diff HEAD < lsr-unsafe.txt` git will take that list and check whether any of the snippets are different from the snippet already in master. If any is different it must be checked manually VERY CAREFULLY.

```
Note: Somebody could sneak a `#'(system "rm -rf /")` command into our source tree if you do not do this! Take this step VERY SERIOUSLY.
```

If there is any doubt about any of the files, you are strongly advised to run a review on Rietveld.

5. If a Review is not needed, commit the changes and push to staging.

Note that whenever there is a snippet in `Documentation/snippets/new` and another from the LSR with the same file name, `makelsr.py` will overwrite the LSR version with the one from `Documentation/snippets/new`.

### 7.5 Fixing snippets in LilyPond sources

If some snippet from `Documentation/snippets` causes the documentation compilation to fail, the following steps should be followed to fix it reliably.

1. Look up the snippet filename `foo.ly` in the error output or log, then fix the file `Documentation/snippets/foo.ly` to make the documentation build successfully.
2. Determine where it comes from by looking at its first two lines, e.g. run
   \texttt{head -2 Documentation/snippets/foo.ly}

3. \textbf{If the snippet comes from the LSR}, also apply the fix to the snippet in the LSR and send a notification email to an LSR editor with CC to the development list – see Section 7.2 [Adding and editing snippets], page 92. The failure may sometimes not be caused by the snippet in LSR but by the syntax conversion made by \texttt{convert-ly}; in this case, try to fix \texttt{convert-ly} or report the problem on the development list, then run \texttt{makelsr.py} again, see Section 7.4 [LSR to Git], page 93. In some cases, when some features has been introduced or vastly changed so it requires (or takes significant advantage of) important changes in the snippet, it is simpler and recommended to write a new version of the snippet in Documentation/snippets/new, then run \texttt{makelsr.py}.

4. \textbf{If the snippet comes from} Documentation/snippets/new, apply the fix in Documentation/snippets/new/foo.ly, then run \texttt{makelsr.py} without argument from top of the source tree:
   \begin{verbatim}
   scripts/auxiliar/makelsr.py
   \end{verbatim}
   Then, inspect Documentation/snippets/foo.ly to check that the fix has been well propagated.

   If the build failure was caused by a translation string, you may have to fix some Documentation/lang/texidocs/foo.texidoc instead; in case the build failure comes only from translation strings, it is not needed to run \texttt{makelsr.py}.

5. When you’ve done, commit your changes to Git and ensure they’re pushed to the correct branch.

### 7.6 Renaming a snippet

Due to the potential duality of snippets (i.e. they may exist both in the LSR database, and in Documentation/snippets/new/), this process is a bit more involved than we might like.

1. Send an email LSR editor, requesting the renaming.

2. The LSR editor does the renaming (or debates the topic with you), then warns the LSR-to-git person (wanted: better title) about the renaming.

3. LSR-to-git person does his normal job, but then also renames any copies of the snippets in Documentation/snippets/new/, and any instances of the snippet name in the documentation.
   \texttt{git grep} is highly recommended for this task.

### 7.7 Updating the LSR to a new version

To update the LSR, perform the following steps:

1. Start by emailing the LSR maintainer, Sebastiano, and liaising with him to ensure that updating the snippets is synchronised with updating the binary running the LSR.

2. Download the latest snippet tarball from \texttt{http://lsr.di.unimi.it/download/} and extract it. The relevant files can be found in the \texttt{all} subdirectory. Make sure your shell is using an English language version, for example \texttt{LANG=en_US}, then run \texttt{convert-ly} on all the files. Use the command-line option \texttt{--to=version} to ensure the snippets are updated to the correct stable version.

3. Make sure that you are using \texttt{convert-ly} from the latest available release to gain best advantage from the latest \texttt{converting-rules-updates}.
   For example:
   \begin{itemize}
   \item LSR-version: 2.12.2
   \end{itemize}
• intended LSR-update to 2.14.2
• latest release 2.15.30

Use convert-ly from 2.15.30 and the following terminal command for all files:

```
convert-ly -e -t2.14.2 *.ly
```

4. There might be no conversion rule for some old commands. To make an initial check for possible problems you can run the script at the end of this list on a copy of the all subdirectory.

5. Copy relevant snippets (i.e. snippets whose version is equal to or less than the new version of LilyPond running on the LSR) from Documentation/snippets/new/ into the set of files to be used to make the tarball. Make sure you only choose snippets which are already present in the LSR, since the LSR software isn’t able to create new snippets this way. If you don’t have a Git repository for LilyPond, you’ll find these snippets in the source-tarball on https://lilypond.org/website/development.html. Don’t rename any files at this stage.

6. Verify that all files compile with the new version of LilyPond, ideally without any warnings or errors. To ease the process, you may use the shell script that appears after this list. Due to the workload involved, we do not require that you verify that all snippets produce the expected output. If you happen to notice any such snippets and can fix them, great; but as long as all snippets compile, don’t delay this step due to some weird output. If a snippet is not compiling, update it manually. If it’s not possible, delete it for now.

7. Remove all headers and version-statements from the files. Phil Holmes has a python script that will do this and which needs testing. Please ask him for a copy if you wish to do this.

8. Create a tarball and send it back to Sebastiano. Don’t forget to tell him about any deletions.

9. Use the LSR web interface to change any descriptions you want to. Changing the titles of snippets is a bit fraught, since this also changes the filenames. Only do this as a last resort.

10. Use the LSR web interface to add the other snippets from Documentation/snippets/new/ which compile with the new LilyPond version of the LSR. Ensure that they are correctly tagged, including the tag docs and that they are approved.

11. When LSR has been updated, wait a day for the tarball to update, then download another snippet tarball. Verify that the relevant snippets from Documentation/snippets/new/ are now included, then delete those snippets from Documentation/snippets/new/.

12. Commit all the changes. Don’t forget to add new files to the git repository with git add. Run make, make doc and make test to ensure the changes don’t break the build. Any snippets that have had their file name changed or have been deleted could break the build, and these will need correcting step by step.

Below is a shell script to run LilyPond on all .ly files in a directory. If the script is run with a -s parameter, it runs silently except for reporting failed files. If run with -c it also runs convert-ly prior to running LilyPond.

```bash
#!/bin/bash
while getopts sc opt; do
  case $opt in
    s)
      silent=true
      ;;
    c)
      convert=true
      ;;
    esac
  esac
done
param=$1 if [ $silent ]; then
```
param=${param:3}
fi
if [ $convert ]; then
  param=${param:3}
fi
filter=${param:-"*.ly"}

for LILYFILE in $filter
do
  STEM=$(basename "$LILYFILE" .ly)
  if [ $convert ]; then
    if [ $silent ]; then
      $LILYPOND_BUILD_DIR/out/bin/convert-ly -e "$LILYFILE" &> "$STEM#.con.txt"
    else
      $LILYPOND_BUILD_DIR/out/bin/convert-ly -e "$LILYFILE"
    fi
  fi
  if [ ! $silent ]; then
    echo "running $LILYFILE..."
  fi
  $LILYPOND_BUILD_DIR/out/bin/lilypond --format=png "$LILYFILE" &> "$STEM#.txt"
  RetVal=$?
  if [ $RetVal -gt 0 ]; then
    echo "$LILYFILE failed"
  fi
done

Output from LilyPond is in filename.txt and convert-ly in filename.con.txt. Elu
8 Issues

This chapter deals with defects, feature requests, and miscellaneous development tasks.

8.1 Introduction to issues

Note: All the tasks in this chapter require no programming skills and can be done by anyone with a web browser, an email client and the ability to run LilyPond.

The term ‘issues’ refers not just to software bugs but also includes feature requests, documentation additions and corrections as well as any other general code ‘TODOs’ that need to be kept track of.

8.2 The Bug Squad

To help keep track and organize all issues are a group of tireless volunteers collectively known as the Bug Squad. Composed mainly of non-programmers, the Bug Squad’s responsibilities include:

- Monitoring the LilyPond Bugs mailing list looking for any issues reported by other users ensuring that they are accurate and contain enough information for the developers to work with, preferably with Section “Tiny examples” in General Information and if applicable, screenshots.
- Adding new issues to the issue tracker or updating existing issues with new information.
- Verifying issues in the issue tracker that have been marked as ‘fixed’; making sure either that the fix works or (in the case of Documentation for example) has at least been committed to the code base.

The Section 14.3 [Meisters], page 170, also helps check the current Chapter 9 [Regression tests], page 106, and highlights any significant changes (or problems) since the previous LilyPond release.

If you would like to be part of the Bug Squad, please contact the Section 14.3 [Meisters], page 170.

8.2.1 Bug Squad setup

We highly recommend that you configure your email client to use some kind of sorting and filtering as this will significantly reduce and simplify your workload. Suggested email folder names are mentioned below to work when sorted alphabetically.

1. Read every section of the Chapter 8 [Issues], page 98, chapter in this guide.
2. Subscribe your email account to bug-lilypond. See https://lists.gnu.org/mailman/listinfo/bug-lilypond.
3. Send your email address to the Section 14.3 [Meisters], page 170.
4. Create your own Sourceforge login (required for the Allura issue tracker):
   • Go to https://sourceforge.net/p/testlilyissues/issues/
   • Click on ‘Join’ in the top-right corner.
   • Fill in your details as required and click the Register button to complete the registration.
5. Send your Sourceforge username (not your email address) to bug-lilypond@gnu.org asking to be given appropriate permissions to either create, edit and comment on tracker issues.
6. Configure your email client:
   - Any email sent with your address in the To: or CC: fields should be configured to go into a bug-answers folder.
   - Any email either From: or CC: to,
     \[\text{testlilyissues-auto@lists.sourceforge.net}\]
     should be configured to go into a bug-ignore folder or, alternately, configure your email client to delete these automatically. You do not need to read mails in the bug-ignore folder. If you are curious (and have time) then read them, but they are not necessary for Bug Squad work.
   - Any email sent To: or CC: to,
     \[\text{bug-lilypond}\]
     should be configured to go into a bug-current folder.

8.2.2 Bug Squad checklists

When you do Bug Squad work, start at the top of this page and work your way down. Stop when you’ve done 20 minutes.

Please use the email sorting described in Section 8.2.1 [Bug Squad setup], page 98. This means that (as Bug Squad members) you will only ever respond to emails sent or CC’d to the bug-lilypond mailing list.

Emails to you personally

You are not expected to work on Bug Squad matters outside of your 20 minutes, but sometimes a confused user will send a bug report (or an update to a report) to you personally. If that happens, please forward such emails to the bug-lilypond list so that the currently-active Bug Squad member(s) can handle the message.

Daily schedule as of July 2015

 Monday: Federico Bruni
   Tuesday: Graham Percival
   Wednesday: Simon Albrecht
   Thursday: Colin Campbell
   Friday: Ralph Palmer
   Saturday: Colin Campbell
   Sunday: Graham Percival

Emails to bug-answers

Some of these emails will be comments on issues that you added to the tracker.

   If they are asking for more information, give the additional information.
   - If the email says that the issue was classified in some other manner, read the rationale given and take that into account for the next issue you add.
   - Otherwise, move them to your bug-ignore folder.

Some of these emails will be discussions about Bug Squad work; read those.

Emails to bug-current

Dealing with these emails is your main task. Your job is to get rid of these emails in the first method which is applicable:

1. If the email has already been handled by a Bug Squad member (i.e. check to see who else has replied to it), delete it.
2. If the email is a question about how to use LilyPond, reply with this response:

   For questions about how to use LilyPond, please read our
documentation available from:
   https://lilypond.org/website/manuals.html
   or ask the lilypond-user mailing list.

3. If the email mentions “the latest git”, or any version number that has not yet been officially
   released, forward it to lilypond-devel.

4. If a bug report is not in the form of a Tiny example, direct the user to resubmit the report
   with this response:

   I’m sorry, but due to our limited resources for handling bugs, we
   can only accept reports in the form of Tiny examples. Please see
   step 2 in our bug reporting guidelines:
   https://lilypond.org/website/bug-reports.html

5. If anything is unclear, ask the user for more information.

   How does the graphical output differ from what the user expected? What version of lilypond
   was used (if not given) and operating system (if this is a suspected cause of the problem)?
   In short, if you cannot understand what the problem is, ask the user to explain more. It is
   the user’s responsibility to explain the problem, not your responsibility to understand it.

6. If the behavior is expected, the user should be told to read the documentation:

   I believe that this is the expected behaviour -- please read our
documentation about this topic. If you think that it really is a
mistake, please explain in more detail. If you think that the
docs are unclear, please suggest an improvement as described by
\Simple tasks -- Documentation" on:
   https://lilypond.org/website/help-us.html

7. If the issue already exists in the tracker, send an email to that effect:

   This issue has already been reported; you can follow the
discussion and be notified about fixes here:
   (copy+paste the google code issue URL)

8. Accept the report as described in Section 8.4 [Adding issues to the tracker], page 103.

   All emails should be CC’d to the bug-lilypond list so that other Bug Squad members know
   that you have processed the email.

   ✔️ Note: There is no option for “ignore the bug report” – if you cannot
   find a reason to reject the report, you must accept it.

Regular maintenance
After every release (both stable and unstable):

- Issues to verify: go to
  https://sourceforge.net/p/testlilyissues/issues/search/?q=status%3AFixed

  (You can also generate this list by selecting the “Open (Fixed)” button down the left-hand
frame)

You should see a list of Issues that have been marked as ‘Fixed’ by a developer. If the
developer has done their job properly, the Issue should have the “Labels” field filled in with
“Fixed_2_19_39”, where X is the major version, y the minor version and z the current release.

Fixed_2_19_39
This will help you work out which you can verify - do not verify any Issues where the claimed fixed build is not yet released. Work your way through these as follows:

If the Issue refers to a bug, try to reproduce the bug with the latest officially released version (not one you’ve built yourself from source); if the bug is no longer there, mark the issue “Verified” (i.e. “the fix has been verified to work”).

Quite a few of these will be issues tracking patches. **You do not have to prove these patches work - simply that they have been pushed into the code base.** The developer should have put information similar to “Pushed as as d8fcee1e2a2aca1a82e25e47805ae0f70f511b9” in the tracker. The long list of letters and numbers is called the “committish”. Providing you can find this at the git tracker:

http://git.savannah.gnu.org/gitweb/?p=lilypond.git

then you should mark the issue as verified. A quick way of finding these is to enter the committish at the following address:

http://philholmes.net/lilypond/git/

The Issue tracker also requires that any issues labelled as “Duplicate” are also verified. Check that the linked issue is a duplicate and verify the issue.

A few (approximately 10%) of the fixed issues relate to the build system or fundamental architecture changes; there is no way for you to verify these. Leave those issues alone; somebody else will handle them.

- The official regression test comparison is online at:

  https://lilypond.org/test/

  If anything has changed suspiciously, ask if it was deliberate. If the text output from LilyPond (the logfile) changes, the differences will be displayed with a + before text added to the logfile and - before any text removed from the logfile. This may or may not be suspicious.

  More information is available from in Section 9.2 [Precompiled regression tests], page 106.

- Check for any incorrectly-classified items in the tracker. This generally just means looking at the grid to see any items without a Type.

### 8.3 Issue classification

The Bug Squad should classify issues according to the guidelines given by developers. Every issue should have a Status and Type; the other fields are optional.

**Status (mandatory)**

Open issues:
- New: the item was added by a non-member, despite numerous warnings not to do this. Should be reviewed by a member of the Bug Squad.
- Accepted: the Bug Squad added it, or reviewed the item.
- Started: a contributor is working on a fix. Owner should change to be this contributor.

Closed issues:
- Invalid: issue should not have been added in the current state.
- Duplicate: issue already exists in the tracker.
- Fixed: a contributor claims to have fixed the bug. The Bug Squad should check the fix with the next official binary release (not by compiling the source from git). Owner should be set to that contributor.
- Verified: Bug Squad has confirmed that the issue is closed. This means that nobody should ever need look at the report again – if there is any information in the issue that should be kept, open a new issue for that info.
**Owner (optional)**

Newly-added issues should have *no owner*. When a contributor indicates that he has Started or Fixed an item, he should become the owner.

**Type (mandatory)**

The issue’s Type should be the first relevant item in this list.

- **Type-Critical**: normally a regression against the current stable version or the previous stable version. Alternatively, a regression against a fix developed for the current version. This does not apply where the “regression” occurred because a feature was removed deliberately - this is not a bug.

  Currently, only Critical items will block a stable release.

- **Type-Maintainability**: hinders future development.

- **Type-Crash**: any input which produces a crash.

- **Type-Ugly**: overlapping or other ugly notation in graphical output.

- **Type-Defect**: a problem in the core program. (*the lilypond* binary, scm files, fonts, etc).

- **Type-Documentation**: inaccurate, missing, confusing, or desired additional info. Must be fixable by editing a texinfo, ly, or scm file.

- **Type-Build**: problem or desired features in the build system. This includes the makefiles, stepmake, python scripts, and GUB.

- **Type-Scripts**: problem or desired feature in the non-build-system scripts. Mostly used for convert-ly, lilypond-book, etc.

- **Type-Enhancement**: a feature request for the core program. The distinction between enhancement and defect isn’t extremely clear; when in doubt, mark it as enhancement.

- **Type-Patch**: tracking a patch on Rietveld. Bug squad should not need to use this label.

- **Type-Other**: anything else.

**Opsys (optional)**

Issues that only affect specific operating systems.

**Patch label (optional)**

Normal Bug Squad members should not add or modify Patch issues except to verify them; for all other Patch work, leave them to the Patch Meister.

- **Patch-new**: the patch has not been checked for “obvious” mistakes. When in doubt, use this tag.

- **Patch-review**: the patch has no “obvious” mistakes (as checked by the Patch Meister), and is ready for review from main developers.

  Developers with git push ability can use this category, skipping over *patch-new*.

- **Patch-needs work**: a developer has some concerns about the patch. This does not necessarily mean that the patch must be changed; in some cases, the developer’s concerns can be resolved simply by discussing the situation or providing notation examples.

  If the patch is updated, the category should be changed to *patch-new* (for normal contributors) or *patch-review* (for developers who are very confident about their patch).

- **Patch-countdown**: final call for any patch problems

- **Patch-push**: patch has passed the countdown and should be pushed.

- **Patch-abandoned**: the author has not responded to review comments for a few months.
Other items (optional)

Other labels:

- **Regression**: it used to work intentionally in the current stable release or the previous stable release. If the earlier output was accidental (i.e. we didn’t try to stop a collision, but it just so happened that two grobs didn’t collide), then breaking it does not count as a regression.

To help decide whether the change is a regression, please adopt the following process:

1. Are you certain the change is OK? If so, do nothing.
2. Are you certain that the change is bad? Add it to the tracker as a regression.
3. If you’re not certain either way, add it to the tracker as a regression but be aware that it may be recategorised or marked invalid.

In particular, anything that breaks a regression test is a regression.

- **Frog**: the fix is believed to be suitable for a new contributor (does not require a great deal of knowledge about LilyPond). The issue should also have an estimated time in a comment.

- **Bounty**: somebody is willing to pay for the fix. Only add this tag if somebody has offered an exact figure in US dollars or euros.

- **Warning**: graphical output is fine, but LilyPond prints a false/misleading warning message. Alternately, a warning should be printed (such as a bar line error), but was not. Also applies to warnings when compiling the source code or generating documentation.

- **Security**: security risk.

- **Performance**: performance issue.

If you particularly want to add a label not in the list, go ahead, but this is not recommended, except when an issue is marked as fixed. In this case it should be labeled `Fixed_mm.MM_ss`, where mm is major version, MM minor version and ss current release.

### 8.4 Adding issues to the tracker

**Note**: This should only be done by the Bug Squad or experienced developers. Normal users should not do this; instead, they should follow the guidelines for Section “Bug reports” in General Information.

In order to assign labels to issues, Bug Squad members should log in to their google account before adding an item.

1. Check if the issue falls into any previous category given on the relevant checklists in Section 8.2.2 [Bug Squad checklists], page 99. If in doubt, add a new issue for a report. We would prefer to have some incorrectly-added issues rather than lose information that should have been added.

2. Add the issue and classify it according to the guidelines in Section 8.3 [Issue classification], page 101. In particular, the item should have `Status` and `Type` labels.

Include output with the first applicable method:

- If the issue has a notation example which fits in one system, generate a small `bug.preview.png` file with:
  
  `lilypond -dpreview bug.ly`

- If the issue has an example which requires more than one system (i.e. a spacing bug), generate a `bug.png` file with:
  
  `lilypond --png bug.ly`
• If the issue requires one or two pages of output, then generate a `bug.png` file with the normal:
  
  `lilypond --png bug.ly`

• Images created as `bug.png` may be trimmed to a minimum size by using the `trimtagline.sh` script, which can be found at
  

  `trimtagline.sh bug.ly`

• If the issue cannot be shown with less than three pages, then generate a `bug.pdf` file with:
  
  `lilypond --pdf bug.ly`

Note that this is likely to be extremely rare; most bugs should fit into the first two categories above.

3. After adding the issue, please send a response email to the same group(s) that the initial patch was sent to. If the initial email was sent to multiple mailing lists (such as both `user` and `bugs`), then reply to all those mailing lists as well. The email should contain a link to the issue you just added.

8.5 Patch handling

**Note:** This is not a Bug Squad responsibility; we have a separate person handling this task.

For contributors/developers: follow the steps in Section 3.3.5 [Patches], page 27, and Section 3.4.10 [Pushing to staging], page 36.

8.6 Summary of project status

**Project overview**

Project activity

`https://sourceforge.net/projects/testlilyissues/`

**Hindering development**

These issues stop or slow development work:

`https://sourceforge.net/p/testlilyissues/issues/search/?q=status:Accepted%20AND%20_type:Maintainability`

**Easy tasks**

Issues tagged with `Frog` indicates a task suitable for a relatively new contributor. The time given is a quick (and probably inaccurate) estimate of the time required for somebody who is familiar with material in this manual, but does not know anything else about LilyPond development.

`https://sourceforge.net/p/testlilyissues/issues/search/?q=status:Accepted%20AND%20labels:Frog`

**Patches currently in the Patch Review cycle**

Overview

`http://philholmes.net/lilypond/allura/`

New patches

`https://sourceforge.net/p/testlilyissues/issues/search/?q=status%3AStarted+AND+_patch%3Anew`

Patches under Review

`https://sourceforge.net/p/testlilyissues/issues/search/?q=status%3AStarted+AND+_patch%3Areview`
Patches on final Countdown

https://sourceforge.net/p/testlilyissues/issues/search/?q=status%3AStarted+AND+_patch%3Acountdown

Patches that can be pushed

https://sourceforge.net/p/testlilyissues/issues/search/?q=status%3AStarted+AND+_patch%3Apush
9 Regression tests

9.1 Introduction to regression tests

LilyPond has a complete suite of regression tests that are used to ensure that changes to the code do not break existing behavior. These regression tests comprise small LilyPond snippets that test the functionality of each part of LilyPond.

Regression tests are added when new functionality is added to LilyPond. We do not yet have a policy on when it is appropriate to add or modify a regtest when bugs are fixed. Individual developers should use their best judgement until this is clarified during the Section 14.6 [Grand Organization Project (GOP)], page 175.

The regression tests are compiled using special make targets. There are three primary uses for the regression tests. First, successful completion of the regression tests means that LilyPond has been properly built. Second, the output of the regression tests can be manually checked to ensure that the graphical output matches the description of the intended output. Third, the regression test output from two different versions of LilyPond can be automatically compared to identify any differences. These differences should then be manually checked to ensure that the differences are intended.

Regression tests (“regtests”) are available in precompiled form as part of the documentation. Regtests can also be compiled on any machine that has a properly configured LilyPond build system.

9.2 Precompiled regression tests

Regression test output

As part of the release process, the regression tests are run for every LilyPond release. Full regression test output is available for every stable version and the most recent development version.

Regression test output is available in HTML and PDF format. Links to the regression test output are available at the developer’s resources page for the version of interest.

The latest stable version of the regtests is found at:


The latest development version of the regtests is found at:


Regression test comparison

Each time a new version is released, the regtests are compiled and the output is automatically compared with the output of the previous release. The result of these comparisons is archived online:

https://lilypond.org/test/

Checking these pages is a very important task for the LilyPond project. You are invited to report anything that looks broken, or any case where the output quality is not on par with the previous release, as described in Section “Bug reports” in General Information.

What to look for

The test comparison shows all of the changes that occurred between the current release and the prior release. Each test that has a significant (noticeable) difference in output is displayed, with the old version on the left and the new version on the right.
Some of the small changes can be ignored (slightly different slur shapes, small variations in note spacing), but this is not always the case: sometimes even the smallest change means that something is wrong. To help in distinguishing these cases, we use bigger staff size when small differences matter.

Staff size 30 generally means "pay extra attention to details". Staff size 40 (two times bigger than default size) or more means that the regtest is about the details.

Staff size smaller than default doesn’t mean anything.

Regression tests whose output is the same for both versions are not shown in the test comparison.

- Images: green blurs in the new version show the approximate location of elements in the old version.
  There are often minor adjustments in spacing which do not indicate any problem.
- Log files: show the difference in command-line output.
  The main thing to examine are any changes in page counts – if a file used to fit on 1 page but now requires 4 or 5 pages, something is suspicious!
- Profile files: give information about TODO? I don’t know what they’re for. Apparently they give some information about CPU usage. If you got tons of changes in cell counts, this probably means that you compiled make test-baseline with a different amount of CPU threads than make check. Try redoing tests from scratch with the same number of threads each time – see Section 4.5.2 [Saving time with the -j option], page 53.

Note: The automatic comparison of the regtests checks the LilyPond bounding boxes. This means that Ghostscript changes and changes in lyrics or text are not found.

9.3 Compiling regression tests

Developers may wish to see the output of the complete regression test suite for the current version of the source repository between releases. Current source code is available; see Chapter 3 [Working with source code], page 15.

For regression testing `../configure` should be run with the `--disable-optimising` option. Then you will need to build the LilyPond binary; see Section 4.5 [Compiling LilyPond], page 52.

Uninstalling the previous LilyPond version is not necessary, nor is running `make install`, since the tests will automatically be compiled with the LilyPond binary you have just built in your source directory.

From this point, the regtests are compiled with:

`make test`

If you have a multi-core machine you may want to use the `-j` option and `CPU_COUNT` variable, as described in [Saving time with CPU_COUNT], page 55. For a quad-core processor the complete command would be:

`make -j5 CPU_COUNT=5 test`

The regtest output will then be available in `input/regression/out-test`. `input/regression/out-test/collated-examples.html` contains a listing of all the regression tests that were run, but none of the images are included. Individual images are also available in this directory.

The primary use of ‘make test’ is to verify that the regression tests all run without error. The regression test page that is part of the documentation is created only when the documentation is built, as described in Section 4.6.2 [Generating documentation], page 53. Note that building the
9.4 Regtest comparison

Before modified code is committed to master (via staging), a regression test comparison must be completed to ensure that the changes have not caused problems with previously working code. The comparison is made automatically upon compiling the regression test suite twice.

1. Before making changes to the code, establish a baseline for the comparison by checking out the current git master, going to the `$LILYPOND_GIT/build/` directory and running:
   ```
   make clean  # whenever any files in mf/ are modified
   make test-baseline
   ```
2. Make your changes, or apply the patch(es) to consider.
3. Check for unintentional changes to the regtests:
   ```
   make check
   ```
   After this has finished, a regression test comparison will be available (relative to the current build/ directory) at:
   ```
   out/test-results/index.html
   ```
   For each regression test that differs between the baseline and the changed code, a regression test entry will be displayed. Ideally, the only changes would be the changes that you were working on. If regressions are introduced, they must be fixed before committing the code.
4. If you are happy with the results, then skip to the final step.
   If you want to continue programming, then make any additional code changes, and continue.
5. To rerun just the test cases that `make check` identified as differing from the baseline, run `make check` again. This updates the regression list at `out/test-results/index.html`.
   When all regressions have been resolved, the output list will be empty.
6. After resolving regressions incrementally, run another full check to prove that your changes have not caused any skipped cases to regress:
   ```
   make test-clean
   make check
   ```
7. This set of regression tests is not all that needs to remain working. Before committing, make sure that you have successfully run `make` with your changes. Also, weigh the risk of your changes against the time that `make doc` will take, and run it if it is appropriate.

   **Advanced note:** Once a test baseline has been established, there is no need to run it again unless git master changed. In other words, if you work with several branches and want to do regtests comparison for all of them, you can `make test-baseline` with git master, checkout some branch, `make check` it, then switch to another branch, `make test-clean` and `make check` it without doing `make test-baseline` again.

9.5 Pixel-based regtest comparison

As an alternative to the `make test` method for regtest checking (which relies upon `.signature` files created by a LilyPond run and which describe the placing of grobs) there is a script which compares the output of two LilyPond versions pixel-by-pixel. To use this, start by checking out the version of LilyPond you want to use as a baseline, and run `make`. Then, do the following:

   ```
   cd $LILYPOND_GIT/scripts/auxiliar/
   ./make-regtest-pngs.sh -j9 -o
   ```
The `-j9` option tells the script to use 9 CPUs to create the images - change this to your own CPU count+1. `-o` means this is the "old" version. This will create images of all the regtests in

```
$LILYPOND_BUILD_DIR/out-png-check/old-regtest-results/
```

Now checkout the version you want to compare with the baseline. Run `make` again to recreate the LilyPond binary. Then, do the following:

```
cd $LILYPOND_GIT/scripts/auxiliar/
./make-regtest-pngs.sh -j9 -n
```

The `-n` option tells the script to make a "new" version of the images. They are created in

```
$LILYPOND_BUILD_DIR/out-png-check/new-regtest-results/
```

Once the new images have been created, the script compares the old images with the new ones pixel-by-pixel and prints a list of the different images to the terminal, together with a count of how many differences were found. The results of the checks are in

```
$LILYPOND_BUILD_DIR/out-png-check/regtest-diffs/
```

To check for differences, browse that directory with an image viewer. Differences are shown in red. Be aware that some images with complex fonts or spacing annotations always display a few minor differences. These can safely be ignored.

### 9.6 Finding the cause of a regression

Git has special functionality to help tracking down the exact commit which causes a problem. See the git manual page for `git bisect`. This is a job that non-programmers can do, although it requires familiarity with git, ability to compile LilyPond, and generally a fair amount of technical knowledge. A brief summary is given below, but you may need to consult other documentation for in-depth explanations.

Even if you are not familiar with git or are not able to compile LilyPond you can still help to narrow down the cause of a regression simply by downloading the binary releases of different LilyPond versions and testing them for the regression. Knowing which version of LilyPond first exhibited the regression is helpful to a developer as it shortens the `git bisect` procedure.

Once a problematic commit is identified, the programmers’ job is much easier. In fact, for most regression bugs, the majority of the time is spent simply finding the problematic commit.

More information is in Chapter 9 [Regression tests], page 106.

#### git bisect setup

We need to set up the bisect for each problem we want to investigate.

Suppose we have an input file which compiled in version 2.13.32, but fails in version 2.13.38 and above.

1. Begin the process:
   ```
   git bisect start
   ```
2. Give it the earliest known bad tag:
   ```
   git bisect bad release/2.13.38-1
   ```
   (you can see tags with: `git tag`)
3. Give it the latest known good tag:
   ```
   git bisect good release/2.13.32-1
   ```
   You should now see something like:

   **Bisecting: 195 revisions left to test after this (roughly 8 steps)**

   [b17e2f3d7a5853a30f7d5a3cddc6b5079e77a3d2a] Web: Announcement update for the new \LilyPond Report"."
**git bisect actual**

1. Compile the source:
   ```
   make
   ```
2. Test your input file:
   ```
   out/bin/lilypond test.ly
   ```
3. Test results?
   - Does it crash, or is the output bad? If so:
     ```
     git bisect bad
     ```
   - Does your input file produce good output? If so:
     ```
     git bisect good
     ```
4. Once the exact problem commit has been identified, git will inform you with a message like:
   ```
   6d28aebbaab1be9961a00bf15a1ef93acb91e30 is the first bad commit
   %%% ... blah blah blah ...
   ```
   If there is still a range of commits, then git will automatically select a new version for you to test. Go to step #1.

**Recommendation: use two terminal windows**

- One window is open to the `build/` directory, and alternates between these commands:
  ```
  make
  out/bin/lilypond test.ly
  ```
- One window is open to the top source directory, and alternates between these commands:
  ```
  git bisect good
  git bisect bad
  ```

### 9.7 MusicXML tests

LilyPond comes with a complete set of reftests for the MusicXML ([http://www.musicxml.org/](http://www.musicxml.org/)) language. Originally developed to test `musicxml2ly`, these regression tests can be used to test any MusicXML implementation.

The MusicXML regression tests are found at `input/regression/musicxml/`.

The output resulting from running these tests through `musicxml2ly` followed by `lilypond` is available in the LilyPond documentation:

10 Programming work

10.1 Overview of LilyPond architecture

LilyPond processes the input file into graphical and musical output in a number of stages. This process, along with the types of routines that accomplish the various stages of the process, is described in this section. A more complete description of the LilyPond architecture and internal program execution is found in Erik Sandberg’s master’s thesis (https://lilypond.org/website/pdf/thesis-erik-sandberg.pdf).

The first stage of LilyPond processing is parsing. In the parsing process, music expressions in LilyPond input format are converted to music expressions in Scheme format. In Scheme format, a music expression is a list in tree form, with nodes that indicate the relationships between various music events. The LilyPond parser is written in Bison.

The second stage of LilyPond processing is iterating. Iterating assigns each music event to a context, which is the environment in which the music will be finally engraved. The context is responsible for all further processing of the music. It is during the iteration stage that contexts are created as necessary to ensure that every note has a Voice type context (e.g. Voice, TabVoice, DrumVoice, CueVoice, MensuralVoice, VaticanaVoice, GregorianTranscriptionVoice), that the Voice type contexts exist in appropriate Staff type contexts, and that parallel Staff type contexts exist in StaffGroup type contexts. In addition, during the iteration stage each music event is assigned a moment, or a time in the music when the event begins.

Each type of music event has an associated iterator. Iterators are defined in *-iterator.cc. During iteration, an event’s iterator is called to deliver that music event to the appropriate context(s).

The final stage of LilyPond processing is translation. During translation, music events are prepared for graphical or midi output. The translation step is accomplished by the polymorphic base class Translator through its two derived classes: Engraver (for graphical output) and Performer (for midi output).
Translators are defined in C++ files named *-engraver.cc and *-performer.cc. Much of the work of translating is handled by Scheme functions, which is one of the keys to LilyPond’s exceptional flexibility.
Chapter 10: Programming work

10.2 LilyPond programming languages

Programming in LilyPond is done in a variety of programming languages. Each language is used for a specific purpose or purposes. This section describes the languages used and provides links to reference manuals and tutorials for the relevant language.

10.2.1 C++

The core functionality of LilyPond is implemented in C++.

C++ is so ubiquitous that it is difficult to identify either a reference manual or a tutorial. Programmers unfamiliar with C++ will need to spend some time to learn the language before attempting to modify the C++ code.


10.2.2 Flex

The LilyPond lexer is implemented in Flex, an implementation of the Unix lex lexical analyser generator. Resources for Flex can be found here (http://flex.sourceforge.net/).

10.2.3 GNU Bison

The LilyPond parser is implemented in Bison, a GNU parser generator. The Bison homepage is found at gnu.org (http://www.gnu.org/software/bison/). The manual (which includes both a reference and tutorial) is available (http://www.gnu.org/software/bison/manual/index.html) in a variety of formats.

10.2.4 GNU Make

GNU Make is used to control the compiling process and to build the documentation and the website. GNU Make documentation is available at the GNU website (http://www.gnu.org/software/make/manual/).

10.2.5 GUILE or Scheme

GUILE is the dialect of Scheme that is used as LilyPond’s extension language. Many extensions to LilyPond are written entirely in GUILE. The GUILE Reference Manual (http://www.gnu.org/software/guile/manual/html_node/index.html) is available online.

Structure and Interpretation of Computer Programs (http://mitpress.mit.edu/sicp/full-text/book/book.html), a popular textbook used to teach programming in Scheme is available in its entirety online.

An introduction to Guile/Scheme as used in LilyPond can be found in the Section “Scheme tutorial” in Extending.

10.2.6 MetaFont

MetaFont is used to create the music fonts used by LilyPond. A MetaFont tutorial is available at the METAFONT tutorial page (http://metafont.tutorial.free.fr/).

10.2.7 PostScript

PostScript is used to generate graphical output. A brief PostScript tutorial is available online (http://local.wasp.uwa.edu.au/~pbourke/dataformats/postscript/). The PostScript Language Reference (http://www.adobe.com/products/postscript/pdfs/PLRM.pdf) is available online in PDF format.
10.2.8 Python
Python is used for XML2ly and is used for building the documentation and the website. Python documentation is available at python.org (http://www.python.org/doc/).

10.2.9 Scalable Vector Graphics (SVG)
Scalable Vector Graphics (SVG) is an XML-based markup language used to generate graphical output. A brief SVG tutorial is available online (https://www.w3schools.com/graphics/svg_intro.asp) through W3 Schools. The World Wide Web Consortium’s SVG 1.2 Recommendation (https://www.w3.org/TR/SVG/REC-SVG11-20110816.pdf) is available online in PDF format.

10.3 Programming without compiling
Much of the development work in LilyPond takes place by changing *.ly or *.scm files. These changes can be made without compiling LilyPond. Such changes are described in this section.

10.3.1 Modifying distribution files
Much of LilyPond is written in Scheme or LilyPond input files. These files are interpreted when the program is run, rather than being compiled when the program is built, and are present in all LilyPond distributions. You will find .ly files in the ly/ directory and the Scheme files in the scm/ directory. Both Scheme files and .ly files can be modified and saved with any text editor. It’s probably wise to make a backup copy of your files before you modify them, although you can reinstall if the files become corrupted.

Once you’ve modified the files, you can test the changes just by running LilyPond on some input file. It’s a good idea to create a file that demonstrates the feature you’re trying to add. This file will eventually become a regression test and will be part of the LilyPond distribution.

10.3.2 Desired file formatting
Files that are part of the LilyPond distribution have Unix-style line endings (LF), rather than DOS (CR+LF) or MacOS 9 and earlier (CR). Make sure you use the necessary tools to ensure that Unix-style line endings are preserved in the patches you create.

Tab characters should not be included in files for distribution. All indentation should be done with spaces. Most editors have settings to allow the setting of tab stops and ensuring that no tab characters are included in the file.

Scheme files and LilyPond files should be written according to standard style guidelines. Scheme file guidelines can be found at http://community.schemewiki.org/?scheme-style. Following these guidelines will make your code easier to read. Both you and others that work on your code will be glad you followed these guidelines.

For LilyPond files, you should follow the guidelines for LilyPond snippets in the documentation. You can find these guidelines at Section 5.4 [Texinfo introduction and usage policy], page 62.

10.4 Finding functions
When making changes or fixing bugs in LilyPond, one of the initial challenges is finding out where in the code tree the functions to be modified live. With nearly 3000 files in the source tree, trial-and-error searching is generally ineffective. This section describes a process for finding interesting code.
10.4.1 Using the ROADMAP

The file ROADMAP is located in the main directory of the lilypond source. ROADMAP lists all of the directories in the LilyPond source tree, along with a brief description of the kind of files found in each directory. This can be a very helpful tool for deciding which directories to search when looking for a function.

10.4.2 Using grep to search

Having identified a likely subdirectory to search, the grep utility can be used to search for a function name. The format of the grep command is

```
grep -i functionName subdirectory/*
```

This command will search all the contents of the directory subdirectory/ and display every line in any of the files that contains functionName. The -i option makes grep ignore case – this can be very useful if you are not yet familiar with our capitalization conventions.

The most likely directories to grep for function names are scm/ for scheme files, ly/ for lilypond input (*.ly) files, and lily/ for C++ files.

10.4.3 Using git grep to search

If you have used git to obtain the source, you have access to a powerful tool to search for functions. The command:

```
git grep functionName
```

will search through all of the files that are present in the git repository looking for functionName. It also presents the results of the search using less, so the results are displayed one page at a time.

10.4.4 Searching on the git repository at Savannah

You can also use the equivalent of git grep on the Savannah server.

- Go to http://git.sv.gnu.org/gitweb/?p=lilypond.git
- In the pulldown box that says commit, select grep.
- Type functionName in the search box, and hit enter/return

This will initiate a search of the remote git repository.

10.5 Code style

This section describes style guidelines for LilyPond source code.

10.5.1 Languages

C++ and Python are preferred. Python code should use PEP 8.

10.5.2 Filenames

Definitions of classes that are only accessed via pointers (*) or references (&) shall not be included as include files.

```
".hh"  Include files
".cc"  Implementation files
".icc" Inline definition files
".tcc" non inline Template defs
```

in emacs:
(setq auto-mode-alist
  (append '[(("\\.make$" . makefile-mode)
    ('\\.cc$" . c++-mode)
    ('\\.icc$" . c++-mode)
    ('\\.tcc$" . c++-mode)
    ('\\.hh$" . c++-mode)
    ('\\.pod$" . text-mode)
  )
  auto-mode-alist))

The class Class_name is coded in ‘class-name.*’

10.5.3 Indentation
Standard GNU coding style is used.

Indenting files with fixcc.py (recommended)
LilyPond provides a python script that will adjust the indentation and spacing on a .cc or .hh file to very near the GNU standard:

    scripts/auxiliar/fixcc.py FILENAME

This can be run on all files at once, but this is not recommended for normal contributors or developers.

    scripts/auxiliar/fixcc.py
    $(find flower lily -name '*cc' -o -name '*hh' | grep -v /out)

Indenting with emacs
The following hooks will produce indentation which is similar to our official indentation as produced with fixcc.py.

    (add-hook 'c++-mode-hook
      '(lambda ()
        (c-set-style "gnu")
        (setq indent-tabs-mode nil))
    )

If you like using font-lock, you can also add this to your .emacs:

    (setq font-lock-maximum-decoration t)
    (setq c++-font-lock-keywords-3
      (append
       c++-font-lock-keywords-3
       '((("\\b\(a-zA-Z_?+_\)\b" 1 font-lock-variable-name-face) "\\b\((A-Z?+a-z_?+\)
      ))
    )

Indenting with vim
Although emacs indentation is the GNU standard, correct indentation for C++ files can be achieved by using the settings recommended in the GNU GCC Wiki (https://gcc.gnu.org/wiki/FormattingCodeForGCC). Save the following in ~/.vim/after/ftplugin/cpp.vim:

    setlocal cindent
    setlocal cinoptions=>4,n-2,{2,~-2,:2,=2,g0,h2,p5,t0,+2,(0,u0,w1,m1
    setlocal shiftwidth=2
    setlocal softtabstop=2
    setlocal textwidth=79
    setlocal fo+=ro fo+=cql
    " use spaces instead of tabs
setlocal expandtab
" remove trailing whitespace on write
autocmd BufWritePre * :%s/$/%s\$/e

With these settings, files can be reindented automatically by highlighting the lines to be
indented in visual mode (use V to enter visual mode) and pressing =, or a single line correctly
indented in normal mode by pressing ==.

A `scheme.vim` file will help improve the indentation of Scheme code. This one was suggested
by Patrick McCarty. It should be saved in `~/.vim/after/syntax/scheme.vim`.

" Additional Guile-specific 'forms'
syn keyword schemeSyntax define-public define*-public
syn keyword schemeSyntax define* lambda* let-keywords*
syn keyword schemeSyntax defmacro defmacro* define-macro
syn keyword schemeSyntax defmacro-public defmacro*-public
syn keyword schemeSyntax use-modules define-module
syn keyword schemeSyntax define-method define-class

" Additional LilyPond-specific 'forms'
syn keyword schemeSyntax define-markup-command define-markup-list-command
syn keyword schemeSyntax define-safe-public define-music-function
syn keyword schemeSyntax def-grace-function

" All of the above should influence indenting too
setlocal lw+=define-public,define*-public
setlocal lw+=define*,lambda*,let-keywords*
setlocal lw+=defmacro,defmacro*,define-macro
setlocal lw+=defmacro-public,defmacro*-public
setlocal lw+=use-modules,define-module
setlocal lw+=define-method,define-class
setlocal lw+=define-markup-command,define-markup-list-command
setlocal lw+=define-safe-public,define-music-function
setlocal lw+=def-grace-function

" These forms should not influence indenting
setlocal lw-=if
setlocal lw-=set!

" Try to highlight all ly: procedures
syn match schemeFunc "ly:[^)]\+]"

For documentation work on texinfo files, identify the file extensions used as texinfo files in
your `.vim/filetype.vim`:

```vimscript
if exists("did_load_filetypes")
    finish
endif
augroup filetypedetect
    au! BufRead,BufNewFile *.itely setfiletype texinfo
    au! BufRead,BufNewFile *.itexi setfiletype texinfo
    au! BufRead,BufNewFile *.tely setfiletype texinfo
augroup END
```

and add these settings in `.vim/after/ftplugin/texinfo.vim`:

```vimscript
setlocal expandtab
```
10.5.4 Naming Conventions
Naming conventions have been established for LilyPond source code.

Classes and Types
Classes begin with an uppercase letter, and words in class names are separated with `_`:
This_is_a_class

Members
Member variable names end with an underscore:
Type Class::member_

Macros
Macro names should be written in uppercase completely, with words separated by `_`:
THIS_IS_A_MACRO

Variables
Variable names should be complete words, rather than abbreviations. For example, it is preferred to use thickness rather than th or t.

   Multi-word variable names in C++ should have the words separated by the underscore character (`_`):
cxx_multiword_variable

   Multi-word variable names in Scheme should have the words separated by a hyphen (`-`):
scheme-multiword-variable

10.5.5 Broken code
Do not write broken code. This includes hardwired dependencies, hardwired constants, slow algorithms and obvious limitations. If you can not avoid it, mark the place clearly, and add a comment explaining shortcomings of the code.

   Ideally, the comment marking the shortcoming would include TODO, so that it is marked for future fixing.

   We reject broken-in-advance on principle.

10.5.6 Code comments
Comments may not be needed if descriptive variable names are used in the code and the logic is straightforward. However, if the logic is difficult to follow, and particularly if non-obvious code has been included to resolve a bug, a comment describing the logic and/or the need for the non-obvious code should be included.

   There are instances where the current code could be commented better. If significant time is required to understand the code as part of preparing a patch, it would be wise to add comments reflecting your understanding to make future work easier.

10.5.7 Handling errors
As a general rule, you should always try to continue computations, even if there is some kind of error. When the program stops, it is often very hard for a user to pinpoint what part of the input causes an error. Finding the culprit is much easier if there is some viewable output.
So functions and methods do not return error codes, they never crash, but report a programming error and try to carry on.

Error and warning messages need to be localized.

10.5.8 Localization

This document provides some guidelines to help programmers write proper user messages. To help translations, user messages must follow uniform conventions. Follow these rules when coding for LilyPond. Hopefully, this can be replaced by general GNU guidelines in the future. Even better would be to have an English (en_GB, en_US) guide helping programmers writing consistent messages for all GNU programs.

Non-preferred messages are marked with ‘+’. By convention, ungrammatical examples are marked with ‘*’. However, such ungrammatical examples may still be preferred.

- Every message to the user should be localized (and thus be marked for localization). This includes warning and error messages.
- Do not localize/gettextify:
  - 'programming.error ()'s
  - 'programming.warning ()'s
  - debug strings
  - output strings (PostScript, TeX, etc.)
- Messages to be localized must be encapsulated in ‘(STRING)’ or ‘f (FORMAT, ...)’. E.g.:
  
  warning (_ ("need music in a score"));
  error (_f ("cannot open file: `\%s'\", file_name));

  In some rare cases you may need to call ‘gettext ()’ by hand. This happens when you pre-define (a list of) string constants for later use. In that case, you’ll probably also need to mark these string constants for translation, using ‘_i (STRING)’. The ‘_i’ macro is a no-op, it only serves as a marker for ‘xgettext’.

  char const* messages[] = {
    _i ("enable debugging output"),
    _i ("ignore lilypond version"),
    0
  };

  void foo (int i)
  {
    puts (gettext (messages i));
  }

  See also flower/getopt-long.cc and lily/main.cc.
- Do not use leading or trailing whitespace in messages. If you need whitespace to be printed, prepend or append it to the translated message

  message ("Calculating line breaks... " + " ");
- Error or warning messages displayed with a file name and line number never start with a capital, eg,

  foo.ly: 12: not a duration: 3

  Messages containing a final verb, or a gerund (‘-ing’-form) always start with a capital. Other (simpler) messages start with a lowercase letter

  Processing foo.ly...
Avoid abbreviations or short forms, use ‘cannot’ and ‘do not’ rather than ‘can’t’ or ‘don’t’
To avoid having a number of different messages for the same situation, we will use quoting
like this: ‘message: %s’ for all strings. Numbers are not quoted:

```
_f ("cannot open file: `%s'", name_str)
_f ("cannot find character number: %d", i)
```

Think about translation issues. In a lot of cases, it is better to translate a whole message.
English grammar must not be imposed on the translator. So, instead of

```
stem at + moment.str () + does not fit in beam
```

have

```
_f ("stem at %s does not fit in beam", moment.str ())
```

Split up multi-sentence messages, whenever possible. Instead of

```
warning (_f ("out of tune! Can't find: %s", "Key_engraver"));
warning (_f ("cannot find font %s, loading default", font_name));
```

rather say:

```
warning (_ ("out of tune:"));
warning (_f ("cannot find %s", "Key_engraver"));
warning (_f ("cannot find font %s", font_name));
warning (_f ("Loading default font"));
```

If you must have multiple-sentence messages, use full punctuation. Use two spaces after
end of sentence punctuation. No punctuation (esp. period) is used at the end of simple
messages.

```
_f ("Non-matching braces in text %s, adding braces", text)
_f ("Debug output disabled. Compiled with NPRINT.")
_f ("Huh? Not a Request: %s. Ignoring.", request)
```

Do not modularize too much; words frequently cannot be translated without context. It is
probably safe to treat most occurrences of words like stem, beam, crescendo as separately
translatable words.

When translating, it is preferable to put interesting information at the end of the message,
rather than embedded in the middle. This especially applies to frequently used messages,
even if this would mean sacrificing a bit of eloquence. This holds for original messages too,
of course.

```
en: cannot open: `foo.ly'
+ nl: kan `foo.ly' niet openen (1)
kam niet openen: `foo.ly'* (2)
niet te openen: `foo.ly'* (3)
```

The first nl message, although grammatically and stylistically correct, is not friendly for
parsing by humans (even if they speak dutch). I guess we would prefer something like (2)
or (3).

• Do not run make po/po-update with GNU gettext < 0.10.35

10.6 Warnings, Errors, Progress and Debug Output

Available log levels

LilyPond has several log levels, which specify how verbose the output on the console should be:

• NONE: No output at all, even on failure
• ERROR: Only error messages
• WARN: Only error messages and warnings
• BASIC_PROGRESS: Warnings, errors and basic progress (success, etc.)
• PROGRESS: Warnings, errors and full progress messages
• INFO: Warnings, errors, progress and more detailed information (default)
• DEBUG: All messages, including full debug messages (very verbose!)

The loglevel can either be set with the environment variable \texttt{LILYPOND\_LOGLEVEL} or on the command line with the \texttt{--loglevel=}... option.

Functions for debug and log output

LilyPond has two different types of error and log functions:

• If a warning or error is caused by an identified position in the input file, e.g. by a grob or by a music expression, the functions of the \texttt{Input} class provide logging functionality that prints the position of the message in addition to the message.

• If a message can not be associated with a particular position in an input file, e.g. the output file cannot be written, then the functions in the \texttt{flower/include/warn.hh} file will provide logging functionality that only prints out the message, but no location.

There are also Scheme functions to access all of these logging functions from scheme. In addition, the Grob class contains some convenience wrappers for even easier access to these functions.

The message and debug functions in \texttt{warn.hh} also have an optional argument \texttt{newline}, which specifies whether the message should always start on a new line or continue a previous message. By default, \texttt{progress\_indication} does NOT start on a new line, but rather continue the previous output. They also do not have a particular input position associated, so there are no progress functions in the Input class. All other functions by default start their output on a new line.

The error functions come in three different flavors: fatal error messages, programming error messages and normal error messages. Errors written by the \texttt{error()} function will cause LilyPond to exit immediately, errors by \texttt{Input::error()} will continue the compilation, but return a non-zero return value of the LilyPond call (i.e. indicate an unsuccessful program execution). All other errors will be printed on the console, but not exit LilyPond or indicate an unsuccessful return code. Their only differences to a warnings are the displayed text and that they will be shown with loglevel \texttt{ERROR}.

If the Scheme option \texttt{warning-as-error} is set, any warning will be treated as if \texttt{Input::error} was called.

All logging functions at a glance

<table>
<thead>
<tr>
<th></th>
<th>C++, no location</th>
<th>C++ from input location</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERROR</td>
<td>\texttt{error()}, \texttt{programming_error()} (msg), \texttt{non_fatal_error}(msg)</td>
<td>\texttt{Input::error}(msg), \texttt{Input::programming_error}(msg)</td>
</tr>
<tr>
<td>WARN</td>
<td>\texttt{warning}(msg)</td>
<td>\texttt{Input::warning}(msg)</td>
</tr>
<tr>
<td>BASIC</td>
<td>\texttt{basic_progress}(msg)</td>
<td>-</td>
</tr>
</tbody>
</table>
### PROGRESS

**progress_indication (msg)**

- **INFO**
  
  message (msg)  
  Input::message (msg)

- **DEBUG**
  
  debug_output (msg)  
  Input::debug_output (msg)

**C++ from a Grob**

- **ERROR**
  
  Grob::programming_error (msg)

- **WARN**
  
  Grob::warning (msg)  
  (ly:music-warning music msg)

- **BASIC**
  
  -  
  
  Scheme, music expression

- **PROGRESS**
  
  -  
  
  Scheme, no location

- **INFO**
  
  -  
  
  Scheme, input location

- **DEBUG**
  
  -  
  
  Scheme, input location

#### 10.7 Debugging LilyPond

The most commonly used tool for debugging LilyPond is the GNU debugger gdb. The gdb tool is used for investigating and debugging core LilyPond code written in C++. Another tool is available for debugging Scheme code using the Guile debugger. This section describes how to use both gdb and the Guile Debugger.

#### 10.7.1 Debugging overview

Using a debugger simplifies troubleshooting in at least two ways.
First, breakpoints can be set to pause execution at any desired point. Then, when execution has paused, debugger commands can be issued to explore the values of various variables or to execute functions.

Second, the debugger can display a stack trace, which shows the sequence in which functions have been called and the arguments passed to the called functions.

10.7.2 Debugging C++ code

The GNU debugger, gdb, is the principal tool for debugging C++ code.

Compiling LilyPond for use with gdb

In order to use gdb with LilyPond, it is necessary to compile LilyPond with debugging information. This is the current default mode of compilation. Often debugging becomes more complicated when the compiler has optimised variables and function calls away. In that case it may be helpful to run the following command in the main LilyPond source directory:

```
./configure --disable-optimising
make
```

This will create a version of LilyPond with minimal optimization which will allow the debugger to access all variables and step through the source code in-order. It may not accurately reproduce bugs encountered with the optimized version, however.

You should not do `make install` if you want to use a debugger with LilyPond. The `make install` command will strip debugging information from the LilyPond binary.

Typical gdb usage

Once you have compiled the LilyPond image with the necessary debugging information it will have been written to a location in a subfolder of your current working directory:

```
out/bin/lilypond
```

This is important as you will need to let gdb know where to find the image containing the symbol tables. You can invoke gdb from the command line using the following:

```
gdb out/bin/lilypond
```

This loads the LilyPond symbol tables into gdb. Then, to run LilyPond on `test.ly` under the debugger, enter the following:

```
run test.ly
```

As an alternative to running gdb at the command line you may try a graphical interface to gdb such as ddd:

```
ddd out/bin/lilypond
```

You can also use sets of standard gdb commands stored in a .gdbinit file (see next section).

Typical .gdbinit files

The behavior of gdb can be readily customized through the use of a .gdbinit file. A .gdbinit file is a file named .gdbinit (notice the “.” at the beginning of the file name) that is placed in a user’s home directory.

The .gdbinit file below is from Han-Wen. It sets breakpoints for all errors and defines functions for displaying scheme objects (ps), grobs (pgrob), and parsed music expressions (pmusic).

```
file $LILYPOND_GIT/build/out/bin/lilypond
b programming_error
b Grob::programming_error
```
define ps
    print ly_display_scm($arg0)
end
define pgrob
    print ly_display_scm($arg0->self_scm_)
    print ly_display_scm($arg0->mutable_property_alist_)
    print ly_display_scm($arg0->immutable_property_alist_)
    print ly_display_scm($arg0->object_alist_)
end
define pmusic
    print ly_display_scm($arg0->self_scm_)
    print ly_display_scm($arg0->mutable_property_alist_)
    print ly_display_scm($arg0->immutable_property_alist_)
end

10.7.3 Debugging Scheme code
Scheme code can be developed using the Guile command line interpreter top-repl. You can either investigate interactively using just Guile or you can use the debugging tools available within Guile.

Using Guile interactively with LilyPond
In order to experiment with Scheme programming in the LilyPond environment, it is necessary to have a Guile interpreter that has all the LilyPond modules loaded. This requires the following steps.

First, define a Scheme symbol for the active module in the .ly file:

#(module-define! (resolve-module '(guile-user))
    'lilypond-module (current-module))

Now place a Scheme function in the .ly file that gives an interactive Guile prompt:

#(top-repl)

When the .ly file is compiled, this causes the compilation to be interrupted and an interactive guile prompt to appear. Once the guile prompt appears, the LilyPond active module must be set as the current guile module:

guile> (set-current-module lilypond-module)

You can demonstrate these commands are operating properly by typing the name of a LilyPond public scheme function to check it has been defined:

guile> fret-diagram-verbose-markup
#<procedure fret-diagram-verbose-markup (layout props marking-list)>

If the LilyPond module has not been correctly loaded, an error message will be generated:

guile> fret-diagram-verbose-markup
ERROR: Unbound variable: fret-diagram-verbose-markup
ABORT: (unbound-variable)

Once the module is properly loaded, any valid LilyPond Scheme expression can be entered at the interactive prompt.

After the investigation is complete, the interactive guile interpreter can be exited:

guile> (quit)

The compilation of the .ly file will then continue.
Using the Guile debugger

To set breakpoints and/or enable tracing in Scheme functions, put
\include "guile-debugger.ly"

in your input file after any scheme procedures you have defined in that file. This will invoke
the Guile command-line after having set up the environment for the debug command-line. When
your input file is processed, a guile prompt will be displayed. You may now enter commands to
set up breakpoints and enable tracing by the Guile debugger.

Using breakpoints

At the guile prompt, you can set breakpoints with the set-break! procedure:
guile> (set-break! my-scheme-procedure)

Once you have set the desired breakpoints, you exit the guile repl frame by typing:
guile> (quit)

Then, when one of the scheme routines for which you have set breakpoints is entered, guile
will interrupt execution in a debug frame. At this point you will have access to Guile debugging
commands. For a listing of these commands, type:
debug> help

Alternatively you may code the breakpoints in your LilyPond source file using a command
such as:
#(set-break! my-scheme-procedure)
immediately after the \include statement. In this case the breakpoint will be set straight
after you enter the (quit) command at the guile prompt.

Embedding breakpoint commands like this is particularly useful if you want to look at how
the Scheme procedures in the .scm files supplied with LilyPond work. To do this, edit the file
in the relevant directory to add this line near the top:
(use-modules (scm guile-debugger))

Now you can set a breakpoint after the procedure you are interested in has been declared.
For example, if you are working on routines called by print-book-with in lily-library.scm:

(define (print-book-with book process-procedure)
  (let* ((paper (ly:parser-lookup '$defaultpaper))
         (layout (ly:parser-lookup '$defaultlayout))
         (outfile-name (get-outfile-name book)))
    (process-procedure book paper layout outfile-name)))

(define-public (print-book-with-defaults book)


At this point in the code you could add this to set a breakpoint at print-book-with:
(set-break! print-book-with)

Tracing procedure calls and evaluator steps

Two forms of trace are available:
(set-trace-call! my-scheme-procedure)
and
(set-trace-subtree! my-scheme-procedure)
set-trace-call! causes Scheme to log a line to the standard output to show when the procedure is called and when it exits.

set-trace-subtree! traces every step the Scheme evaluator performs in evaluating the procedure.

10.8 Tracing object relationships

Understanding the LilyPond source often boils down to figuring out what is happening to the Grobs. Where (and why) are they being created, modified and destroyed? Tracing Lily through a debugger in order to identify these relationships can be time-consuming and tedious.

In order to simplify this process, a facility has been added to display the grobs that are created and the properties that are set and modified. Although it can be complex to get set up, once set up it easily provides detailed information about the life of grobs in the form of a network graph.

Each of the steps necessary to use the graphviz utility is described below.

1. Installing graphviz
   In order to create the graph of the object relationships, it is first necessary to install Graphviz. Graphviz is available for a number of different platforms:
   
   http://www.graphviz.org/Download..php

2. Modifying config.make
   In order for the Graphviz tool to work, config.make must be modified. It is probably a good idea to first save a copy of config.make under a different name.
   In order to have the required functionality available, LilyPond needs to be compiled with the option -DDEBUG. You can achieve this by configuring with
   
   ./configure --enable-checking

3. Rebuilding LilyPond
   The executable code of LilyPond must be rebuilt from scratch:
   
   make clean & & make

4. Create a graphviz-compatible .ly file
   In order to use the graphviz utility, the .ly file must include ly/graphviz-init.ly, and should then specify the grobs and symbols that should be tracked. An example of this is found in input/regression/graphviz.ly.

5. Run LilyPond with output sent to a log file
   The Graphviz data is sent to stderr by LilyPond, so it is necessary to redirect stderr to a log file:
   
   lilypond graphviz.ly 2> graphviz.log

6. Edit the logfile
   The logfile has standard LilyPond output, as well as the Graphviz output data. Delete everything from the beginning of the file up to but not including the first occurrence of digraph.
   Also, delete the final LilyPond message about success from the end of the file.

7. Process the logfile with dot
   The directed graph is created from the log file with the program dot:
   
   dot -Tp df graphviz.log > graphviz.pdf
   
   The pdf file can then be viewed with any pdf viewer.
When compiled with `-DDEBUG`, LilyPond may run slower than normal. The original configuration can be restored by rerunning `./configure` with `--disable-checking`. Then rebuild LilyPond with

```
make clean && make
```

### 10.9 Adding or modifying features

When a new feature is to be added to LilyPond, it is necessary to ensure that the feature is properly integrated to maintain its long-term support. This section describes the steps necessary for feature addition and modification.

#### 10.9.1 Write the code

You should probably create a new git branch for writing the code, as that will separate it from the master branch and allow you to continue to work on small projects related to master.

Please be sure to follow the rules for programming style discussed earlier in this chapter.

#### 10.9.2 Write regression tests

In order to demonstrate that the code works properly, you will need to write one or more regression tests. These tests are typically `.ly` files that are found in `input/regression`.

Regression tests should be as brief as possible to demonstrate the functionality of the code.

Regression tests should generally cover one issue per test. Several short, single-issue regression tests are preferred to a single, long, multiple-issue regression test.

If the change in the output is small or easy to overlook, use bigger staff size – 40 or more (up to 100 in extreme cases). Size 30 means "pay extra attention to details in general".

Use existing regression tests as templates to demonstrate the type of header information that should be included in a regression test.

#### 10.9.3 Write convert-ly rule

If the modification changes the input syntax, a convert-ly rule should be written to automatically update input files from older versions.

convert-ly rules are found in `python/convertrules.py`

If possible, the convert-ly rule should allow automatic updating of the file. In some cases, this will not be possible, so the rule will simply point out to the user that the feature needs manual correction.

#### Updating version numbers

If a development release occurs between you writing your patch and having it approved+pushed, you will need to update the version numbers in your tree. This can be done with:

```
scripts/auxiliar/update-patch-version old.version.number new.version.number
```

It will change all files in git, so use with caution and examine the resulting diff.

#### 10.9.4 Automatically update documentation

convert-ly should be used to update the documentation, the snippets, and the regression tests. This not only makes the necessary syntax changes, it also tests the convert-ly rules.

The automatic updating is performed by moving to the top-level source directory, then running:

```
scripts/auxiliar/update-with-convert-ly.sh
```

If you did an out-of-tree build, pass in the relative path:

```
LILYPOND_BUILD_DIR=../../build-lilypond/ scripts/auxiliar/update-with-convert-ly.sh
```
10.9.5 Manually update documentation

Where the convert-ly rule is not able to automatically update the inline LilyPond code in the documentation (i.e. if a NOT_SMART rule is used), the documentation must be manually updated. The inline snippets that require changing must be changed in the English version of the docs and all translated versions. If the inline code is not changed in the translated documentation, the old snippets will show up in the English version of the documentation.

Where the convert-ly rule is not able to automatically update snippets in Documentation/snippets/, those snippets must be manually updated. Those snippets should be copied to Documentation/snippets/new. The comments at the top of the snippet describing its automatic generation should be removed. All translated texidoc strings should be removed. The comment “% begin verbatim” should be removed. The syntax of the snippet should then be manually edited.

Where snippets in Documentation/snippets are made obsolete, the snippet should be copied to Documentation/snippets/new. The comments and texidoc strings should be removed as described above. Then the body of the snippet should be changed to:

\markup {
    This snippet is deprecated as of version X.Y.Z and 
    will be removed from the documentation.
}

where X.Y.Z is the version number for which the convert-ly rule was written.

Update the snippet files by running:

scripts/auxiliar/makelsr.py

Where the convert-ly rule is not able to automatically update regression tests, the regression tests in input/regression should be manually edited.

Although it is not required, it is helpful if the developer can write relevant material for inclusion in the Notation Reference. If the developer does not feel qualified to write the documentation, a documentation editor will be able to write it from the regression tests. In this case the developer should raise a new issue with the Type=Documentation tag containing a reference to the original issue number and/or the committish of the pushed patch so that the need for new documentation is not overlooked.

Any text that is added to or removed from the documentation should be changed only in the English version.

10.9.6 Edit changes.tely

An entry should be added to Documentation/changes.tely to describe the feature changes to be implemented. This is especially important for changes that change input file syntax.

Hints for changes.tely entries are given at the top of the file.

New entries in changes.tely go at the top of the file.

The changes.tely entry should be written to show how the new change improves LilyPond, if possible.

10.9.7 Verify successful build

When the changes have been made, successful completion must be verified by doing

make all
make doc

When these commands complete without error, the patch is considered to function successfully.

Developers on Windows who are unable to build LilyPond should get help from a GNU/Linux or OSX developer to do the make tests.
10.9.8 Verify regression tests

In order to avoid breaking LilyPond, it is important to verify that the regression tests succeed, and that no unwanted changes are introduced into the output. This process is described in Section 9.4 [Regtest comparison], page 108.

Typical developer’s edit/compile/test cycle

- Initial test:
  
  ```
  make clean          ## when needed (see below)
  make [-jX CPU_COUNT=X] test-baseline
  ```

- Edit/compile/test cycle:
  
  ```
  ## edit source files, then...
  make clean          ## when needed (see below)
  make [-jX]          ## when needed (see below)
  make [-jX CPU_COUNT=X] check  ## retest cases differing from baseline
  ```

- Reset:
  
  ```
  make test-clean
  ```

  If you have modified LilyPond source files that have to be compiled (such as .cc or .hh files in flower/ or lily/), the regression-test targets automatically rebuild LilyPond before running the tests.

  If you have modified any font definitions in the mf/ directory, then you must run `make clean` before running regression tests. This works around incomplete makefile dependencies. The subsequent regression-test target rebuilds all of LilyPond and the fonts before running the tests.

  Regression-test targets do not necessarily rebuild everything that a simple `make` builds. You may omit `make` from the debugging cycle to save time, but it is still important to run `make` before committing.

  Running `make check` leaves an HTML page `out/test-results/index.html`. This page shows all the important differences that your change introduced, whether in the layout, MIDI, performance or error reporting.

  You only need to use `make test-clean` to retest all cases. To retest mismatching cases only, all that is needed is to repeat `make check`.

10.9.9 Post patch for comments

See Section 3.3.6 [Uploading a patch for review], page 28.

10.9.10 Push patch

Once all the comments have been addressed, the patch can be pushed.

If the author has push privileges, the author will push the patch. Otherwise, a developer with push privileges will push the patch.

10.9.11 Closing the issues

Once the patch has been pushed, all the relevant issues should be closed.

On Rietveld, the author should log in and close the issue either by using the ‘Edit Issue’ link, or by clicking the circled x icon to the left of the issue name.

If the changes were in response to a feature request on the Google issue tracker for LilyPond, the author should change the status to Fixed and a tag ‘fixed_x.y.z’ should be added, where the patch was fixed in version x.y.z. If the author does not have privileges to change the status, an email should be sent to bug-lilypond requesting the BugMeister to change the status.
10.10 Iterator tutorial

TODO – this is a placeholder for a tutorial on iterators

Iterators are routines written in C++ that process music expressions and sent the music events to the appropriate engravers and/or performers.

See a short example discussing iterators and their duties in Section 10.16.4 [Articulations on EventChord], page 142.

10.11 Engraver tutorial

Engravers are C++ classes that catch music events and create the appropriate grobs for display on the page. Though the majority of engravers are responsible for the creation of a single grob, in some cases (e.g. New_fingering_engraver), several different grobs may be created.

Engravers listen for events and acknowledge grobs. Events are passed to the engraver in time-step order during the iteration phase. Grobs are made available to the engraver when they are created by other engravers during the iteration phase.

10.11.1 Useful methods for information processing

An engraver inherits the following public methods from the Translator base class, which can be used to process listened events and acknowledged grobs:

- virtual void initialize ()
- void start_translation_timestep ()
- void process_music ()
- void process_acknowledged ()
- void stop_translation_timestep ()
- virtual void finalize ()

These methods are listed in order of translation time, with initialize () and finalize () bookending the whole process. initialize () can be used for one-time initialization of context properties before translation starts, whereas finalize () is often used to tie up loose ends at the end of translation: for example, an unterminated spanner might be completed automatically or reported with a warning message.

10.11.2 Translation process

At each timestep in the music, translation proceeds by calling the following methods in turn:

- start_translation_timestep () is called before any user information enters the translators, i.e., no property operations (set, override, etc.) or events have been processed yet.
- process_music () and process_acknowledged () are called after all events in the current time step have been heard, or all grobs in the current time step have been acknowledged. The latter tends to be used exclusively with engravers which only acknowledge grobs, whereas the former is the default method for main processing within engravers.
- stop_translation_timestep () is called after all user information has been processed prior to beginning the translation for the next timestep.

10.11.3 Preventing garbage collection for SCM member variables

In certain cases, an engraver might need to ensure private Scheme variables (with type SCM) do not get swept away by Guile’s garbage collector: for example, a cache of the previous key signature which must persist between timesteps. The method virtual derived_mark () const can be used in such cases:

Engraver_name::derived_mark ()
10.11.4 Listening to music events

External interfaces to the engraver are implemented by protected macros including one or more of the following:

- `DECLARE_TRANSLATOR_LISTENER (event_name)`
- `IMPLEMENT_TRANSLATOR_LISTENER (Engraver_name, event_name)`

where `event_name` is the type of event required to provide the input the engraver needs and `Engraver_name` is the name of the engraver.

Following declaration of a listener, the method is implemented as follows:

```cpp
void Engraver_name::listen_event_name (Stream event *event)
{
    // ...body of listener method...
}
```

10.11.5 Acknowledging grobs

Some engravers also need information from grobs as they are created and as they terminate. The mechanism and methods to obtain this information are set up by the macros:

- `DECLARE_ACKNOWLEDGER (grob_interface)`
- `DECLARE_END_ACKNOWLEDGER (grob_interface)`

where `grob_interface` is an interface supported by the grob(s) which should be acknowledged. For example, the following code would declare acknowledgers for a `NoteHead` grob (via the `note-head-interface`) and any grobs which support the `side-position-interface`:

```cpp
DECLARE_ACKNOWLEDGER (note_head)
DECLARE_ACKNOWLEDGER (side_position)
```

The `DECLARE_END_ACKNOWLEDGER ()` macro sets up a spanner-specific acknowledger which will be called whenever a spanner ends.

Following declaration of an acknowledger, the method is coded as follows:

```cpp
void Engraver_name::acknowledge_interface_name (Grob_info info)
{
    // ...body of acknowledger method...
}
```

Acknowledge functions are called in the order engravers are `\consist-ed` (the only exception is if you set `must-be-last` to `#t`).

There will always be a call to `process-acknowledged ()` whenever grobs have been created, and `reading` stuff from grobs should be delayed until then since other acknowledgers might `write` stuff into a grob even after your acknowledger has been called. So the basic workflow is to use the various acknowledgers to `record` the grobs you are interested in and `write` stuff into them (or do `read/write` stuff that more or less is accumulative and/or really unrelated to other engravers), and then use the `process-acknowledged ()` hook for processing (including `reading`) the grobs you had recorded.

You can create new grobs in `process-acknowledged ()`. That will lead to a new cycle of `acknowledger ()` calls followed by a new cycle of `process-acknowledged ()` calls.
Only when all those cycles are over is `stop-translator-timestep ()` called, and then creating grobs is no longer an option. You can still ‘process’ parts of the grob there (if that means just reading out properties and possibly setting context properties based on them) but `stop-translation-timestep ()` is a cleanup hook, and other engravers might have already cleaned up stuff you might have wanted to use. Creating grobs in there is not possible since engravers and other code may no longer be in a state where they could process them, possibly causing a crash.

### 10.11.6 Engraver declaration/documentation

An engraver must have a public macro

- `TRANSLATOR_DECLARATIONS (Engraver_name)`

where `Engraver_name` is the name of the engraver. This defines the common variables and methods used by every engraver.

At the end of the engraver file, one or both of the following macros are generally called to document the engraver in the Internals Reference:

- `ADD_ACKNOWLEDGER (Engraver_name, grob_interface)`
- `ADD_TRANSLATOR (Engraver_name, Engraver_doc, Engraver_creates, Engraver_reads, Engraver_writes)`

where `Engraver_name` is the name of the engraver, `grob_interface` is the name of the interface that will be acknowledged, `Engraver_doc` is a docstring for the engraver, `Engraver_creates` is the set of grobs created by the engraver, `Engraver_reads` is the set of properties read by the engraver, and `Engraver_writes` is the set of properties written by the engraver.

The `ADD_ACKNOWLEDGER` and `ADD_TRANSLATOR` macros use a non-standard indentation system. Each interface, grob, read property, and write property is on its own line, and the closing parenthesis and semicolon for the macro all occupy a separate line beneath the final interface or write property. See existing engraver files for more information.

### 10.12 Callback tutorial

TODO – This is a placeholder for a tutorial on callback functions.

### 10.13 Understanding pure properties

Pure properties are some of the most difficult properties to understand in LilyPond but, once understood, it is much easier to work with horizontal spacing. This document provides an overview of what it means for something to be ‘pure’ in LilyPond, what this purity guarantees, and where pure properties are stored and used. It finishes by discussing a few case studies for the pure programmer to save you some time and to prevent you some major headaches.

#### 10.13.1 Purity in LilyPond

Pure properties in LilyPond are properties that do not have any ‘side effects’. That is, looking up a pure property should never result in calls to the following functions:

- `set_property`
- `set_object`
- `suicide`

This means that, if the property is calculated via a callback, this callback must not only avoid the functions above but make sure that any functions it calls also avoid the functions above. Also, to date in LilyPond, a pure function will always return the same value before line breaking (or, more precisely, before any version of `break_into_pieces` is called). This convention makes...
it possible to cache pure functions and be more flexible about the order in which functions are called. For example; \texttt{Stem.length} has a pure property that will \textit{never} trigger one of the functions listed above and will \textit{always} return the same value before line breaking, independent of where it is called. Sometimes, this will be the actual length of the Stem. But sometimes it will not. For example; stem that links up with a beam will need its end set to the Y position of the beam at the stem’s X position. However, the beam’s Y positions can only be known after the score is broken up in to several systems (a beam that has a shallow slope on a compressed line of music, for example, may have a steeper one on an uncompressed line). Thus, we only call the impure version of the properties once we are \textit{absolutely certain} that all of the parameters needed to calculate their final value have been calculated. The pure version provides a useful estimate of what this Stem length (or any property) will be, and the art of creating good pure properties is trying to get the estimation as close to the actual value as possible.

Of course, like Gregory Peck and Tintin, some Grobs will have properties that will always be pure. For example, the height of a note-head in not-crazy music will never depend on line breaking or other parameters decided late in the typesetting process. Inversely, in rare cases, certain properties are difficult to estimate with pure values. For example, the height of a Hairpin at a certain cross-section of its horizontal span is difficult to know without knowing the horizontal distance that the hairpin spans, and LilyPond provides an over-estimation by reporting the pure height as the entire height of the Hairpin.

Purity, like for those living in a convent, is more like a contract than an \textit{a priori}. If you write a pure-function, you are promising the user (and the developer who may have to clean up after you) that your function will not be dependent on factors that change at different stages of the compilation process (compilation of a score, not of LilyPond).

One last oddity is that purity, in LilyPond, is currently limited exclusively to things that have to do with Y-extent and positioning. There is no concept of ‘pure X’ as, by design, X is always the independent variable (i.e. from column X1 to column X2, what will be the Y height of a given grob). Furthermore, there is no purity for properties like color, text, and other things for which a meaningful notion of estimation is either not necessary or has not yet been found. For example, even if a color were susceptible to change at different points of the compilation process, it is not clear what a pure estimate of this color would be or how this pure color could be used. Thus, in this document and in the source, you will see purity discussed almost interchangeably with Y-axis positioning issues.

10.13.2 Writing a pure function

Pure functions take, at a minimum, three arguments: the \texttt{grob}, the starting column at which the function is being evaluated (hereafter referred to as \texttt{start}), and the end column at which the grob is being evaluated (hereafter referred to as \texttt{end}). For items, \texttt{start} and \texttt{end} must be provided (meaning they are not optional) but will not have a meaningful impact on the result, as items only occupy one column and will thus yield a value or not (if they are not in the range from \texttt{start} to \texttt{end}). For spanners however, \texttt{start} and \texttt{end} are important, as we may can get a better pure estimation of a slice of the spanner than considering it on the whole. This is useful during line breaking, for example, when we want to estimate the Y-extent of a spanner broken at given starting and ending columns.

10.13.3 How purity is defined and stored

Purity is defined in LilyPond with the creation of an unpure-pure container (unpure is not a word, but hey, neither was LilyPond until the 90s). For example:

```
#(define (foo grob)
  '(-1 . 1))
```

```
#(define (bar grob start end)
```
Note that items can only ever have two pure heights: their actual pure height if they are between ‘start’ and ‘end’, or an empty interval if they are not. Thus, their pure property is cached to speed LilyPond up. Pure heights for spanners are generally not cached as they change depending on the start and end values. They are only cached in certain particular cases. Before writing a lot of caching code, make sure that it is a value that will be reused a lot.

10.13.4 Where purity is used

Pure Y values must be used in any functions that are called before linebreaking. Examples of this can be seen in Separation_items::boxes to construct horizontal skylines and in Note_spacing::stem_dir_correction to correct for optical illusions in spacing. Pure properties are also used in the calculation of other pure properties. For example, the Axis_group_interface has pure functions that look up other pure functions.

Purity is also implicitly used in any functions that should only ever return pure values. For example, extra-spacing-height is only ever used before line-breaking and thus should never use values that would only be available after line breaking. In this case, there is no need to create callbacks with pure equivalents because these functions, by design, need to be pure.

To know if a property will be called before and/or after line-breaking is sometimes tricky and can, like all things in coding, be found by using a debugger and/or adding printf statements to see where they are called in various circumstances.

10.13.5 Case studies

In each of these case studies, we expose a problem in pure properties, a solution, and the pros and cons of this solution.

Time signatures

A time signature needs to prevent accidentals from passing over or under it, but its extent does not necessarily extend to the Y-position of accidentals. LilyPond’s horizontal spacing sometimes makes a line of music compact and, when doing so, allows certain columns to pass over each other if they will not collide. This type of passing over is not desirable with time signatures in traditional engraving. But how do we know if this passing over will happen before line breaking, as we are not sure what the X positions will be? We need a pure estimation of how much extra spacing height the time signatures would need to prevent this form of passing over without making this height so large as to overly-distort the Y-extent of an system, which could result in a very ‘loose’ looking score with lots of horizontal space between columns. So, to approximate this extra spacing height, we use the Y-extent of a time signature’s next-door-neighbor grobs via the pure-from-neighbor interface.

- **pros**: By extending the extra spacing height of a time signature to that of its next-door-neighbors, we make sure that grobs to the right of it that could pass above or below it do not.
- **cons**: This over-estimation of the vertical height could prevent snug vertical spacing of systems, as the system will be registered as being taller at the point of the time signature than it actually is. This approach can be used for clefs and bar lines as well.

Stems

As described above, Stems need pure height approximations when they are beamed, as we do not know the beam positions before line breaking. To estimate this pure height, we take all the stems in a beam and find their pure heights as if they were not beamed. Then, we find the union
of all these pure heights and take the intersection between this interval (which is large) and an interval going from the note-head of a stem to infinity in the direction of the stem so that the interval stops at the note head.

- **pros:** This is guaranteed to be at least as long as the beamed stem, as a beamed stem will never go over the ideal length of the extremal beam of a stem.
- **cons:** Certain stems will be estimated as being too long, which leads to the same problem of too-much-vertical-height as described above.

### 10.13.6 Debugging tips

A few questions to ask yourself when working with pure properties:

- Is the property really pure? Are you sure that its value could not be changed later in the compiling process due to other changes?
- Can the property be made to correspond even more exactly with the eventual impure property?
- For a spanner, is the pure property changing correctly depending on the starting and ending points of the spanner?
- For an Item, will the item’s pure height need to act in horizontal spacing but not in vertical spacing? If so, use extra-spacing-height instead of pure height.

### 10.14 LilyPond scoping

The LilyPond language has a concept of scoping, i.e. you can do:

```latex
foo = 1

#(begin
  (display (+ foo 2)))
```

with `\paper`, `\midi` and `\header` being nested scope inside the .ly file-level scope. `foo = 1` is translated into a scheme variable definition.

This implemented using modules, with each scope being an anonymous module that imports its enclosing scope’s module.

LilyPond’s core, loaded from .scm files, is usually placed in the lily module, outside the .ly level. In the case of

```latex
lilypond a.ly b.ly
```

we want to reuse the built-in definitions, without changes effected in user-level a.ly leaking into the processing of b.ly.

The user-accessible definition commands have to take care to avoid memory leaks that could occur when running multiple files. All information belonging to user-defined commands and markups is stored in a manner that allows it to be garbage-collected when the module is dispersed, either by being stored module-locally, or in weak hash tables.

### 10.15 Scheme->C interface


The remaining functions are defined in lily/lily-guile.cc, lily/include/lily-guile.hh and lily/include/lily-guile-macros.hh. Although their names are meaningful there’s a few things you should know about them.
10.15.1 Comparison

This is the trickiest part of the interface.

Mixing Scheme values with C comparison operators won’t produce any crash or warning when compiling but must be avoided:

\[
\text{scm\_string\_p} \ (\text{scm\_value}) \ == \ \text{SCM\_BOOL\_T}
\]

As we can read in the reference, \text{scm\_string\_p} returns a Scheme value: either \#t or \#f which are written \text{SCM\_BOOL\_T} and \text{SCM\_BOOL\_F} in C. This will work, but it is not following to the API
guidelines. For further information, read this discussion:


There are functions in the Guile reference that returns C values instead of Scheme values. In our example, a function called \text{scm\_is\_string} (described after \text{string?} and \text{scm\_string\_p}) returns the C value 0 or 1.

So the best solution was simply:

\[
\text{scm\_is\_string} \ (\text{scm\_value})
\]

There a simple solution for almost every common comparison. Another example: we want to know if a Scheme value is a non-empty list. Instead of:

\[
(\text{scm\_is\_true} \ (\text{scm\_list\_p} \ (\text{scm\_value}))) \ &\& \ \text{scm\_value} \ != \ \text{SCM\_EOL}
\]

one can usually use:

\[
\text{scm\_is\_pair} \ (\text{scm\_value})
\]

since a list of at least one member is a pair. This test is cheap; \text{scm\_list\_p} is actually quite more complex since it makes sure that its argument is neither a ‘dotted list’ where the last pair has a non-null \text{cdr}, nor a circular list. There are few situations where the complexity of those tests make sense.

Unfortunately, there is not a \text{scm\_is\_[something]} function for everything. That’s one of the reasons why LilyPond has its own Scheme interface. As a rule of thumb, tests that are cheap enough to be worth inlining tend to have such a C interface. So there is \text{scm\_is\_pair} but not \text{scm\_is\_list}, and \text{scm\_is\_eq} but not \text{scm\_is\_equal}.

General definitions

\text{bool to boolean} \ (\text{SCM} \ b)

Return \text{true} if \text{b} is \text{SCM\_BOOL\_T}, else return \text{false}.

This should be used instead of \text{scm\_is\_true} and \text{scm\_is\_false} for properties since in LilyPond, unset properties are read as an empty list, and by convention unset Boolean properties default to false. Since both \text{scm\_is\_true} and \text{scm\_is\_false} only compare with \#f in line with what Scheme’s conditionals do, they are not really useful for checking the state of a Boolean property.

\text{bool ly is\_[something]} \ (\text{args})

Behave the same as \text{scm\_is\_[something]} would do if it existed.

\text{bool is\_[type]} \ (\text{SCM} \ s)

Test whether the type of \text{s} is \text{[type]}. \text{[type]} is a LilyPond-only set of values (direction, axis...). More often than not, the code checks LilyPond specific C++-implemented types using

\text{[Type \*] unsmob<Type>} \ (\text{SCM} \ s)

This tries converting a Scheme object to a pointer of the desired kind. If the Scheme object is of the wrong type, a pointer value of 0 is returned, making this suitable for a Boolean test.
10.15.2 Conversion

General definitions

bool to_boolean (SCM b)

Return true if b is SCM_BOOL_T, else return false.

This should be used instead of scm_is_true and scm_is_false for properties since empty lists are sometimes used to unset them.

[C type] ly_scm2[C type] (SCM s)

Behave the same as scm_to_[C type] would do if it existed.

[C type] robust_scm2[C type] (SCM s, [C type] d)

Behave the same as scm_to_[C type] would do if it existed. Return d if type verification fails.

10.16 LilyPond miscellany

This is a place to dump information that may be of use to developers but doesn’t yet have a proper home. Ideally, the length of this section would become zero as items are moved to other homes.

10.16.1 Spacing algorithms

Here is information from an email exchange about spacing algorithms.

On Thu, 2010-02-04 at 15:33 -0500, Boris Shingarov wrote: I am experimenting with some modifications to the line breaking code, and I am stuck trying to understand how some of it works. So far my understanding is that Simple_spacer operates on a vector of Grobs, and it is a well-known Constrained-QP problem (rods = constraints, springs = quadratic function to minimize). What I don’t understand is, if the spacer operates at the level of Grobs, which are built at an earlier stage in the pipeline, how are the changes necessitated by differences in line breaking, taken into account? in other words, if I take the last measure of a line and place it on the next line, it is not just a matter of literally moving that graphic to where the start of the next line is, but I also need to draw a clef, key signature, and possibly other fundamental things – but at that stage in the rendering pipeline, is it not too late??

Joe Neeman answered:

We create lots of extra grobs (eg. a BarNumber at every bar line) but most of them are not drawn. See the break-visibility property in item-interface.

Here is another e-mail exchange. Janek Warchol asked for a starting point to fixing 1301 (change clef colliding with notes). Neil Puttock replied:

The clef is on a loose column (it floats before the head), so the first place I’d look would be lily/spacing-loose-columns.cc (and possibly lily/spacing-determine-loose-columns.cc). I’d guess the problem is the way loose columns are spaced between other columns: in this snippet, the columns for the quaver and tuplet minim are so close together that the clef’s column gets dumped on top of the quaver (since it’s loose, it doesn’t influence the spacing).

10.16.2 Info from Han-Wen email

In 2004, Douglas Linhardt decided to try starting a document that would explain LilyPond architecture and design principles. The material below is extracted from that email, which can be found at http://thread.gmane.org/gmane.comp.gnu.lilypond.devel/2992. The headings reflect questions from Doug or comments from Han-Wen; the body text are Han-Wen’s answers.
Figuring out how things work.

I must admit that when I want to know how a program works, I use grep and emacs and dive into the source code. The comments and the code itself are usually more revealing than technical documents.

What’s a grob, and how is one used?

Graphical object - they are created from within engravers, either as Spanners (derived class) -slurs, beams- or Items (also a derived class) -notes, clefs, etc.

There are two other derived classes System (derived from Spanner, containing a "line of music") and Paper_column (derived from Item, it contains all items that happen at the same moment). They are separate classes because they play a special role in the linebreaking process.

What’s a smob, and how is one used?

A C(++) object that is encapsulated so it can be used as a Scheme object. See GUILE info, "19.3 Defining New Types (Smobs)"

When is each C++ class constructed and used?

- Music classes
  In the parser.yy see the macro calls MAKE_MUSIC_BY_NAME().
- Contexts
  Constructed during "interpreting" phase.
- Engravers
  Executive branch of Contexts, plugins that create grobs, usually one engraver per grob type. Created together with context.
- Layout Objects
  = grobs
- Grob Interfaces
  These are not C++ classes per se. The idea of a Grob interface hasn’t crystallized well. ATM, an interface is a symbol, with a bunch of grob properties. They are not objects that are created or destroyed.
- Iterators
  Objects that walk through different music classes, and deliver events in a synchronized way, so that notes that play together are processed at the same moment and (as a result) end up on the same horizontal position. Created during interpreting phase.
  BTW, the entry point for interpreting is ly:run-translator (ly_run_translator on the C++ side)

Can you get to Context properties from a Music object?

You can create music object with a Scheme function that reads context properties (the \apply-context syntax). However, that function is executed during Interpreting, so you can not really get Context properties from Music objects, since music objects are not directly connected to Contexts. That connection is made by the Music_iterators

Can you get to Music properties from a Context object?

Yes, if you are given the music object within a Context object. Normally, the music objects enter Contexts in synchronized fashion, and the synchronization is done by Music_iterators.
What is the relationship between C++ classes and Scheme objects?
Smobs are C++ objects in Scheme. Scheme objects (lists, functions) are manipulated from C++ as well using the GUILE C function interface (prefix: scm_)

How do Scheme procedures get called from C++ functions?
scm_call_*, where * is an integer from 0 to 4. Also scm_e_eval_string(), scm_eval()

How do C++ functions get called from Scheme procedures?
Export a C++ function to Scheme with LY_DEFINE.

What is the flow of control in the program?
Good question. Things used to be clear-cut, but we have Scheme and SMOBs now, which means that interactions do not follow a very rigid format anymore. See below for an overview, though.

Does the parser make Scheme procedure calls or C++ function calls?
Both. And the Scheme calls can call C++ and vice versa. It’s nested, with the SCM datatype as lubrication between the interactions
(I think the word "lubrication" describes the process better than the traditional word "glue")

How do the front-end and back-end get started?
Front-end: a file is parsed, the rest follows from that. Specifically,

 Parsing leads to a Music + Music_output_def object (see parser.yy, definition of toplevel_expression )

 A Music + Music_output_def object leads to a Global_context object (see ly_run_translator () )

 During interpreting, Global_context + Music leads to a bunch of Contexts (see Global_translator::run_iterator_on_me() ).

 After interpreting, Global_context contains a Score_context (which contains staves, lyrics etc.) as a child. Score_context::get_output() spews a Music_output object (either a Paper_score object for notation or Performance object for MIDI).

 The Music_output object is the entry point for the backend (see ly_render_output() ).

 The main steps of the backend itself are in
• paper-score.cc, Paper_score::process_
• system.cc, System::get_lines()

 The step, where things go from grobs to output, is in System::get_line(): each grob delivers a Stencil (a Device independent output description), which is interpreted by our outputting backends (scm/output-tex.scm and scm/output-ps.scm) to produce TeX and PS.

 Interactions between grobs and putting things into .tex and .ps files have gotten a little more complex lately. Jan has implemented page-breaking, so now the backend also involves Paper_book, Paper_lines and other things. This area is still heavily in flux, and perhaps not something you should want to look at.

 How do the front-end and back-end communicate?
There is no communication from backend to front-end. From front-end to backend is simply the program flow: *bulk + definitions gives contexts, contexts yield output, after processing, output is written to disk.
Where is the functionality associated with KEYWORDs?

See my-lily-lexer.cc (keywords, there aren’t that many) and ly/*.ly (most of the other backslashed \words are identifiers)

What Contexts/Properties/Music/etc. are available when they are processed?

What do you mean exactly with this question?

See ly/engraver-init.ly for contexts, see scm/define-*.scm for other objects.

How do you decide if something is a Music, Context, or Grob property?

Why is part-combine-status a Music property when it seems (IMO) to be related to the Staff context?

The Music_iterators and Context communicate through two channels

Music_iterators can set and read context properties, idem for Engravers and Contexts

Music_iterators can send "synthetic" music events (which aren’t in the input) to a context. These are caught by Engravers. This is mostly a one way communication channel.

part-combine-status is part of such a synthetic event, used by Part_combine_iterator to communicate with Part_combine_engraver.

Deciding between context and music properties

I’m adding a property to affect how \autoChange works. It seems to me that it should be a context property, but the Scheme autoChange procedure has a Music argument. Does this mean I should use a Music property?

\autoChange is one of these extra strange beasts: it requires look-ahead to decide when to change staves. This is achieved by running the interpreting step twice (see scm/part-combiner.scm , at the bottom), and storing the result of the first step (where to switch staves) in a Music property. Since you want to influence that where-to-switch list, your must affect the code in make-autochange-music (scm/part-combiner.scm). That code is called directly from the parser and there are no official "parsing properties" yet, so there is no generic way to tune \autoChange. We would have to invent something new for this, or add a separate argument,

\autoChange \#around-central-C ..music..

where around-central-C is some function that is called from make-autochange-music.

More on context and music properties

From Neil Puttock, in response to a question about transposition:

Context properties (using \set & \unset) are tied to engravers: they provide information relevant to the generation of graphical objects.

Since transposition occurs at the music interpretation stage, it has no direct connection with engravers: the pitch of a note is fixed before a notehead is created. Consider the following minimal snippet:

\{ c' \}

This generates (simplified) a NoteEvent, with its pitch and duration as event properties,

(make-music
 'NoteEvent
 'duration
 (ly:make-duration 2 0 1 1))
'pitch
(ly:make-pitch 0 0 0)
which the Note_heads_engraver hears. It passes this information on to the NoteHead grob it
creates from the event, so the head’s correct position and duration-log can be determined once
it’s ready for printing.

If we transpose the snippet,
\transpose c d { c' }
the pitch is changed before it reaches the engraver (in fact, it happens just after the parsing
stage with the creation of a TransposedMusic music object):

(make-music
 'NoteEvent
 'duration
 (ly:make-duration 2 0 1 1)
 'pitch
 (ly:make-pitch 0 1 0)
You can see an example of a music property relevant to transposition: untransposable.

\transpose c d { c'2 \withMusicProperty #'untransposable ##t c' }
-> the second c' remains untransposed.
Take a look at lily/music.cc to see where the transposition takes place.

How do I tell about the execution environment?
I get lost figuring out what environment the code I’m looking at is in when it executes. I found
both the C++ and Scheme autoChange code. Then I was trying to figure out where the code got
called from. I finally figured out that the Scheme procedure was called before the C++ iterator
code, but it took me a while to figure that out, and I still didn’t know who did the calling in
the first place. I only know a little bit about Flex and Bison, so reading those files helped only
a little bit.

Han-Wen: GDB can be of help here. Set a breakpoint in C++, and run. When you hit the
breakpoint, do a backtrace. You can inspect Scheme objects along the way by doing

    ply.display_scm(obj)
this will display OBJ through GUILE.

10.16.3 Music functions and GUILE debugging

Ian Hulin was trying to do some debugging in music functions, and came up with the following
question (edited and adapted to current versions):

HI all, I’m working on the Guile Debugger Stuff, and would like to try debugging a music
function definition such as:

    conditionalMark =
    #(define-music-function () ()
       #{ \tag instrumental-part {\mark \default} #} )
It appears conditionalMark does not get set up as an equivalent of a Scheme
(define conditionalMark = define-music-function () () ...)
although something gets defined because Scheme apparently recognizes
#(set-break! conditionalMark)
later on in the file without signalling any Guile errors.

However the breakpoint trap is never encountered as define-music-function passed things
on to ly:make-music-function, which is really C++ code ly_make_music_function, so Guile
never finds out about the breakpoint.
The answer in the mailing list archive at that time was less than helpful. The question already misidentifies the purpose of `ly:make-music-function` which is only called once at the time of defining `conditionalMark` but is not involved in its later execution.

Here is the real deal:

A music function is not the same as a GUILE function. It boxes both a proper Scheme function (with argument list and body from the `define-music-function` definition) along with a call signature representing the `types` of both function and arguments.

Those components can be reextracted using `ly:music-function-extract` and `ly:music-function-signature`, respectively.

When LilyPond’s parser encounters a music function call in its input, it reads, interprets, and verifies the arguments individually according to the call signature and then calls the proper Scheme function.

While it is actually possible these days to call a music function as if it were a Scheme function itself, this pseudo-call uses its own wrapping code matching the argument list as a `whole` to the call signature, substituting omitted optional arguments with defaults and verifying the result type.

So putting a breakpoint on the music function itself will still not help with debugging uses of the function using LilyPond syntax.

However, either calling mechanism ultimately calls the proper Scheme function stored as part of the music function, and that is where the breakpoint belongs:

```lisp
#(set-break! (ly:music-function-extract conditionalMark))
```

will work for either calling mechanism.

### 10.16.4 Articulations on EventChord


LilyPond’s typesetting does not act on music expressions and music events. It acts exclusively on stream events. It is the act of iterators to convert a music expression into a sequence of stream events played in time order.

The EventChord iterator is pretty simple: it just takes its "elements" field when its time comes up, turns every member into a StreamEvent and plays that through the typesetting process. The parser currently appends all postevents belonging to a chord at the end of "elements", and thus they get played at the same point of time as the elements of the chord. Due to this design, you can add per-chord articulations or postevents or even assemble chords with a common stem by using parallel music providing additional notes/events: the typesetter does not see a chord structure or postevents belonging to a chord, it just sees a number of events occurring at the same point of time in a Voice context.

So all one needs to do is let the EventChord iterator play articulations after elements, and then adding to articulations in EventChord is equivalent to adding them to elements (except in cases where the order of events matters).
11 Release work

11.1 Development phases

There are 2 states of development on master:

1. **Normal development**: Any commits are fine.

2. **Build-frozen**: Do not require any additional or updated libraries or make non-trivial changes to the build process. Any such patch (or branch) may not be merged with master during this period.

   This should occur approximately 1 month before any alpha version of the next stable release, and ends when the next unstable branch begins.

After announcing a beta release, branch stable/2.x. There are 2 states of development for this branch:

1. **Normal maintenance**: The following patches MAY NOT be merged with this branch:
   - Any change to the input syntax. If a file compiled with a previous 2.x (beta) version, then it must compile in the new version.
     Exception: any bugfix to a Critical issue.
   - New features with new syntax may be committed, although once committed that syntax cannot change during the remainder of the stable phase.
   - Any change to the build dependencies (including programming libraries, documentation process programs, or python modules used in the buildscripts). If a contributor could compile a previous lilypond 2.x, then he must be able to compile the new version.

2. **Release prep**: Only translation updates and important bugfixes are allowed.

11.2 Minor release checklist

A “minor release” means an update of y in 2.x.y.

**Pre-release**

1. Don’t forget to prepare the GUB build machine by deleting and moving unneeded files: see “Subsequent builds” in Section 11.5 [Notes on builds with GUB], page 148.

2. Using any system with git pull access (not necessarily the GUB build machine), use the commands below to do the following:
   - switch to the release branch
   - update the release branch from origin/master
   - update the translation files
   - create the release announcement
   - update the build versions.
     - VERSION_DEVEL = the current development version (previous VERSION_DEVEL + 0.01)
     - VERSION_STABLE = the current stable version (probably no change here)
   - update the “Welcome to LilyPond” version numbers to the version about to be released

This requires a system which has the release/unstable branch. If you get a warning saying you are in detached HEAD state, then you should create a release/unstable branch with git checkout release/unstable.

Check the environment variables are set as in Section 14.2 [Environment variables], page 170.
You need to ensure you have a clean index and work tree. If the checkout displays modified files, you might want to run `git reset --hard` before continuing.

```bash
git fetch
git checkout release/unstable
git merge origin/master
make -C $LILYPOND_BUILD_DIR po-replace
mv $LILYPOND_BUILD_DIR/po/lilypond.pot po/
gedit Documentation/web/news-new.itexi Documentation/web/news-old.itexi
gedit Documentation/web/news-headlines.itexi
gedit VERSION
gedit ly/Wel*.ly
```

Editing the `news-headlines.itexi` file is a bit tricky, since it contains URLs with escaped characters. An example of what is needed is that releasing 2.19.50 after the release of 2.19.49 needed the line:

```plaintext
@uref{news.html#LilyPond-2_002e19_002e49-released-October-16_002c-2016, LilyPond 2.19.49 released - @emph{October 16, 2016}}
```

to be changed to:

```plaintext
@uref{news.html#LilyPond-2_002e19_002e50-released-November-6_002c-2016, LilyPond 2.19.50 released - @emph{November 6, 2016}}
```

Don’t forget to update the entry above that line to show the latest release version.

3. Commit, push, switch back to master (or wherever else):

```bash
git commit -m "Release: bump VERSION_DEVEL." VERSION
git commit -m "PO: update template." po/lilypond.pot
git commit -m "Release: update news." Documentation/web/
git commit -m "Release: bump Welcome versions." ly/Wel*.ly
git push origin HEAD:release/unstable
git checkout master
```

4. If you do not have the previous release test-output tarball, download it and put it in `regtests/`

5. Prepare GUB environment by running:

```bash
### my-gub.sh
# special terminal, and default PATH environment.
# import these special environment vars:
# HOME, HTTP_PROXY, TERM
env -i \
   HOME=$HOME \
   HTTP_PROXY=$HTTP_PROXY \
   bash --rcfile my-bashrc
### my-bashrc
export PS1="\[\e[1;33mGUB-ENV \w\]$ \[\e[0m\]
export PATH=$PATH
export TERM=xterm
```

6. Build release on GUB by running:

```bash
make LILYPOND_BRANCH=release/unstable lilypond
```
or something like:

```bash
make LILYPOND_BRANCH=stable/2.16 lilypond
```

7. Check the regtest comparison in `uploads/webtest/` for any unintentional breakage. More info in Section 9.2 [Precompiled regression tests], page 106.
8. If any work was done on GUB since the last release, upload binaries to a temporary location, ask for feedback, and wait a day or two in case there’s any major problems.

Note: Always do this for a stable release.

**Actual release**

1. If you’re not the right user on the webserver, remove the t from the rsync command in:
   ```
   test-lily/rsync-lily-doc.py
test-lily/rsync-test.py
   ```

2. Upload GUB by running:
   ```
   make lilypond-upload \
   LILYPOND_REPO_URL=git://git.sv.gnu.org/lilypond.git \
   LILYPOND_BRANCH=release/unstable
   ```
   or something like:
   ```
   make lilypond-upload \
   LILYPOND_REPO_URL=git://git.sv.gnu.org/lilypond.git \
   LILYPOND_BRANCH=stable/2.12
   ```

**Post release**

1. Update the current staging branch with the current news:
   ```
   git fetch
   git checkout origin/staging
   git merge origin/release/unstable
   ```

2. Update VERSION in lilypond git and upload changes:
   ```
   gedit VERSION
   ```
   - VERSION = what you just did +0.0.1
   ```
   git commit -m "Release: bump VERSION." VERSION
git push origin HEAD:staging
   ```
   If the push fails with a message like
   ```
   ! [rejected] HEAD -> staging (non-fast-forward)
   ```
   it means that somebody else updated the staging branch while you were preparing your change. In that case, you need to restart the Post Release process. Otherwise, proceed:

3. Wait a few hours for the website to update.

4. Email release notice to info-lilypond

**11.3 Major release checklist**

A “major release” means an update of x in 2.x.0.

**Main requirements**

These are the current official guidelines.

- 0 Critical issues for two weeks (14 days) after the latest release candidate.

**Potential requirements**

These might become official guidelines in the future.

- Check reg test
- Check all 2ly scripts
• Check for emergencies the docs:
  
grep FIXME --exclude "misc/*" --exclude "*GNUmakefile" \ 
  --exclude "snippets/*" ?????*/
• Check for altered regtests, and document as necessary:
  
git diff -u -r release/2.FIRST-CURRENT-STABLE \ 
  -r release/2.LAST-CURRENT-DEVELOPMENT input/regression/

Housekeeping requirements

Before the release:
• write release notes. note: stringent size requirements for various websites, so be brief.
• Run convert-ly on all files, bump parser minimum version.
• Update lilypond.pot:
  
  make -C $LILYPOND_BUILD_DIR po-replace
  mv $LILYPOND_BUILD_DIR/po/lilypond.pot po/
• Make directories on lilypond.org:
  
  ~/download/sources/v2.NEW-STABLE
  ~/download/sources/v2.NEW-DEVELOPMENT
• Shortly after the release, move all current contributors to previous contributors in
  Documentation/included/authors.itexi.
• Delete old material in Documentation/changes.tely, but don’t forget to check it still
  compiles! Also update the version numbers:
  
  @node Top
  @top New features in 2.NEW-STABLE since 2.OLD-STABLE

• Website:
  
  • make a link from the old unstable to the next stable in lilypond.org’s /doc/ dir. Keep
    all previous unstable->stable doc symlinks.
  • make the old docs self-contained – if there’s a redirect in /doc/v2.OLD-STABLE/Documentation/index.html, replace it with the index.html.old-2.OLD-STABLE files.
    The post-2.13 docs will need another way of handling the self-containment. It won’t be
    hard to whip up a python script that changes the link to ../../manuals.html to .../website/manuals.html, but it’s still a 30-minute task that needs to be done
    before 2.16.

• doc auto redirects to v2.NEW-STABLE
• add these two lines to Documentation/web/server/robots.txt:
  
  Disallow: /doc/v2.OLD-STABLE/
  Disallow: /doc/v2.NEW-DEVELOPMENT/
• if needed, update the htaccess redirections (/latest/, /stable/ etc.) in
  Documentation/web/server/lilypond.org.HTaccess.
• if needed, add a link to the previous stable version’s announcement, list
  of changes and contributors acknowledgements to the ‘Attic’ page, in
  Documentation/web/community.itexi.

Unsorted
• submit po template for translation: send url of tarball to
  coordinator@translationproject.org, mentioning lilypond-VERSION.pot
update links to distros providing LilyPond packages? link in: Documentation/web/download.itexi
This has nothing to do with the release, but it’s a “periodic maintenance” task that might make sense to include with releases.

Send announcements to...

News:

comp.music.research
comp.os.linux.announce

comp.text.tex
rec.music.compose

Mail:

info-lilypond@gnu.org
info-gnu@gnu.org
planet@gnu.org

linux-audio-announce@lists.linuxaudio.org
linux-audio-user@lists.linuxaudio.org
linux-audio-dev@lists.linuxaudio.org
consortium@lists.linuxaudio.org
planetccrma@ccrma.stanford.edu

tex-music@tug.org

rosegarden-user@lists.sourceforge.net
denemo-devel@gnu.org

Web (forums):

imslpforums.org
abcusers (Yahoo group)
canorus (Github? Freenode IRC?)
musescore.org/forum
reddit.com/lilypond
linuxquestions.org
Slashdot

Web (websites and aggregators):

lilypond.org
freshmeat.sourceforge.net
linuxtoday.com
lxer.com
fossmint.com
fsdaily.com
freesoftwaremagazine.com
lwn.net
hitsquad.com/ism

in French: linuxfr.org; framalibre.org
11.4 Release extra notes

Regenerating regtests

Regenerating regtests (if the lilypond-book naming has changed):
- git checkout release/lilypond-X.Y.Z-A
- take lilypond-book and any related makefile updates from the latest git.
- configure; make; make test
- tar -cjf lilypond-X.Y.Z-A.test-output.tar.bz2 input/regression/out-test/
- mv lilypond-X.Y.Z-A.test-output.tar.bz2 ../gub/regtests/
- cd ../gub/regtests/
- make lilypond

stable/2.12

If releasing stable/2.12, then:
- apply doc patch: patches/rsync-lily.patch (or something like that)
- change infodir in gub/specs/lilypond-doc.py from "lilypond.info" to "lilypond-web.info"

Updating a release (changing a in x.y.z-a)

Really tentative instructions, almost certainly can be done better.
1. change the VERSION back to release you want. push change. (hopefully you’ll have
   forgotten to update it when you made your last release)
2. make sure that there aren’t any lilypond files floating around in target/ (like
   usr/bin/lilypond).
3. build the specific package(s) you want, i.e.
   bin/gub mingw::lilypond-installer
   make LILYPOND_BRANCH=stable/2.12 -f lilypond.make doc
   bin/gub --platform=darwin-x86 --branch=stable/2.12
   or
   build everything with the normal "make lilypond", then (maybe) manually delete stuff you
   don’t want to upload.
4. manually upload them. good luck figuring out the rsync command(s). Hints are in test-lily/
   or
   run the normal lilypond-upload command, and (maybe) manually delete stuff you didn’t
   want to upload from the server.

11.5 Notes on builds with GUB

Building GUB

GUB - the Grand Unified Builder - is used to build the release versions of LilyPond. For
background information, see [Grand Unified Builder (GUB)], page 21. The simplest way to set
up a GUB build environment is to use a virtual machine with LilyDev (Section 2.1 [LilyDev],
page 6). Follow the instructions on that page to set this up. Make sure that your virtual
machine has enough disk space - a GUB installation takes over 30 GBytes of disk space, and if
you allocate too little, it will fail during the setting up stage and you will have to start again.
64 GBytes should be sufficient.
While GUB is being built, any interruptions are likely to make it almost impossible to restart. If at all possible, leave the build to continue uninterrupted.

Download GUB and start the set up:

```
git clone git://github.com/gperciva/gub.git
cd gub
make bootstrap
```

This will take a very long time, even on a very fast computer. You will need to be patient. It’s also liable to fail - it downloads a number of tools, and some will have moved and others won’t respond to the network. For example, the perl archive. If this happens, download it from http://www.cpan.org/src/5.0/perl-5.10.0.tar.gz, saving the archive to gub/downloads/perl/.

Continue the set up with:

```
make bootstrap
```

Once this has completed successfully, you can build the LilyPond release package. However, this uses an archived version of the regression tests, so it is better to download this first. Download the test output from lilypond.org (you will need to replace 2.15.33-1 with the latest build):

```
https://lilypond.org/downloads/binaries/test-output/lilypond-2.15.33-1.test-output.tar.bz2
```

Copy the tarball into regtests/, and tell the build system that you have done this:

```
touch regtests/ignore
```

Now start the GUB build:

```
make lilypond
```

That’s it. This will build LilyPond from current master. To build the current unstable release, run:

```
make LILYPOND_BRANCH=release/unstable lilypond
```

The first time you do this, it will take a very long time.

Assuming the build has gone well, it can be uploaded using:

```
make lilypond-upload
LILYPOND_BRANCH=release/unstable
LILYPOND_REPO_URL=git://git.sv.gnu.org/lilypond.git
```

Output files

GUB builds the files it needs into the directory gub/target/. As a general rule, these don’t need to be touched unless there is a problem building GUB (see below). The files to be uploaded are in gub/uploads/. Once the build has completed successfully, there should be 8 installation files and 3 archives, totalling about 600MB. There are also 4 directories:

```
gub/signatures
gub/localdoc
gub/webdoc
gub/webtest
```

signatures contains files that are used to track whether some of the archives have already been built. Don’t touch these.

localdoc probably contains local copies of the documentation.

webdoc contains the documentation to be uploaded.

webtest contains the regtest comparison, which should be checked before upload, and is also uploaded for subsequent checking.

The total upload is about 700 MB in total, and on an ADSL connection will take about 4 hours to upload.
Subsequent builds

In principle, building the next release of LilyPond requires no action other than following the instructions in Section 11.2 [Minor release checklist], page 143. Because much of the infrastructure has already been built, it will take much less time - about an hour on a fast computer.

Continuing to build LilyPond without any other archiving/deletion of previous builds is likely to be successful, but will take up a fair amount of disk space (around 2GB per build) which may be a problem with a Virtual Machine. It's therefore recommended to move (not copy) gub/uploads to another machine/disk after each build, if space is at a premium.

However, if a significant change has been made to the LilyPond source (e.g. added source files) the build may fail if tried on top of a previous build. If this happens, be sure to move/delete gub/uploads and all mentions of LilyPond in gub/target. The latter can be achieved with this command:

```
rm -rf target/*//*/lilypond*
```

Be very careful with this command. Typing it wrongly could wipe your disk completely.

Updating the web site

The make lilypond-upload command updates the documentation on the LilyPond web site. However, it does not update any part of the site that is not part of the documentation - for example, the front page (index.html). The website is updated by 2 cron jobs running on the web server. One of these pulls git master to the web server, and the other makes the website with the standard make website command. They run hourly, 30 minutes apart. So - to update the front page of the website, it’s necessary to update VERSION and news-headlines.itexi in master and then wait for the cron jobs to run. (N.B. - this is done by pushing the changes to staging and letting patchy do its checks before it pushes to master).
12 Build system notes

Note: This chapter is in high flux, and is being run in a “wiki-like” fashion. Do not trust anything you read in this chapter.

12.1 Build system overview

Build system is currently GNU make, with an extra "stepmake" layer on top. Look at files in make/ and stepmake/ and all GNUmakefiles.

There is widespread dissatisfaction with this system, and we are considering changing. This would be a huge undertaking (estimated 200+ hours). This change will probably involve not using GNU make any more – but a discussion about the precise build system will have to wait. Before we reach that point, we need to figure out (at least approximately) what the current build system does.

Fundamentally, a build system does two things:

1. Constructs command-line commands, for example:
   
   lilypond-book \
   --tons --of --options \n   pitches.itely
   texi2pdf \
   --more --imperial --and --metric --tons --of --options \n   pitches.texi

2. If there was a previous build, it decides which parts of the system need to be rebuilt.

When I try to do anything in the build system, it helps to remind myself of this. The "end result" is just a series of command-line commands. All the black magick is just an attempt to construct those commands.

12.2 Tips for working on the build system

- Add:
  
  echo "aaa"
  
  echo "bbb"

  to the build system files in various places. This will let you track where the program is, in various points of the build.

  PH note. There are lots of places where Make doesn’t let you put echo commands. My top tip for tracing how make runs is to put
  
  $(error Some Text to display)

  This will stop make running and print the text Some Text to display.

  End PH note.

- First task: understand how make website works, without the translations. Looking at the English-only website is the best introduction to the build system... it only covers about 5% of the whole thing, but even that will likely take 10 hours or more.

12.3 General build system notes
12.3.1 How stepmake works

Typing make website runs the file GNUmakefile from the build directory. This only contains 3 lines:

```make
    depth = .
    include config.make
    include $(configure-srcdir)/GNUmakefile.in
```

The variable `depth` is used throughout the make system to track how far down the directory structure the make is. The first include sets lots of variables but doesn’t "do" anything. Default values for these variables are automatically detected at the ./configure step, which creates the file `config.make`. The second include runs the file GNUmakefile.in from the top level source directory.

This sets another load of variables, and then includes (i.e. immediately runs) `stepmake.make` from the `make` subdirectory. This sets a load of other variables, and then runs `make/config.make` - which doesn’t seem to exist... Next, it runs `make/toplevel-version.make`, which sets the version variables for major, minor, patch, stable, development and mypatchlevel (which seems to be used for patch numbers for non-stable versions only?).

Next - `make/local.make`, which doesn’t exist.

We return to `stepmake.make`, where we hit the make rule all: The first line of this is:

```make
    -include $(addprefix $(depth)/make/,$(addsuffix -inclusions.make, $(LOCALSTEPMAKE_TEMPLATES)))
```

which, when the variables are substituted, gives:

```make
./make/generic-inclusions.make
./make/lilypond-inclusions.make.
```

(Note - according to the make documentation, -include is only different from include in that it doesn’t produce any kind of error message when the included file doesn’t exist).

And the first file doesn’t exist. Nor the second. Next:

```make
    -include $(addprefix $(stepdir)/,$(addsuffix -inclusions.make, $(STEPMAKE_TEMPLATES)))
```

which expands to the following files:

```
/home/phil/lilypond-git/stepmake/stepmake/generic-inclusions.make
/home/phil/lilypond-git/stepmake/stepmake/toplevel-inclusions.make
/home/phil/lilypond-git/stepmake/stepmake/po-inclusions.make
/home/phil/lilypond-git/stepmake/stepmake/install-inclusions.make.
```

One little feature to notice here - these are all absolute file locations - the line prior to this used relative locations. And none of these files exist, either.

(Further note - I’m assuming all these lines of make I’m following are autogenerated, but that’ll be something else to discover.)

JM: “No, these lines are not useful in LilyPond (this is why you think they are autogenerated), but they are part of StepMake, which was meant to be a package to be installed as a build system over autoconf/make in software project source trees.”

Next in `stepmake.make`:

```make
    include $(addprefix $(stepdir)/,$(addsuffix -vars.make, $(STEPMAKE_TEMPLATES)))
```

which expands to:

```
/home/phil/lilypond-git/stepmake/stepmake/generic-vars.make
/home/phil/lilypond-git/stepmake/stepmake/toplevel-vars.make
/home/phil/lilypond-git/stepmake/stepmake/po-vars.make
/home/phil/lilypond-git/stepmake/stepmake/install-vars.make.
```
Woo. They all exist (they should as there’s no - in front of the include). `generic-vars.make` sets loads of variables (funnily enough). `toplevel-vars.make` is very short - one line commented as `# override Generic_vars.make`: and 2 as follows:

```make
# urg?
include $(stepdir)/documentation-vars.make
```

I assume the urg comment refers to the fact that this should really just create more variables, but it actually sends us off to `/home/phil/lilypond-git/stepmake/stepmake/documentation-vars.make`.

That file is a 3 line variable setting one.

`po-vars.make` has the one-line comment `# empty`, as does `install-vars.make`.
So now we’re back to `stepmake.make`.

The next lines are:

```make
# ugh. need to do this because of PATH :=$(top-src-dir)/..:$PATH
include $(addprefix $(depth)/make/,$(addsuffix -vars.make, $(LOCALSTEPMAKE_TEMPLATES)))
```

and the include expands to:

```make
include ./make/generic-vars.make ./make/lilypond-vars.make.
```

These again set variables, and in some cases export them to allow child make processes to use them.

The final 4 lines of `stepmake.make` are:

```make
include $(addprefix $(depth)/make/,$(addsuffix -rules.make, $(LOCALSTEPMAKE_TEMPLATES)))
include $(addprefix $(stepdir)/,$(addsuffix -rules.make, $(STEPMAKE_TEMPLATES)))
include $(addprefix $(depth)/make/,$(addsuffix -targets.make, $(LOCALSTEPMAKE_TEMPLATES)))
include $(addprefix $(stepdir)/,$(addsuffix -targets.make, $(STEPMAKE_TEMPLATES)))
```

which expand as follows:

```make
include ./make/generic-rules.make ./make/lilypond-rules.make
include
/home/phil/lilypond-git/stepmake/stepmake/generic-rules.make
/home/phil/lilypond-git/stepmake/stepmake/toplevel-rules.make
/home/phil/lilypond-git/stepmake/stepmake/po-rules.make
/home/phil/lilypond-git/stepmake/stepmake/install-rules.make
include ./make/generic-targets.make ./make/lilypond-targets.make
include
/home/phil/lilypond-git/stepmake/stepmake/generic-targets.make
/home/phil/lilypond-git/stepmake/stepmake/toplevel-targets.make
/home/phil/lilypond-git/stepmake/stepmake/po-targets.make
/home/phil/lilypond-git/stepmake/stepmake/install-targets.make
```

`lilypond-rules.make` is `#empty`

`generic-rules.make` does seem to have 2 rules in it. They are:

```make
$(outdir)/%.ly: %.lym4
   $(M4) $< | sed "s/\`/,/g" > $@
```

```make
$(outdir)/%: %.in
   rm -f $@
   cat $< | sed $(sed-atfiles) | sed $(sed-atvariables) > $@
```

I believe the first rule is for *.ly files, and has a prerequisite that *.lym4 files must be built first. The recipe is `m4 | sed "s/\`/,/g"`. Perhaps someone with more Unix/make knowledge can comment on exactly what the rules mean/do.

`toplevel-rules.make` is `#empty`

`po-rules.make` is `#empty`
install-rules.make is #empty

generic-targets.make contains 2 lines of comments.

lilypond-targets.make contains only:

## TODO: fail dist or web if no \version present.

check-version:

grep -L version $(LY_FILES)

stepmake/generic-targets.make contains lots of rules - too many to list here - it seems to be the main file for rules. (FWIW I haven’t actually found a rule for website: anywhere, although it clearly exists. I have also found that you can display a rule in the terminal by typing, say make -n website. This is probably common knowledge.

stepmake/toplevel-targets.make adds a load of other (and occasionally the same) rules to the generic-targets.

stepmake/po-targets.make is rules for po* makes.

stepmake/install-targets.make has rules for local-install*.

And that’s the end of stepmake.make. Back to GNUmakefile.in.

A bit more info from 27 March. I’ve put some error traces into GNUmakefile in the build directory, and it looks like the following lines actually cause the make to run (putting an error call above them - no make; below them - make):

ifeq ($(out),www)

# All web targets, except info image symlinks and info docs are
# installed in non-recursing target from TOP-SRC-DIR

install-WWW:

-$(INSTALL) -m 755 -d $(DESTDIR)$(webdir)

rsync -rl --exclude='*.signature' $(outdir)/offline-root $(DESTDIR)$(webdir)

I don’t currently understand the ifeq, since $(out) is empty at this point, but the line starting -$(INSTALL) translates to:

- /usr/bin/python /home/phil/lilypond-git/stepmake/bin/install.py \
  -c -m 755 -d /usr/local/share/doc/lilypond/html

End of work for Sunday 27th.

Another alternative approach to understanding the website build would be to redirect make -n website and make website to a text file and work through a) what it does and b) where the errors are occurring.

GP: wow, all the above is much more complicated than I’ve ever looked at stuff – I tend to do a “back first” approach (where I begin from the command-line that I want to modify, figure out where it’s generated, and then figure out how to change the generated command-line), rather than a “front first” (where you begin from the “make” command).

12.4 Doc build

12.4.1 The function of make doc

The following is a set of notes on how make doc functions.

Preliminary question to be answered some time: where do all the GNUmakefiles come from. They’re in the build directory, but this is not part of source. Must be the configure script. And it looks like this comes from autogen.sh. Must at some point kill the whole git directory, repull and see what is created when.

Anyway, here’s how make doc progresses:

This is the build dependency tree from stepmake/stepmake/generic-targets.make:

doc: doc-stage-1
doc-stage-1:

```bash
$(MAKE) -C $(depth)/scripts/build out=
$(MAKE) out=www WWW-1
WWW-1: local-WWW-1
$(LOOP)
$(MAKE) out=www WWW-2
WWW-2: local-WWW-2
$(LOOP)
$(MAKE) out=www WWW-post
```

MAKE = make
-C = Change to directory before make
doc-stage-1 does lots of opening and looking in files, but no processing.

Variable LOOP =

```bash
+ make -C python
&& make -C scripts
&& make -C flower
&& make -C lily
&& make -C mf
&& make -C ly
&& make -C tex
&& make -C ps
&& make -C scm
&& make -C po
&& make -C make
&& make -C elisp
&& make -C vim
&& make -C input
&& make -C stepmake
&& make -C Documentation
&& true
```

From git grep:

stepmake/stepmake/generic-vars.make has this:

```bash
LOOP+=+$(foreach i, $(SUBDIRS), $(MAKE) -C $(i) $@ &&) true
```

$@ is the name of the target - WWW-1 in this case.

In GNUmakefile.in we find:

```
SUBDIRS = python scripts 
   flower lily 
   mf ly 
   tex ps scm 
   po make 
   elisp vim 
   input 
   stepmake $(documentation-dir)
```

So that’s how we get the main make loop...

That loop expands like this:

```
make -C python WWW-1 &&
make -C scripts WWW-1 &&
make -C flower WWW-1 &&
```
make -C lily WWW-1 &&
make -C mf WWW-1 &&
make -C ly WWW-1 &&
make -C tex WWW-1 &&
make -C ps WWW-1 &&
make -C scm WWW-1 &&
make -C po WWW-1 &&
make -C make WWW-1 &&
make -C elisp WWW-1 &&
make -C vim WWW-1 &&
make -C input WWW-1 &&
make -C stepmake WWW-1 &&
make -C Documentation WWW-1 &&
true

The directories up to and including vim produce no effect with make in non-debug mode, although debug does show lots of action.

`git/build/input/GNUmakefile` is:

```make
depth=../
include $(depth)/config.make
include $(configure-srccdir)/./input/GNUmakefile
MODULE_INCLUDES += $(src-dir)/$(outbase)
```

The first include is:

```make
./config.make
```

(note the `//` which is strictly wrong)

which has lots of variables to set, but no action occurs.

The second is:

```make
lilypond-git/./input/GNUmakefile
```

which similarly doesn’t create any actual action.

An error message at the end of `build/input/GNUmakefile` stops make processing before it moves on to regression - so where does that come from?

And the answer is - make processes all directories in the directory it’s entered (with some exceptions like out and out-www) and so it changes to `/regression`.

It then seems to consider whether it needs to make/remake lots of makefiles. Don’t understand this yet. Possibly these are all the makefiles it’s processing, and it always checks they’re up to date before processing other files?

Could be correct - some of this output is:

```
Must remake target `../../make/ly-inclusions.make'.
Failed to remake target file `../../make/ly-inclusions.make'.
```

Having decided that, it then leaves the directory and re-executes:

```make
make -C regression WWW-1
```

The top of this make is:

```
This program built for i486-pc-linux-gnu
Reading makefiles...
Reading makefile `GNUmakefile'...
Reading makefile `.../../config.make' (search path) (no ~ expansion)...
```

which looks like it’s re-reading all its known makefiles to check they’re up to date.

(From the make manual:}
To this end, after reading in all makefiles, make will consider each as a goal target and attempt to update it. If a makefile has a rule which says how to update it (found either in that very makefile or in another one) or if an implicit rule applies to it (see Chapter 10 [Using Implicit Rules], page 103), it will be updated if necessary. After all makefiles have been checked, if any have actually been changed, make starts with a clean slate and reads all the makefiles over again. (It will also attempt to update each of them over again, but normally this will not change them again, since they are already up to date.)

So my assumption seems correct)

There appear to be about 74 of them. After all the makefile checking, we get this:

Updating goal targets....

Considering target file 'WWW-1'.
File 'WWW-1' does not exist.

Considering target file 'local-WWW-1'.
File 'local-WWW-1' does not exist.

Considering target file 'out-www/collated-files.texi'.
File 'out-www/collated-files.texi' does not exist.

Looking for an implicit rule for 'out-www/collated-files.texi'.

Trying pattern rule with stem 'collated-files.texi'.

Trying implicit prerequisite 'collated-files.texi.in'.

Trying pattern rule with stem 'collated-files.texi'.

Trying implicit prerequisite 'collated-files.texi.in'.

Trying pattern rule with stem 'collated-files'.

Trying implicit prerequisite 'collated-files.tely'.

Trying pattern rule with stem 'collated-files'.

Trying implicit prerequisite 'out-www/collated-files.tely'.

Trying rule prerequisite 'out-www/version.itexi'.

Found prerequisite 'out-www/version.itexi' as VPATH `/home/phil/lilypond-git/input/regression/out-www/version.itexi'

grep finds this if searching for local-WWW-1:

make/lysdoc-targets.make:

local-WWW-1: $(outdir)/collated-files.texi $(outdir)/collated-files.pdf

which means that local-WWW-1 depends on coll*.texi and coll*.pdf and so these will need to be checked to see if they’re up to date. So make needs to find rules for both of those and (as it says) it certainly needs to make coll*.texi, since it doesn’t exist.

In ly-rules.make we have:

.SUFFIXES: .doc .tely .texi .ly

which I’ll work out at some point, and also this rule:

$(outdir)/%.texi: $(outdir)/%.tely $(outdir)/version.itexi $(DOCUMENTATION_LOCALE_TARGET) $(INIT_LY_SOURCES)
LILYPOND_VERSION=$(TOPLEVEL_VERSION) $(PYTHON) $(LILYPOND_BOOK) $(LILYPOND_BOOK_INCLUDES) -
-process='$(LILYPOND_BOOK_PROCESS) $(LILYPOND_BOOK_INCLUDES) $(LILYPOND_BOOK_LILYPOND_FLAGS)' -
-output=$(outdir) --format=$(LILYPOND_BOOK_FORMAT) $(LILYPOND_BOOK_FLAGS) $<

Note that the recipe is a very long line - it could probably benefit from splitting. The same makefile also has:

$(outdir)/%.texi: $(outdir)/%.tely $(outdir)/version.itexi $(DOCUMENTATION_LOCALE_TARGET) $(INIT_LY_SOURCES)
LILYPOND_VERSION=$(TOPLEVEL_VERSION) $(PYTHON) $(LILYPOND_BOOK) $(LILYPOND_BOOK_INCLUDES) -
-process='$(LILYPOND_BOOK_PROCESS) $(LILYPOND_BOOK_INCLUDES) $(LILYPOND_BOOK_LILYPOND_FLAGS)' -
-output=$(outdir) --format=$(LILYPOND_BOOK_FORMAT) $(LILYPOND_BOOK_FLAGS) $<

which seems to be an almost exact duplicate. Whatever, the first one is executed first. Have not checked if the second executes.

The first recipe translates as this:

LILYPOND_VERSION=2.15.0 /usr/bin/python --process=' ' \
--output=./out-www --format= --lily-output-dir \n/home/phil/lilypond-git/build/out/lybook-db
if we stop the build with an $(error), but I think this is because we need to allow it to process the dependencies first. It looks like foo.texi is shown as being dependent on foo.tely, plus a load of other files.

    DOCUMENTATION_LOCALE_TARGET is blank
    INIT_LY_SOURCES = /home/phil/lilypond-git/scm/auto-beam.scm \
                    /home/phil/lilypond-git/scm/autochange.scm
    plus 10s (100s?) of other .scm files.
    SCHEME_SOURCES = /home/phil/lilypond-git/ly/Welcome-to-LilyPond-MacOS.ly \
                    /home/phil/lilypond-git/ly/Welcome_to_LilyPond.ly

ditto .ly files. This does seem a teeny bit wrong - it looks like the .ly and .scm files have been interchanged. ly-vars.make has these 2 lines:

    INIT_LY_SOURCES = $(wildcard $(top-src-dir)/scm/*.scm)
    SCHEME_SOURCES = $(wildcard $(top-src-dir)/ly/*.ly)

    Looks like a bug.....

So it now works its way through all these files, checking if they need to be remade. This is 100s of lines of the debug listing, although none in the normal list. Clearly none has to be made since they’re source files. It concludes:

    Must remake target `out-www/collated-files.tely'

lysdoc-rules.make has this:

    $(outdir)/collated-files.tely: $(COLLATED_FILES)
    $(LYS_TO_TELY) --name=$(outdir)/collated-files.tely --title="$(TITLE)" --author="$(AUTHOR)" $^

lysdoc-vars.make has:

    COLLATED_FILES = $(sort $(TEXINFO_SOURCES) $(LY_FILES) $(OUT_LY_FILES) )

We find that:

    TEXINFO_SOURCES = AAA-intro-regression.tely
    OUT_LY_FILES is empty

so LY_FILES has the big long list of all the .ly files in the regression directory.

This kicks off

    /home/phil/lilypond-git/build/scripts/build/out/lys-to-tely

with a list of all the files in the regression test directory. This should (I believe) create the file collated-files.tely.

So the next rule in make is for version.itexi, and make duly checks this. There’s a rule in doc-i18n-root-rules.make that this depends on git/VERSION:

    $(outdir)/version.%: $(top-src-dir)/VERSION
    $(PYTHON) $(top-src-dir)/scripts/build/create-version-itexi.py > $%

This causes create-version-itexi.py to run and create version.itexi.

Once that’s done, all the other *.scm and *.ly files are checked and since they have no rules associated, they aren’t remade (just as well for source files, really). Since version.itexi was remade make concludes that collated-files.texi must be remade. To do this, it runs lilypond-book.py on collated-files.tely, as below:

    LILYPOND_VERSION=2.15.0
    /usr/bin/python
    /home/phil/lilypond-git/scripts/lilypond-book.py
       -I /home/phil/lilypond-git/input/regression/
       -I ./out-www -I /home/phil/lilypond-git/input
       -I /home/phil/lilypond-git/Documentation
       -I /home/phil/lilypond-git/Documentation/snippets
-I /home/phil/lilypond-git/input/regression/
-I /home/phil/lilypond-git/Documentation/included/
-I /home/phil/lilypond-git/build/mf/out/
-I /home/phil/lilypond-git/build/mf/out/
-I /home/phil/lilypond-git/Documentation/pictures
-I /home/phil/lilypond-git/build/Documentation/pictures/./.out-www
--process="/home/phil/lilypond-git/build/out/bin/lilypond
-I /home/phil/lilypond-git/input/regression/
-I ./out-www
-I /home/phil/lilypond-git/input
-I /home/phil/lilypond-git/Documentation
-I /home/phil/lilypond-git/Documentation/snippets
-I /home/phil/lilypond-git/input/regression/
-I /home/phil/lilypond-git/Documentation/included/
-I /home/phil/lilypond-git/build/mf/out/
-I /home/phil/lilypond-git/build/mf/out/
-I /home/phil/lilypond-git/Documentation/pictures
-I /home/phil/lilypond-git/build/Documentation/pictures/./.out-www
-dbackend=eps
--formats=ps,png,pdf
-dinclude-eps-fonts
--dgs-load-fonts
--header=doctitle
--header=doctitlecs
--header=doctitlede
--header=doctitlees
--header=doctitlefr
--header=doctitlehu
--header=doctitleit
--header=doctitleja
--header=doctitleenl
--header=doctitlezh
--header=texidoc
--header=texidoccs
--header=texidocde
--header=texidoces
--header=texidocfr
--header=texidochu
--header=texidocit
--header=texidocja
--header=texidocnl
--header=texidoczh
-dcheck-internal-types
-ddump-signatures
-danti-alias-factor=2'
--output=./out-www
--format=texi-html
--verbose
--lily-output-dir /home/phil/lilypond-git/build/out/lybook-db
out-www/collated-files.tely

So - lilypond-book runs on:
Note the `--verbose` flag - this is from the make variable `LILYPOND_BOOK_VERBOSE` which is added to the make variable `LILYPOND_BOOK_FLAGS`.

Now found the invocation to write some of the image files. It’s like this:

```bash
/home/phil/lilypond-git/build/out/bin/lilypond
-I /home/phil/lilypond-git/input/regression/
-I ./out-www -I /home/phil/lilypond-git/input
-I /home/phil/lilypond-git/Documentation
-I /home/phil/lilypond-git/Documentation/snippets
-I /home/phil/lilypond-git/input/regression/
-I /home/phil/lilypond-git/Documentation/included/
-I /home/phil/lilypond-git/build/mf/out/
-I /home/phil/lilypond-git/build/mf/out/
-I /home/phil/lilypond-git/Documentation/pictures
-I /home/phil/lilypond-git/build/Documentation/pictures/. ./out-www
-kbackend=eps
--formats=ps,png,eps
-dinclude-eps-fonts
-dgss-load-fonts
--header=doctitle
--header=doctitlecs
--header=doctitlede
--header=doctitlees
--header=doctitlefr
--header=doctitlehu
--header=doctitleit
--header=doctitleja
--header=doctitlenl
--header=doctitlezh
--header=texidoc
--header=texidoccs
--header=texidocde
--header=texidoces
--header=texidocfr
--header=texidochu
--header=texidocit
--header=texidocja
--header= texidocnl
--header= texidoczh
-dcheck-internal-types
-ddump-signatures
-danti-alias-factor=2
-I "./home/phil/lilypond-git/build/lybook-db"
-I "./home/phil/lilypond-git/build/input/regression"
-I "./home/phil/lilypond-git/input/regression"
-I "./home/phil/lilypond-git/input/regression/out-www"
-I "./home/phil/lilypond-git/input"
-I "./home/phil/lilypond-git/Documentation"
-I "./home/phil/lilypond-git/Documentation/snippets"
-I "./home/phil/lilypond-git/input/regression"
-I "./home/phil/lilypond-git/Documentation/included"
```
-I "~/home/phil/lilypond-git/build/mf/out"
-I "~/home/phil/lilypond-git/build/mf/out"
-I "~/home/phil/lilypond-git/Documentation/pictures"
-I "~/home/phil/lilypond-git/build/Documentation/pictures/out-www"
--formats=eps
--verbose
-deps-box-padding=3.000000
-dread-file-list
-dno-strip-output-dir
"~/home/phil/lilypond-git/build/out/lybook-db/snippet-names--415419468.ly"

Note the --verbose. This causes 100s of lines of Lily debug output. But at present I can’t
work out where the flag comes from. Later.

12.4.2 Building a bibliography

Bibliography files contain a list of citations, like this:

    @Book{vinci,
        author = {Vinci, Albert C.},
        title = {Fundamentals of Traditional Music Notation},
        publisher = {Kent State University Press},
        year = {1989}
    }

There are a variety of types of citation (e.g. Book (as above), article, publication). Each
cited publication has a list of entries that can be used to identify the publication. Bibliographies
are normally stored as files with a .bib extension. One part of the doc-build process is trans-
forming the bibliography information into texinfo files. The commands to do this are in the
GNUmakefile in the Documentation directory.

A typical line of the makefile to translate a single bibliography is:

```
$(outdir)/colorado.itexi:
    BSTINPUTS=$(src-dir)/essay $(buildscript-dir)/bib2texi \
    -s $(top-src-dir)/Documentation/lily-bib \
    -o $(outdir)/colorado.itexi \
    $(src-dir)/essay/colorado.bib
```

Line by line:

```
$(outdir)/colorado.itexi:
```

We’re making the file colorado.itexi and so this is the make instruction.

```
BSTINPUTS=$(src-dir)/essay $(buildscript-dir)/bib2texi \
    -s $(top-src-dir)/Documentation/lily-bib \
    -o $(outdir)/colorado.itexi \
    $(src-dir)/essay/colorado.bib
```

It’s in the essay directory and we want to run the bib2texi.py script against it.

```
BSTINPUTS=$(src-dir)/essay $(buildscript-dir)/bib2texi \
    -s $(top-src-dir)/Documentation/lily-bib \
```

The style template is lily-bib.bst and is found in the Documentation directory.

```
    -o $(outdir)/colorado.itexi \
```

The output file in colorado.itexi.

```
$(src-dir)/essay/colorado.bib
```

The input file is colorado.bib in the essay directory.

The bib2texi Python script used to be used with a variety of options, but now is always
called using the same options, as above. Its job is to create the file containing the options for
bibtex (the program that actually does the translation), run bibtex, and then clean up some
temporary files. Its main "value add" is the creation of the options file, using this code:

```
open (tmpfile + '.aux', 'w').write (r'''
```
\relax
\citation{*}
\bibstyle{%(style)s}
\bibdata{%(files)s}'''

The key items are the style file (now always lily-bib for us) and the input file. The style file is written in its own specialised language, described to some extent at http://amath.colorado.edu/documentation/LaTeX/reference/faq/bibtex.pdf The file lily-bib.bst also has fairly extensive commenting.

\section{Website build}

\begin{note}
This information applies only to the standard \texttt{make website} from the normal build directory. The process is different for \texttt{dev/website-build}.
\end{note}

The rule for \texttt{make website} is found in GNUmakefile.in:

\begin{verbatim}
website:
 $(MAKE) config_make=$(config_make) \ 
top-src-dir=$(top-src-dir) \ 
-f $(top-src-dir)/make/website.make \ 
website
\end{verbatim}

This translates as:

\begin{verbatim}
make config_make=./config.make \ 
top-src-dir=/home/phil/lilypond-git \ 
-f /home/phil/lilypond-git/make/website.make \ 
website
\end{verbatim}

which has the effect of setting the variables \texttt{config_make} and \texttt{top-src-dir} and then processing the file \texttt{git/make/website.make} with the target of website.

\texttt{website.make} starts with the following:

\begin{verbatim}
ifeq ($(WEBSITE_ONLY_BUILD),1)
\end{verbatim}

which checks to see whether the variable \texttt{WEBSITE_ONLY_BUILD} was set to one on the command line. This is only done for standalone website builds, not in the normal case. The result of the test determines the value of some variables that are set. A number of other variables are set, in order to establish locations of various files. An example is:

\begin{verbatim}
CREATE_VERSION=python $(script-dir)/create-version-itexi.py
\end{verbatim}

The rule for website is:

\begin{verbatim}
website: website-texinfo website-css website-pictures website-examples web-post
\end{verbatim}

so we see that this starts by running the rules for 5 other targets, then finishes by copying some files. We'll cover that later - first \texttt{website-texinfo}. That rule is:

\begin{verbatim}
website-texinfo: website-version website-xrefs website-bibs
\end{verbatim}

for 1 in '' $(WEB_LANGS); do \ 
  if test -n "$$1"; then \ 
    langopt=--lang="$$1"; \ 
    langsuf=.$$1; \ 
  fi; \ 

\end{verbatim}
$(TEXI2HTML) --prefix=index \
   --split=section \
   --I=$(top-src-dir)/Documentation/"$$l" \
   --I=$(top-src-dir)/Documentation \n   --I=$(OUT) \n   $$langopt \n   --init-file=$(texi2html-init-file) \n   -D web_version \n   --output=$(OUT)/"$$l"/web.texi ; \n   ls $(OUT)/$$l/*.html | xargs grep -L 'UNTRANSLATED NODE: IGNORE ME' | \n   sed 's!$(OUT)/'$$l'!!g' | xargs \n   $(MASS_LINK) --prepend-suffix="$$langsuf" \n   hard $(OUT)/$$l/ $(OUT)/website/ ; 
}
done

which therefore depends on website-version, website-xrefs and website-bibs.

    website-version:
        mkdir -p $(OUT)
        $(CREATE_VERSION) $(top-src-dir) > $(OUT)/version.itexi
        $(CREATE_WEBLINKS) $(top-src-dir) > $(OUT)/weblinks.itexi

which translates as:

        mkdir -p out-website
        python /home/phil/lilypond-git/scripts/build/create-version-itexi.py
        /home/phil/lilypond-git > out-website/version.itexi
        python /home/phil/lilypond-git/scripts/build/create-weblinks-itexi.py
        /home/phil/lilypond-git > out-website/weblinks.itexi

So, we make out-website then send the output of create-version-itexi.py to out-website/version.itexi and create-weblinks-itexi.py to out-website/weblinks.itexi.

create-version-itexi.py parses the file VERSION in the top source dir. It contains:

    MAJOR_VERSION=2
    MINOR_VERSION=15
    PATCH_LEVEL=13
    MY_PATCH_LEVEL=
    VERSION_STABLE=2.14.2
    VERSION_DEVEL=2.15.12

currently. c-v-i.py parses this to:

    @c ************************ Version numbers ************
    @macro version
    2.15.13
    @end macro

    @macro versionStable
    2.14.2
    @end macro

    @macro versionDevel
    2.15.12
    @end macro
create-weblinks-itexi.py creates a load of texi macros (of the order of 1000) similar to:

```python
@macro manualStableGlossaryPdf
@uref{../doc/v2.14/Documentation/music-glossary.pdf,Music glossary.pdf}
@end macro.
```

It loads its languages from langdefs.py, and therefore outputs the following unhelpful warning:

```
langdefs.py: warning: lilypond-doc gettext domain not found.
```

Next:

```bash
website-xrefs: website-version
   for l in '' $(WEB_LANGS); do \
       python /home/phil/lilypond-git/scripts/build/extract_texi_filenames.py \
           -I /home/phil/lilypond-git/Documentation \
           -I /home/phil/lilypond-git/Documentation/"$l" \
           --known-missing-files=\n           /home/phil/lilypond-git/scripts/build/website-known-missing-files.txt \
           -q \n           /home/phil/lilypond-git/Documentation/"$l"/web.texi ;\n```

There’s a good description of what `extract_texi_filenames.py` does at the top of the script, but a shortened version is:

If this script is run on a file `texifile.texi`, it produces a file `texifile[.LANG].xref-map` with tab-separated entries of the form `NODE\tFILENAME\tANCHOR`.

An example from `web.nl.xref-map` is:

```
Inleiding Introduction Introduction
```

`e-t-f.py` follows the includes from document to document. We know some have not been created yet, and `known-missing-files` option tells `e-t-f.py` which these are.

It then does this:

```bash
for m in $(MANUALS); do \
```

to run `e-t-f.py` against all of the manuals, in each language. Next:

```bash
website-bibs: website-version
   BSTINPUTS=$(top-src-dir)/Documentation/web \
   $(WEB_BIBS) -s web \
   -s $(top-src-dir)/Documentation/lily-bib \
   -o $(OUT)/others-did.itexi \n   $(quiet-flag) \n   $(top-src-dir)/Documentation/web/others-did.bib
```

This is half the command. It runs `bib2texi.py` on 2 .bib files - `others-did.bib` and `we-wrote.bib`. This converts bibliography files into texi files with `bibtex`.

Next the commands in the `website-texinfo` rule are run:

```bash
for l in '' $(WEB_LANGS); do \
```

run `texi2html`. This is the program that outputs the progress message (found in `Documentation/lilypond-texi2html.init`):

```
Processing web site: []
```

It also outputs warning messages like:

```
WARNING: Unable to find node 'Řešení potíží' in book usage.
```

```bash
website-css:
```
Chapter 12: Build system notes

```

cp $(top-src-dir)/Documentation/css/*.css $(OUT)/website

Copies 3 css files to out-website/website. Then:

website-pictures:
  mkdir -p $(OUT)/website/pictures
  if [ -d $(PICTURES) ]; \
  then \
    cp $(PICTURES)/* $(OUT)/website/pictures ; \
    ln -sf website/pictures $(OUT)/pictures ;\n  fi

which translates as:

  if [ -d Documentation/pictures/out-www ]; \
  then \
    cp Documentation/pictures/out-www/* out-website/website/pictures ; \
    ln -sf website/pictures out-website/pictures ;\n  fi

i.e. it copies the contents of build/Documentation/pictures/out-www/* to
out-website/website/pictures. Unfortunately, the pictures are only created once make doc
has been run, so an initial run of make website copies nothing, and the pictures on the website
(e.g. the logo) do not exist. Next:

website-examples:
  mkdir -p $(OUT)/website/ly-examples
  if [ -d $(EXAMPLES) ]; \
  then \
    cp $(EXAMPLES)/* $(OUT)/website/ly-examples ; \
    fi

translates to:

  mkdir -p out-website/website/ly-examples
  if [ -d Documentation/web/ly-examples/out-www ]; \
  then \
    cp Documentation/web/ly-examples/out-www/* out-website/website/ly-examples ; \
    fi

This does the same with the LilyPond examples (found at https://lilypond.org/
examples.html). Again, these are actually only created by make doc (and since they are
generated from LilyPond source files, require a working LilyPond exe made with make). So this
does nothing initially. Then:

web-post:
  $(WEB_POST) $(OUT)/website

which is:

  python /home/phil/lilypond-git/scripts/build/website_post.py out-website/website

which describes itself as:

This is web_post.py. This script deals with translations in the "make website"
target.

It also does a number of other things, including adding the Google tracker code and the
language selection footer. We're now at the end of our story. The final 4 lines of the recipe for
website are:

  cp $(SERVER_FILES)/favicon.ico $(OUT)/website
  cp $(SERVER_FILES)/robots.txt $(OUT)/website
  cp $(top-htaccess) $(OUT)/.htaccess
  cp $(dir-htaccess) $(OUT)/website/.htaccess

The first translates as:

  cp /home/phil/lilypond-git/Documentation/web/server/favicon.ico out-website/website
```
so we see these are just copying the support files for the web server.

**website.make summary**

Recipes in `website.make`:

- **website**: this is the "master" rule. It calls the other rules in order, then copies some extra files around - see below for further of the process it produces.

- **website-version**: this calls the python scripts below:
  
  - `scripts/build/create-version-itexi.py`
    
    This writes a `@version`, `@versionStable`, and `@versionDevel` based on the top-level VERSIONS file, to `out-website/version.itexi`

  - `scripts/build/create-weblinks-itexi.py`
    
    This creates a ton of macros in `out-website/weblinks.itexi`. Stuff like `@downloadStableLinuxNormal`, `@downloadStableWindows`, `@stableDocsNotationPdf{}`, `@downloadDevelSource-zh`. It's quite monstrous because it deals with combinations of stable/devel, source/docs, lang/lang/lang*10, etc.

- **website-xrefs**: creates files used for complicated "out-of-build" references to `out-website/*/xref-map`

  If you just write `@ref{}`, then all's groovy and we wouldn't need this. But if you write `@rlearning{}`, then our custom texi2html init file needs to know about our custom xref file format, which tells our custom texi2html init file how to create the link.

  GP: we should have a separate @node to discuss xrefs. Also, take a quick look at a generated xref file – it's basically just a list of @node's [sic teenager pluralization rule] from the file.

- **website-bib**: generates the bibliography texinfo files from the .bib files - in the case of the website build these are `others-did.bib` and `we-wrote.bib`.

- **website-texinfo**: this is the main part; it calls texi2html to generate the actual html. It also has a ton of options to texi2html to pass info to our custom init file.

  The file actually built is called `web.texi`, and is either in the Documentation directory, or a sub-directory specific to the language.

  The options file is `/Documentation/lilypond-texi2html.init`. This contains *lots* of option and configuration stuff, and also includes the line:

  ```
  print STDERR "Initializing settings for web site: [$Texi2HTML::THISDOC{current_lang}]
  
  % We have somewhere between 2-4 different ways "to pass info to our custom init file". This is highly Not Good (tm), but that's how things work at the moment.

  After texi2html, it does some black magick to deal with untranslated nodes in the translations. Despite writing that part, I can't remember how it works. But in theory, you could figure it out by copy&pasting each part of the command (by "part", I mean "stuff before each 1 pipe"), substituting the variables, then looking at the text that's output. For example,

  `ls $(OUT)/$$l/*.html`

  is going to print a list of all html files, in all languages, in the build directory. Then more stuff happens to each of those files (that's what xargs does).

- **website-css**: just copies files to the build dir.
• **website-pictures, website-examples**: more file copies, with an if statement to handle if you don’t have any generated pictures/examples.

• **web-post**: runs:
  
  ```
  scripts/build/website_post.py
  ```

  which, it adds the "this page is translated in klingon" to the bottom of html pages, and adds the google analytics javascript. It also has hard-coded lilypond version numbers, which is Bad (tm).

Here’s a summary of what gets called, in what order, when we run `make website`:

**website**:

```text
website-texinfo:
  website-version:
    creates version.itexi and weblinks.itexi
website-xrefs:
  runs extract_texi_filenames.py
website-bibs:
  creates bibliography files, described above
```

**website-css**:

```text
copies css files
```

**website-pictures**:

```text
copies pictures
```

**website-examples**:

```text
copies examples
```

**web-post**:

```text
  runs website_post.py
```

Then some file copying
13 Modifying the Emmentaler font

13.1 Overview of the Emmentaler font

Emmentaler was created specifically for use in LilyPond. The font consists of two sub-sets of glyphs. "Feta", used for classical notation and "Parmesan", used for Ancient notation. The sources of which are all found in mf/*.mf.

The font is merged from a number of subfonts. Each subfont can contain at most 224 glyphs. This is because each subfont is limited to a one-byte address space (256 glyphs maximum) and we avoid the first 32 points in that address space, since they are non-printing control characters in ASCII.

In LilyPond, glyphs are accessed by a ‘glyph name’, rather than by code point. Therefore, the name of a glyph is significant.

Information about correctly creating glyphs is found in mf/README. Please make sure you read and understand this file.

TODO – we should get mf/README automatically generated from texinfo source and include it here.

13.2 Font creation tools

The sources for Emmentaler are written in metafont. The definitive reference for metafont is "The METAFONT book" – the source of which is available at CTAN.

mf2pt1 is used to create type 1 fonts from the metafont sources.

FontForge is used to postprocess the output of mf2pt1 and clean up details of the font. It can also be used by a developer to display the resulting glyph shapes.

13.3 Adding a new font section

The font is divided into sections, each of which contains less than 224 glyphs. If more than 224 glyphs are included in a section, an error will be generated.

Each of the sections is contained in a separate .mf file. The files are named according to the type of glyphs in that section.

When adding a new section, it will be necessary to add the following:

• The code for the glyphs, in a file <section-name>.mf
• Driver files used to create the font in different sizes
• An entry in the generic file used to create the font, or a new generic file
• If necessary, new entries in the GNUmakefile
• An entry in scripts/build/gen-emmentaler-scripts.py

See the examples in mf/ for more information.

13.4 Adding a new glyph

Adding a new glyph is done by modifying the .mf file to which the glyph will be added.

Necessary functions to draw the glyph can be added anywhere in the file, but it is standard to put them immediately before the glyph definition.

The glyph definition begins with:

fet_beginchar ("glyph description", "glyphname");

with glyph description replaced with a short description of the glyph, and glyphname replaced with the glyphname, which is chosen to comply with the naming rules in mf/README.
The metafont code used to draw the glyph follows the \texttt{fet\_beginchar} entry. The glyph is finished with:
\begin{verbatim}
fet\_endchar;
\end{verbatim}

13.5 Building the changed font

In order to rebuild the font after making the changes, the existing font files must be deleted. The simplest and quickest way to do this is to do:
\begin{verbatim}
rm mf/out/*
makex
\end{verbatim}

13.6 METAFONT formatting rules

There are special formatting rules for METAFONT files.

Please do not use tabs for the indentation of commands.

When a path contains more than two points, put each point on a separate line, with the operator at the beginning of the line. The operators are indented to the same depth as the initial point on the path using spaces. The indentation mechanism is illustrated below.
\begin{verbatim}
def draw\_something (expr test) =
set\_char\_box (staff\_space#, 1.6 linethickness# / 2,  
0.5 staff\_space#, 0.5 staff\_space#);

if test:
fill z1
  -- z2
  -- z3
  .. cycle;
fi;
enddef;
\end{verbatim}
14 Administrative policies

This chapter discusses miscellaneous administrative issues which don’t fit anywhere else.

14.1 Meta-policy for this document

The Contributor’s Guide as a whole is still a work in progress, but some chapters are much more complete than others. Chapters which are “almost finished” should not have major changes without a discussion on \texttt{--devel}; in other chapters, a disorganized “wiki-style dump” of information is encouraged.

Do not change (other than spelling mistakes) without discussion:

- Chapter 1 [Introduction to contributing], page 1,
- Chapter 3 [Working with source code], page 15,

Please dump info in an appropriate \texttt{\texttt{section}} within these manuals, but discuss any large-scale reorganization:

- Chapter 4 [Compiling], page 45,
- Chapter 5 [Documentation work], page 60,
- Chapter 8 [Issues], page 98,
- Chapter 9 [Regression tests], page 106,
- Chapter 10 [Programming work], page 111,

Totally disorganized; do whatever the man you want:

- Chapter 6 [Website work], page 87,
- Chapter 7 [LSR work], page 92,
- Chapter 11 [Release work], page 143,
- Chapter 14 [Administrative policies], page 170,

14.2 Environment variables

Some maintenance scripts and instructions in this guide rely on the following environment variables. They should be predefined in LilyDev distribution (see Section 2.1 [LilyDev], page 6); if you set up your own development environment, you can set them by appending these settings to your \texttt{~/.bashrc} (or whatever defines your default environment variables for the user account for LilyPond development), then logging out and in (adapt directories to your setup):

\begin{verbatim}
LILYPOND_GIT=~/lilypond-git
export LILYPOND_GIT
LILYPOND_BUILD_DIR=~/lilypond-git/build
export LILYPOND_BUILD_DIR
\end{verbatim}

The standard build and install procedure (with \texttt{autogen.sh}, \texttt{configure}, \texttt{make}, \texttt{make install}, \texttt{make doc} . . .) does not rely on them.

In addition, for working on the website, \texttt{LILYPOND_WEB_MEDIA_GIT} should be set to the repository lilypond-extra, see \texttt{lilypond-extra}, page 21.

14.3 Meisters

We have four primary jobs to help organize all our contributors:
Chapter 14: Administrative policies

The Bug Meister

The Bug Meister’s responsibilities are:

- To organize the individual Bug Squad volunteers, making sure that each member is aware of their responsibilities. See Section 8.2 [The Bug Squad], page 98.
- To train new Bug Squad volunteers in the Issue Tracker process. See Chapter 8 [Issues], page 98.
- To have the final say on our policies for Issues and their classification. See Section 8.3 [Issue classification], page 101.

Current Bug Meister: Colin Hall bug-lilypond@gnu.org

The Doc Meister

The Doc Meister’s responsibilities are:

- To train new volunteers in our Documentation style and policy, including organizing LilyPond Snippet Repository (LSR) work.
- To organize the individual volunteers – who does what on which job – and to check that everything is running smoothly.
- To have final say on any Documentation policy. See Section 5.5 [Documentation policy], page 70.

Current Doc Meister: None

The Patch Meister

The Patch Meister’s responsibilities are:

- To keep track of all patches submitted for testing and review. This includes scanning the bug and dev email lists looking for any patches submitted by ‘random’ contributors and advising them on how to submit a patch for testing and review. See Section 3.3.6 [Uploading a patch for review], page 28, and Section 3.3.7 [The patch review cycle], page 30.
- To makes sure that any patch submitted has a corresponding Issue Tracker and Rietveld Issue created for it before it enters the testing and review process. See Chapter 8 [Issues], page 98.
- Updates all Issue statuses for all patches that are currently in the testing and review process periodically – currently every 3 - 4 days. See Section 8.5 [Patch handling], page 104.

Note: The Patch Meister’s role is a purely administrative one and no programming skill or judgement is assumed or required.

Currently: James Lowe pkx@gnu.org

The Translation Meister

The Translation Meister’s responsibilities are:

- To train new documentation translators in the translation process. See Section 5.9 [Translating the documentation], page 76.
- To update the translation priority list and handle the merging of the translation branches (in both directions).
- To have final say on any Translation management policies. See Section 5.9 [Translating the documentation], page 76.

Currently: Francisco Vila translations@lilynet.net
14.4 Managing Staging and Master branches with Patchy

14.4.1 Overview of Patchy

No programmatic skill is required to run Patchy; although knowledge of compiling LilyPond and its documentation along with understanding how to configure the PATH environment of your computer is required. See Chapter 3 [Working with source code], page 15.

The script `lilypond-patchy-staging.py` checks for any new commits in `remote/origin/staging`, makes sure that the new HEAD compiles along with all the LilyPond documentation. Then finally pushing to `remote/origin/master`. This script can be run and left unattended, requiring no human intervention.

Patchy can also be configured to send emails after each successful (or unsuccessful) operation. This is not a requirement and is turned off by default.

14.4.2 Patchy requirements

- A full local copy of the source code. See Chapter 3 [Working with source code], page 15.
- All the software needed for compiling LilyPond and the documentation. Unlike testing patches, being able to build the full set of LilyPond’s documentation is required to be able to test & push new commits. See Chapter 4 [Compiling], page 45.
- Commit access is required to test and push new commits, but a valid login to `https://sourceforge.net` is not. See Section 3.4.9 [Commit access], page 34.

14.4.3 Installing Patchy

The Patchy scripts are not part of the LilyPond code base, but can be downloaded from `https://github.com/gperciva/lilypond-extra/`. The scripts and related Python libraries are all located in the `patches/` directory.

Alternatively, use `git clone`:

```bash
  git clone https://github.com/gperciva/lilypond-extra/
```

This makes it simpler to update the scripts if any changes are ever made to them. Finally, add the location of the `patches/` directory to your PATH.

14.4.4 Configuring Patchy

Note: It is recommended to create a new user on your computer specifically to run the Patchy scripts as a security precaution and that this user should not have any administrative privileges. Also do not set password protection for your ssh key else you will not be able to run the scripts unattended.

1. Make sure the environment variables `LILYPOND_GIT` and `LILYPOND_BUILD_DIR` are configured appropriately. See Section 14.2 [Environment variables], page 170.
2. Manually run either the `lilypond-patchy-staging.py` script and when prompted:

   Warning: using default config; please edit /home/joe/.lilypond-patchy-config
   Are you sure that you want to continue with the default config? (y/[n])

   Answer “n” and press enter.

   The next time either of the scripts are run they will use the `.lilypond-patchy-config` settings copied to your `$HOME` directory.
3. Manually edit the `.lilypond-patchy-config` file, located in your `$HOME` directory to change any of the default settings.
These include:

- All `make` operations are run with:
  
  ```
  extra_make_options = -j3 CPU_COUNT=3
  ```

  See Section 4.5.2 [Saving time with the -j option], page 53,

- A complete build of all the LilyPond documentation is *not* performed;
  
  ```
  patch_test_build_docs = no
  ```

- Each instance of either a patch test or commit test & push is logged in:
  
  ```
  auto_compile_results_dir = ~lilypond-auto-compile-results/
  ```

- Both scripts will perform their build operations in:
  
  ```
  build_dir = /tmp/lilypond-autobuild/
  ```

The script creates a clones of `staging` and `master` branches (prefixed with `test-`) with a third branch, called `test-master-lock` used as a check to protect against two or more instances of Patchy being run locally at the same time.

### 14.4.5 Running the script

`lilypond-patchy-staging.py` is run *without* any arguments. It then checks to see if `remote/origin/staging` is “further ahead” than `remote/origin/master`.

If there are no new differences between the two branches since the last run check, the script will report something like this:

```
(UTC) Begin LilyPond compile, previous commit at 4726764cb591f622e7893407db0e7d42bcde90d9
Success: No new commits in staging
```

If there are any differences between the two branches since the last run check, (or if the script cannot for any reason, locate the last instance of a commit that it checked) it will report something like this:

```
(UTC) Begin LilyPond compile, previous commit at 4726764cb591f622e7893407db0e7d42bcde90d9
Merged staging, now at: 79e98a773b6570cfa28a15775a9dea3d3e54d6b5
Success: ./autogen.sh --noconfigure
Success: /tmp/lilypond-autobuild/configure --disable-optimising
...
```

and proceed with running `make`, `make test` and a `make doc`. Unlike `test-patches.py` if all the tests pass, the script then pushes the changes to `remote/origin/master`.

```
... 
Success: nice make clean
Success: nice make -j7 CPU_COUNT=7
Success: nice make test -j7 CPU_COUNT=7 
Success: nice make doc -j7 CPU_COUNT=7
To ssh://joe@git.sv.gnu.org/srv/git/lilypond.git
79e98a7..4726764 test-staging -> master
Success: pushed to master
```

**Note:** In the case where any of the `lilypond-patchy-staging.py` tests fail, do not try to push your own fixes but report the failures to the Developers List `<lilypond-devel@gnu.org>` for advice.

### 14.4.6 Automating Patchy

To run as a cron job make sure you have;

```
[notification]
notify_non_action = no
```

in `$HOME/.lilypond-patchy-config` to avoid any unintentional email flooding:
Assuming that Patchy runs a user “patchy”, create a file called $HOME/lilypond-patchy.cron, adapting it as necessary (the /2 means “run this every 2 hours”):

```
02 0-23/2 * * * /home/patchy/lilypond-extra/patches/lilypond-patchy-staging.py
```

**Note:** cron will not inherit environment variables so you must redefine any variables inside $HOME/lilypond-patchy.cron. For instance, LILYPOND_GIT may need to be defined if git_repository_dir is not correctly set in $HOME/.lilypond-patchy-config.

Finally, apply the cron job (you may need superuser privileges for this):
```
crontab -u patchy /home/patchy/lilypond-patchy.cron
```  

### 14.4.7 Troubleshooting Patchy

The following is a list of the most common messages that the scripts may report with explanations.

- This Git revision has already been pushed by an operator other than this Patchy.

- Another, remote, machine has already tested and pushed the new commits in staging.

- You may also see this if the auto-build files have been deleted and this computer has previously already pushed the listed commit ID to master.

- test-master-lock and PID entry exist but previous Patchy run (PID xxxxx) died, resetting test-master-lock anyway.

A previous attempt was unsuccessful for some reason and the scripts were not able to tidy up after themselves (for example if you manually halt the process by killing it or closing the terminal you may have been running the script in). The test-master-lock branch was therefore not able to be deleted cleanly however, nothing needs to be done the scripts will rebuild any tests it needs to.

**fatal:** A branch named 'test-master-lock' already exists.

- There is another instance of Patchy running on your computer that is testing the same tracker issue.

- A previous test attempt was unsuccessful for some reason and the scripts were not able to tidy up after themselves (for example if you manually halt the testing process by killing it or closing the terminal you may have been running the script in). The test-master-lock branch was therefore not able to be deleted cleanly, in this case you must manually delete the test-master-lock branch in your $LILYPOND_GIT directory.

```
git branch -d test-master-lock
```

It may be wise to also manually delete test-master and test-staging too, just to be safe.

*** FAILED STEP ***

merge from staging

Another instance (PID xxxxx) is already running.

This occurs when trying to run lilypond-patchy-staging.py when another instance of either script is already running locally.

### 14.5 Administrative mailing list

A mailing list for administrative issues is maintained at lilypond-hackers@gnu.org.

This list is intended to be used for discussions that should be kept private. Therefore, the archives are closed to the public.

Subscription to this list is limited to certain senior developers.
At the present time, the list is dormant.

Details about the criteria for membership, the types of discussion to take place on the list, and other policies for the hackers list will be finalized during the Section 14.6 [Grand Organization Project (GOP)], page 175.

14.6 Grand Organization Project (GOP)

GOP has two goals:

- Clarify the various development tasks by writing down the policies and techniques and/or simplifying the tasks directly.
- Get more people involved in development: specifically, find people to do easy tasks to allow advanced developers to concentrate on difficult tasks.

14.6.1 Motivation

Most readers are probably familiar with the LilyPond Grand Documentation Project, which ran from Aug 2007 to Aug 2008. This project involved over 20 people and resulted in an almost complete rewrite of the documentation. Most of those contributors were normal users who decided to volunteer their time and effort to improve lilypond for everybody. By any measure, it was a great success.

The Grand Organization Project aims to do the same thing with a larger scope – instead of focusing purely on documentation, the project aims to improve all parts of LilyPond and its community. Just as with GDP, the main goal is to encourage and train users to become more involved.

If you have never contributed to an open-source project before – especially if you use Windows or OSX and do not know how to program or compile programs – you may be wondering if there’s anything you can do. Rest assured that you can help.

"Trickle-up" development

One of the reasons I’m organizing GOP is "trickle-up" development. The idea is this: doing easy tasks frees up advanced developers to do harder tasks. Don’t ask "am I the best person for this job"; instead, ask "am I capable of doing this job, so that the current person can do stuff I can’t do?".

For example, consider lilypond’s poor handling of grace notes in conjunction with clef and tempo changes. Fixing this will require a fair amount of code rewriting, and would take an advanced developer a few weeks to do. It’s clearly beyond the scope of a normal user, so we might as well sit back and do nothing, right?

No; we can help, indirectly. Suppose that our normal user starts answering more emails on lilypond-user. This in turn means that documentation writers don’t need to answer those emails, so they can spend more time improving the docs. I’ve noticed that all doc writers tackle harder and harder subjects, and when they start writing docs on scheme programming and advanced tweaks, they start contributing bug fixes to lilypond. Having people performing these easy-to-moderate bug fixes frees up the advanced developers to work on the really hard stuff... like rewriting the grace note code.

Having 1 more normal user answering emails on lilypond-user won’t have a dramatic ‘trickle-up’ effect all by itself, of course. But if we had 8 users volunteering to answer emails, 6 users starting to write documentation, and 2 users editing LSR... well, that would free up a lot of current bug-fixing-capable contributors to focus on that, and we could start to make a real dent in the number of bugs in lilypond. Quite apart from the eased workload, having that many new helpers will provide a great moral boost!
14.6.2 Ongoing jobs

Although GOP is a short-term project, the main goal is to train more people to handle ongoing jobs. The more people doing these jobs, the lighter the work will be, and the more we can get done with Lilypond!

Also, it would be nice if we had at least one “replacement” / “understudy” for each role – too many tasks are only being done by one person, so if that person goes on vacation or gets very busy with other matters, work in that area grinds to a halt.

Jobs for normal users

- Consultant: LilyPond is sometimes criticized for not listening to users, but whenever we ask for opinions about specific issues, we never get enough feedback. This is somewhat aggravating. We need a group of users to make a dedicated effort to test and give feedback. If there’s new documentation, read it. If there’s an experimental binary, download it and try compiling a score with it. If we’re trying to name a new command, think about it and give serious suggestions.
- LilyPond-user support: I think it would be nice if we had an official team of users helping other users.
- LilyPond Report: Keeping a monthly newsletter running is a non-trivial task. A lot of work is needed to organize it; it would be great if we could split up the work. One person could write the Snippet of the Month, another person could do Quotes of the Month, another person could do interviews, etc.
- Documentation: Although GDP (the Grand Documentation Project) did great work, there’s still many tasks remaining.
- Translations: Keeping the documentation translations is a monumental task; we need all the help we can get!

Jobs for advanced users for developers

- Git help for writers: We often receive reports of typos and minor text updates to the documentation. It would be great if somebody could create properly-formatted patches for these corrections.
  Technical requirements: ability to run Section 2.1 [LilyDev], page 6.
- LSR editor: LSR contains many useful examples of Lilypond, but some snippets are out of date and need updating. Other snippets need to be advertized, and new snippets need to be sorted. We could use another person to handle LSR.
  Technical requirements: use of a web browser. LilyPond requirements: you should be familiar with most of Notation chapters 1 and 2 (or be willing to read the docs to find out).
- Join the Frogs: "Frogs" are a team of bug-fixers (because frogs eat bugs, and you often find them in Ponds of Lilies) and new feature implementors.
  Technical requirements: development environment (such as Section 2.1 [LilyDev], page 6), ability to read/write scheme and/or C++ code.

14.6.3 Policy decisions

There are a number of policy decisions – some of them fairly important – which we have been postponing for a few years. We are now discussing them slowly and thoroughly; agenda and exact proposals are online:

https://lilypond.org/~graham/gop/index.html

Below is a list of policies which are not “on the agenda” yet.

Note that the presence of an item on this list does not mean that everybody thinks that something needs to be done. Inclusion in this simply means that one developer thinks that we
should discuss it. We are not going to filter this list; if any developer thinks we should discuss something, just add it to the bottom of the list. (the list is unsorted)

As GOP progresses, items from this list will be put on the agenda and removed from this list. I generally try to have one month’s discussion planned in advance, but I may shuffle things around to respond to any immediate problems in the developer community.

There are some item(s) not displayed here; these are questions that were posed to me privately, and I do not feel justified in discussing them publicly without the consent of the person(s) that brought them up. They will initially be discussed privately on the lilypond-hackers mailing list – but the first question will be "do we absolutely need to do this privately", and if not, the discussion will take place on lilypond-devel like the other items.

In most policy discussions in lilypond over the past few years, the first half (or more) is wasted arguing on the basis of incorrect or incomplete data; once all the relevant facts are brought to light, the argument is generally resolved fairly quickly. In order to keep the GOP discussions focused, each topic will be introduced with a collection of relevant facts and/or proposals. It is, of course, impossible to predict exactly which facts will be relevant to the discussion – but spending an hour or two collecting information could still save hours of discussion.

Note: The estimated time required for "prep work", and the following discussion, has been added to each item. At the moment, there is an estimated 30 hours of prep work and 140 hours of discussion.

- **Patch reviewing**: At the time of this writing, we have 23 (known) patches waiting for review. Some from main developers; some from new developers. We desperately need more people helping with lilypond, but ignoring patches is the best way to drive potential contributors away. This is not good.
  (prep: 2 hours. discuss: 10 hours)

- **Official links to other organizations?**: There’s something called the "software freedom conservancy", and in general, there’s a bunch of "umbrella organizations". Joining some of these might give us more visibility, possibly leading to more users, more developers, maybe even financial grants or use in schools, etc.
  (prep: 2 hours. discuss: 5 hours)

- **Issue tracking with google code**: We use the google issue tracker, but this means that we are relying on a commercial entity for a large part of our development. Would it be better (safer in the long run) to use the savannah bug tracker?
  (prep: 1 hour. discuss: 5 hours)

- **Patch review tool**: Rietveld is inconvenient in some respects: it requires a google account, and there’s no way to see all patches relating to lilypond. Should we switch to something like gerrit? [https://sourceforge.net/p/testlilyissues/issues/1184/](https://sourceforge.net/p/testlilyissues/issues/1184/)
  (prep: 5 hours. discuss: 15 hours)

- **Clarity for sponsorships**: We currently do not adveritise bounties and sponsorships on the webpage. How much advertising do we want, and what type? Should we change the "structure" / "framework" for bounties?
  (prep: 2 hours. discuss: 10 hours)

- **code readability**: "Our aim when producing source code for LilyPond in whatever language is that it should be totally comprehensible to a relatively inexperienced developer at the second reading."
  Rationale: - aids maintainability of code base - "second reading" so newer developers can look up unfamiliar stuff - will help to keep things simple, even if the code is doing complex stuff discourages "secret squirrel" coding, e.g. "how much functionality can I squeeze into
as few characters as possible" "comments are for wimps" - will aid not *discouraging* new developers to join the project
(prep: 2 hours. discuss: 10 hours)

- **C++ vs. scheme**: what should be in scheme, what should be in C++, what can/should be ported from one to the other, etc. Questions of maintainability, speed (especially considering guile 2.0), and the amount of current material in either form, are important.
  (prep: 5 hours. discuss: 15 hours)

- **always make an issue number for patches**: there is a proposal that we should always have a google code issue number for every patch. This proposal is closely tied to our choice of patch review tool; if we switch to a different tool (as suggested in a different proposal), this proposal may become moot.
  (prep: 1 hour. discuss: 5 hours)

- **initializer lists**: should we use initializer lists for C++? AFAIK they make no difference for built-in types, but there’s some weird case where it’s more efficient for objects, or something. Probably not worth making this a weekly thing on its own, but we can probably wrap it up with some other code-related questions.
  (prep: 15 minutes. discuss: 3 hours)

### 14.6.4 Policy decisions (finished)

Here is a record the final decisions, along with links to the discussions.

#### 14.6.4.1 GOP-PROP 1 - python formatting

We will follow the indentation described in PEP-8. [http://www.python.org/dev/peps/pep-0008/](http://www.python.org/dev/peps/pep-0008/)

- use 4 spaces per indentation level
- never mix tabs and spaces (for indentation)
- Code indented with a mixture of tabs and spaces should be converted to using spaces exclusively

Once this is done, we should add `python -tt` to the build system to avoid such errors in the future.

There should be absolutely no tab characters for indentation in any `.py` file in lilypond git. All such files should be converted to use spaces only.

**Discussions**


#### 14.6.4.2 GOP-PROP 2 - mentors and frogs

Nothing much was decided. The list of responsibilities was slightly altered; see the new one in Section 1.4 [Mentors], page 4. We should encourage more use of the Frogs mailing list. There’s a list of contributor-mentor pairs in:


That’s pretty much it.

**Discussions**

14.6.4.3 GOP-PROP 3 - C++ formatting

Speaking academically, C++ code style is a "solved problem". Let’s pick one of the existing solutions, and let a computer deal with this. Humans should not waste their time, energy, and creativity manually adding tabs or spaces to source code.

We have modified fixcc.py to use astyle, along with extra regex tweaks.

- the final script will be run blindly on the lilypond source code. We will accept whatever formatting the final version of this script produces, with no manual tweaking.
- patches which have been run through this tool will not be rejected for style reasons. Any code formatting “desires” which are not enforced by fixcc.py will not be considered grounds for rejecting a patch.
- for now, this style will not be enforced. It is not cause for concern if patches which do not follow the formatting done by fixcc.py are pushed. From time to time, Graham will run the formatter on the entire code base, and commit the resulting changes. In a few months, we will tighten up this policy item (with some sort of automatic processing), but that is outside the scope of this policy item and is a matter for later discussion.
- after the proposal is accepted, we will leave some time for existing patches to be accepted and pushed. The script was run on the source code on 2011 August 01.

GNU code

LilyPond is a GNU project, so it makes sense to follow the GNU coding standards. These standards state:

We don’t think of these recommendations as requirements, because it causes no problems for users if two different programs have different formatting styles.

But whatever style you use, please use it consistently, since a mixture of styles within one program tends to look ugly. If you are contributing changes to an existing program, please follow the style of that program.

(http://www.gnu.org/prep/standards/html_node/Formatting.html)

With that in mind, we do not think that we must blindly follow the formatting given by the current version of Emacs.

Implementation notes

We can avoid some of the style change pollution in git history by ignoring whitespaces changes:

git diff -w

Discussions


14.6.4.4 GOP-PROP 4 - lessons from 2.14

History

A brief history of releases:

date (YYYY-MM-DD) version comment
2008-10-28 2.11.63 nobody checking regtests
2008-11-17  2.11.64
2008-11-29  2.11.65
2008-12-23  2.12.0
2009-01-01  somewhere around here, Graham becomes officially release manager, but Han-Wen still builds the actual releases

2009-01-01  2.12.1
2009-01-25  2.12.2
2009-02-28  2.13.0
2009-06-01  2.13.1
2009-06-27  2.13.2
2009-07-03  2.13.3
2009-09-09  note jump in time!

Graham arrives in Glasgow, gets a powerful desktop computer, and begins serious work on GUB (sending bug reports to Jan). It takes approximately 100 hours until GUB is stable enough to make regular releases.

2009-09-24  2.13.4
2009-10-02  2.13.5
2009-10-22  2.13.6
2009-11-05  2.13.7
...
2010-01-13  2.12.3
...
2010-03-19  2.13.16
...
2010-08-04  2.13.29
...
2011-01-12  2.13.46
...
2011-05-30  2.13.63
...
2011-06-06  2.14.0

**Carl’s analysis of the bugs**

A csv spreadsheet is available.

lilypond-issues-analysis.csv
lilypond-issues-analysis-trim-duplicates.csv
There 148 issues marked with Priority=Critical in the tracker.

I’ve done an analysis, and it looks to me like there was initially a backlog of critical issues that weren’t fixed, and little work was being done to eliminate critical issues.

Somewhere about 2010-08-01, critical issues started to disappear, but occasional new ones appeared.

There were a couple of major changes that introduced unanticipated regressions (new spacing code, beam collision avoidance). These produced more than the expected number of regressions.

It appears to me that we didn’t really get serious about eliminating critical bugs until about 2010-06-15 or so. After that point, the number of critical bugs more-or-less steadily decreased until we got to a release candidate.

Of particular interest, the first release candidate of 2.14 was released on 2011-01-12. Over the next 10 days, about a dozen bugs were reported and fixed. Release candidate 2 came out on 2011-02-09. No surge of bugs occurred with this release. Candidate 3 came out on 2011-03-13; we got 2 bugs per week. Candidate 4 came out on 2011-03-29; 2 new bugs. Candidate 6 came out on 2011-04-07. We got a couple of bugs per week.

Notes, commentary, and opinions

Han-Wen: Overall, I think this cycle took too long
Mike: I agree
Graham: +1

Discussions


14.6.4.5 GOP-PROP 5 - build system output (not accepted)

This proposal was too broad; after a month of discussion, Graham withdrew the proposal. Portions of it will be introduced in later proposals.

Discussions


14.6.4.6 GOP-PROP 6 - private mailing list

Potentially sensitive or private matters will be referred to Graham. He will then decide who should discuss the matter on an ad-hoc basis, and forward or CC them on future emails.

For emphasis, the project administrators are Han-Wen, Jan, and Graham; those three will always be CC’ed on any important discussions.

The lilypond-hackers mailing list will be removed.

History

There is some unhappy history about this idea in our development community:

Other projects
The idea of private mailing lists is hardly uncommon in open-source software. For example,

- [http://lwn.net/Articles/394660/](http://lwn.net/Articles/394660/) about debian-private
- [http://subversion.apache.org/mailing-lists.html](http://subversion.apache.org/mailing-lists.html) private@
- [http://www.freebsd.org/administration.html#t-core](http://www.freebsd.org/administration.html#t-core)
to keep certain matters confidential

every security team of every GNU/Linux distribution and OS

In fact, Karl Fogel’s “Producing Open Source Software” explicitly suggests a private mailing list for some circumstances:

```
[on granting commit/push access to a contributor]

But here is one of the rare instances where secrecy is appropriate. You can’t have votes about potential committers posted to a public mailing list, because the candidate’s feelings (and reputation) could be hurt.
```


Board of governors, voting, etc?
Many projects have an official board of directors, or a list of “core developers”, with set term limits and elections and stuff.

I don’t think that we’re that big. I think we’re still small enough, and there’s enough trust and consensus decisions, that we can avoid that. I would rather that we kept on going with trust+consensus for at least the next 2-3 years, and spent more time+energy on bug fixes and new features instead of administrative stuff.

Project administrators are Han-Wen, Jan, and Graham.

Discussions

14.6.4.7 GOP-PROP 7 - developers as resources
We shall treat developers (and contributors) as Independent volunteers: each person does whatever they want, whenever they want. We have busy careers and lives; we make no expectations of action from anybody (with the exception of the 6 people in “Meister” positions).

Discussions

14.6.4.8 GOP-PROP 8 - issue priorities
We will delete the “priority” field of the issue tracker altogether. The “type” system will be tweaked.

Type-critical:
- a reproducible failure to build either `make` or `make doc`, from an empty build tree, in a first run, if `configure` does not report any errors.
• any program behaviour which is **unintentionally** worse than the previous stable version or the current development version. Developers may always use the “this is intentional”, or even the “this is an unavoidable effect of an improvement in another area”, reason to move this to a different type.

• anything which stops contributors from helping out (e.g. lily-git.tcl not working, source tree(s) not being available, LilyDev being unable to compile git master, inaccurate instructions in the Contributor’s Guide 2 Quick start).

To limit this scope of this point, we will assume that the contributor is using the latest LilyDev and has read the relevant part(s) of the Contributor’s Guide. Problems in other chapters of the CG are not sufficient to qualify as Type-Critical.

**More new/changed types and labels**

Unless otherwise specified, the current types and labels will continue to be used. The new types introduced by this proposal are:

• **Type-crash**: any segfault, regardless of what the input file looks like or which options are given. Disclaimer: this might not be possible in some cases, for example certain guile programs (we certainly can’t predict if a piece of scheme will ever stop running, i.e. the halting problem), or if we rely on other programs (i.e. ghostscript). If there are any such cases that make segfault-prevention impossible, we will document those exceptions (and the issue will remain as a "crash" instead of "documentation" until the warning has been pushed).

• **Type-maintainability**: anything which makes it difficult for serious contributors to help out (e.g. difficult to find the relevant source tree(s), confusing policies, problems with automatic indentation tools, etc).

• **Type-ugly**: replaces Type-collision, and it will include things like bad slurs in addition to actual collision.

A new label will be added:

• **(label) Needs_evidence**: it is not clear what the correct output should look like. We need scans, references, examples, etc.

**Reminding users about stars**

We can remind users that they can “star” an issue to indicate that they care about it. Since we resolved to treat developers as independent volunteers, there is no expectation that anybody will look at those stars, but if any developer want to organize their work schedule according to the stars, they are welcome to do so.

**Discussions**


**14.6.4.9 GOP-PROP 9 - behavior of make doc**

If there are build problems, then it should be easier to find out why it’s failing. This will be achieved with log files, as well as possibly including scripts which automatically display portions of those log files for a failing build.

We will also add targets for building a specific manual (for quick+easy checking of doc work), as well as for building all documentation in a specific language (either English or a translated language).
When you run `make doc`,

- All output will be saved to various log files, with the exception of output directly from `make(1)`.
  
  Note that `make(1)` refers to a specific executable file on unix computers, and is not a general term for the build system.

- By default, no other output will be displayed on the console, with one exception: if a build fails, we might display some portion(s) of log file(s) which give useful clues about the reason for the failure.

The user may optionally request additional output to be printed; this is controlled with the `VERBOSE=x` flag. In such cases, all output will still be written to log files; the console output is strictly additional to the log files.

- Logfiles from calling lilypond (as part of lilypond-book) will go in the relevant `$LILYPOND_BUILD_DIR/out/lybook-db/12/lily-123456.log` file. All other logfiles will go in the `$LILYPOND_BUILD_DIR/logfiles/` directory.

  A single `make doc` will therefore result in hundreds of log files. Log files produced from individual lilypond runs are not under our control; apart from that, I anticipate having one or two dozen log files. As long as it is clear which log file is associated with which operation(s), I think this is entirely appropriate. The precise implementation will be discussed for specific patches as they appear.

- Both stderr and stdout will be saved in `*.log`. The order of lines from these streams should be preserved.

- There will be no additional “progress messages” during the build process. If you run `make --silent`, a non-failing build should print absolutely nothing to the screen.

- Assuming that the loglevels patch is accepted, lilypond (inside lilypond-book) will be run with `--loglevel=WARNING`. http://codereview.appspot.com/4822055/

- Ideally, a failing build should provide hints about the reason why it failed, or at least hints about which log file(s) to examine.

If this proposal is accepted, none of these policies will be assumed to apply to any other aspect of the build system. Policies for any other aspect of the build system will be discussed in separate proposals.

**Don’t cause more build problems**

However, there is a danger in this approach, that vital error messages can also be lost, thus preventing the cause of the failure of a make being found. We therefore need to be exceptionally careful to move cautiously, include plenty of tests, and give time for people to experiment/find problems in each stage before proceeding to the next stage.

This will be done by starting from individual lilypond calls within lilypond-book, and slowly moving to “larger” targets of the build system – after the individual lilypond calls are producing the appropriate amount of output and this is saved in the right place and we can automatically isolate parts of a failing build, we will work on lilypond-book in general, and only then will we look at the build system itself.

**Implementation notes**

There is an existing make variable `QUIET_BUILD`, which alter the amount of output being displayed (https://lilypond.org/doc/v2.15/Documentation/contributor/useful-make-variables). We are not planning on keeping this make variable.

The standard way for GNU packages to give more output is with a `V=x` option. Presumably this is done by increasing `x`? If we support this option, we should still write log files; we would simply print more of the info in those log files to screen.
Chapter 14: Administrative policies

The command `tee` may be useful to write to a file and display to stdout (in the case of VERBOSE).

Discussions


14.7 Grand LilyPond Input Syntax Standardization (GLISS)

Summary

- Start: sortly after 2.14 comes out, which is currently estimated to happen in January 2011.
- Length: 6-12 months. We’re not going to rush this.
- Goal: define an input which we commit to being machine-updateable for the foreseeable future. Any future patches which change the syntax in a non-convert-ly-able format will be rejected. (subject to the limitations, below) Once this is finished, we will release lilypond 3.0.

The Problem

One of the biggest complaints people have with lilypond – other than silly thing like "there’s no gui" – is the changing syntax. Now, inventing a language or standards is difficult. If you set it in stone too soon, you risk being stuck with decisions which may limit matters. If you keep on updating the syntax, interaction with older data (and other programs!) becomes complex.

Scope and Limitations

- tweaks will not be included. Anything with \override, \set, \overrideProperty, \tweak, \revert, \unset... including even those command names themselves... is still fair game for NOT_SMART convert-ly updates.
- other than that, everything is on the table. Is it a problem to have the tagline inside \header? What should the default behavior of \include be?
- we need to get standards for command names. This will help users remember them, and reduce the options for future names (and potential renamings later on). \commandOn and \commandOff seem to work well (should we *always* have an Off command?), but what about the "command" part? Should it be \nounVerbOn, or \verbNounOn? Or \verbNotesWithExtraInformationOn?
- we need standards for the location of commands. Ligature brackets, I’m looking at you. (non-postfix notation must die!)
- this Grand Project doesn’t affect whether we have a 2.16 or not. The main problem will be deciding what to do (with a bit of messiness anticipated for \tuplet); we should definitely release a 2.16 before merging _any_ of these changes.
- we obviously can’t /guarantee/ that we’ll /never/ make any non-convert-ly changes in the basic format. But we *can* guarantee that such changes would force lilypond 4.0, and that we would only do so for overwhelmingly good reasons.

Workflow

- We’re going to have lots and lots of emails flying around. The vast majority won’t really fit into either -devel or -user, so we’ll use a list devoted to syntax issues.
- Once we have a serious proposal that gained general acceptance from the separate syntax mailing list, I’ll bring it to -devel. We’re not going to make any changes without discussing it on -devel, but if we’re going to have huge threads about English grammar and silly ideas,
and I don’t want to clutter up -devel. Once whatever chaotic silliness on the syntax list is settled down, I’ll bring the ideas to -devel.

- as with GDP, I’ll moderate the discussion. Not as with mailist moderation, but rather by introducing issues at specific times. We don’t want a free-for-all discussion of all parts of the syntax at once; nothing will get resolved.

- Whenever possible, we’ll decide on policies at the highest level of abstraction. For example, consider \numericTimeSignature, \slurUp, \xNotesOn, \startTextSpan, and \verylongfermata. One of them starts with the name of the notation first (slur). One has an abbreviation (x instead of cross). One has the verb at the end (On), another has it at the beginning (start). The adjective can come at the beginning (numeric, x) or end (Up). Most are in camelCase, but one isn’t (verylongfermata).

- Instead of arguing about each individual command, we’ll decide on abstract questions. Should each command begin the notation-noun, or the verb? Should all commands be in camelCase, or should we make everything other than articulations in camelCase but make articulations all lower-case? Are abbreviations allowed?

- Once we’ve answered such fundamental questions, most of the syntax should fall into place pretty easily. There might be a few odd questions left ("is it a span, or a spanner?") but those can be settled fairly quickly.

**Implementation**

Nothing until the project is finished, then we declare the next stable release (2.16.0 or 2.18.0 ?) to be the final 2.x version, release it, then apply all the GLISS syntax changes and start testing a beta for 3.0 a week or two later.

**Discussion**

Don’t respond to any of the specifics yet. Yes, we all have our pet irritations (like "what's up with \paper and \layout?!"). There will be plenty of time to discuss them once GLISS starts.

That said, we have a list of specific items that people really wanted to have written down. See Section 14.7.1 [Specific GLISS issues], page 186.

**14.7.1 Specific GLISS issues**

- add regtests for every piece of syntax (not one-command-per-file, but making a few files which, between them, use every single piece of syntax.) This is a great test for convert-ly.

- should GLISS cover suggested conventions? (indentation, one-bar-per-line, etc – the kind of stuff we list for the lilypond formatting in the docs ?)

- how much (if any) syntactic sugar should we add? i.e.

```
\instrumentName #'foo
% instead of
\set Staff.instrumentName
```

? Carl: maybe yes, Neil: no. (for example, it fails for pianostaff)

- the values that are used as arguments to common used overrides. Sometimes they are a symbol (e.g. #’around), sometimes a predefined variable referring to a Scheme value or object (e.g. #LEFT, #all-visible ). The main trouble is that for novice users it is not clear when there should be an apostrophe and when not.

- When do we need -\command and when is it just \command ?

- Command-line options to the lilypond binary. -dfoo counts as a tweak; we won’t be trying to pin those down.

```
\layout {
```
If would be pedagogically simpler to realize this difference if the syntax was separate if you define a context from scratch (as is the case with \RemoveEmptyStaffContext) or if it’s defined by adding onto an existing context. For example, a syntax like

```
\context{ \Score
  \layout{
    \context{
      \Score
    }
  }
}
```

% vs.

If would be pedagogically simpler to realize this difference if the syntax was separate if you define a context from scratch (as is the case with \RemoveEmptyStaffContext) or if it’s defined by adding onto an existing context. For example, a syntax like

```
\context{
  % Copy the current settings of the Staff context:
  \use Staff
  % do whatever additional settings
}
```

%%% could be used to distinguish from

```
\context{
  % Take settings from a variable:
  \Variable
  % do whatever additional settings
}
```

%%% and

```
\context{
  % Start from scratch:
  \type ...
  \name ...
  \consists ...
  ...
}
```

• Capitalization of identifiers: \VoiceOne?

•

%%% Allow

{ music expression } * 4

%%% instead of

\repeat unfold 4 { music expression }

? patch here:


• Personally, I find it easier to understand when there’s a repeated 8 in the half-bar position; it’s much easier to see that you have two groups of 4:

```
c8 c c c c8 c c c
```

%%% instead of one group of eight:

```
c8 c c c c c c c
```

• trivially simple bar-lines:

```
c1 \ c1 |
```

encourage, allow, or discourage, or disallow?

• indentation of \ inside a {} construct.

• barline checks at the end of line should be preceded by at least 2 spaces? barline checks should line up if possible (i.e. if you can use less than 4, 8, X empty spaces before a barline check to make them line up?)
• Why doesn’t \transpose respect \relative mode?

• on \score vs. \new Score

  But in the light of a consistent syntax and semantic, I see no reason (from the users’ viewpoint) to disallow it. After all, the real top-level context is a \book{}, isn’t it, and I don’t see a point in disallowing a \new Score construct just like \new Staff.

  From a syntactical point of view, I see the following pros for \new Score: - You can write \{ ... \} for every other context but \Score, which (for consistency) should also work with \new Score. - When there’s a \new Foo Bar, there’s also a \context Foo Bar, which makes the same as a parallel instantiation of all Bar’s. - [Quoting Rune from http://www.mail-archive.com/lilypond-devel@gnu.org/msg14713.html] "I know that the \score-statement is a syntactical construct, but I think it would be nice to hide this fact from the users. I think we could make the use of score-block much more intuitive if changing the syntax to \new \Score and adding an implicit sequential-statement to the score."

• Discussion on https://sourceforge.net/p/testlilyissues/issues/1322/ about \new vs. \context.

• Let users add their own items to the parser? comment 11 on: https://sourceforge.net/p/testlilyissues/issues/1322/

• should engravers be pluralized (note_heads. engraver) or not (note_head. engraver) ?

• should we allow numbers in identifier names? Issue: https://sourceforge.net/p/testlilyissues/issues/1670/

• should we officially allow accented characters? in general, how do we feel about utf-8 stuff?

• for the sake of completeness/simplicity, what about *disallowing* the "one-note" form of a music expression? i.e. only allowing stuff like

  \transpose c d { e1 }

  \transpose c d << e1 >>

  and never allowing

  \transpose c d e1


14.8 Unsorted policies

Language-specific mailing lists

A translator can ask for an official lilypond-xy mailing list once they’ve finished all “priority 1” translation items.

Performing yearly copyright update (“grand-replace”)

At the start of each year, copyright notices for all source files should be refreshed by running the following command from the top of the source tree:

  make grand-replace

  Internally, this invokes the script scripts/build/grand-replace.py, which performs a regular expression substitution for old-year -> new-year wherever it finds a valid copyright notice.

  Note that snapshots of third party files such as texinfo.tex should not be included in the automatic update; grand-replace.py ignores these files if they are listed in the variable copied_files.
Push git access

Git access is given out when a contributor has a significant record of patches being accepted without problems. If existing developers are tired of pushing patches for a contributor, we’ll discuss giving them push access. Unsolicited requests from contributors for access will almost always be turned down.
Appendix A LilyPond grammar

This appendix contains a description of the LilyPond grammar, as output from the parser.

Grammar

1  start_symbol: lilypond
   3       | "#{" embedded_lilypond

4  lilypond: %empty
5       | lilypond toplevel_expression
6       | lilypond assignment
7       | lilypond error
8       | lilypond "\version-error"

9  toplevel_expression: header_block
10      | book_block
11      | bookpart_block
12      | BOOK_IDENTIFIER
13      | score_block
14      | composite_music
15      | full_markup
16      | full_markup_list
17      | SCM_TOKEN
18      | embedded_scm_active
19      | output_def

20 lookup: LOOKUP_IDENTIFIER
21      | LOOKUP_IDENTIFIER '.' symbol_list_rev

22 embedded_scm_bare: SCM_TOKEN
23      | SCM_IDENTIFIER

24 embedded_scm_active: SCM_IDENTIFIER
25      | scm_function_call
26      | lookup

27 embedded_scm_bare_arg: SCM_ARG
28      | SCM_TOKEN
29      | FRACTION
30      | partial_markup
31      | full_markup_list
32      | context_modification
33      | header_block
34      | score_block
35      | context_def_spec_block
36      | book_block
37      | bookpart_block
38      | output_def
39      | lookup

40 embedded_scm: embedded_scm_bare
41      | scm_function_call
Appendix A: LilyPond grammar

| lookup |
|---|---|
| embedded_scm_arg: embedded_scm_bare_arg |
| scm_function_call |
| music_assign |

| scm_function_call: SCM_FUNCTION function_arglist |

| embedded_lilypond_number: '-' embedded_lilypond_number |
| bare_number_common |
| UNSIGNED NUMBER_IDENTIFIER |

| embedded_lilypond: %empty |
| identifier_init_nonumber |
| embedded_lilypond_number |
| post_event |
| duration post_events |
| music_embedded music_embedded music_list |
| error |
| "\version-error" embedded_lilypond |

| lilypond_header_body: %empty |
| lilypond_header_body assignment |
| lilypond_header_body SCM_TOKEN |
| lilypond_header_body embedded_scm_active |

| lilypond_header: "\header" '{' lilypond_header_body '}' |

| header_block: lilypond_header |

| assignment_id: STRING |
| SYMBOL |

| assignment: assignment_id '=' identifier_init |
| assignment_id '.' property_path '=' identifier_init |
| markup_mode_word '=' identifier_init |

| identifier_init: identifier_init_nonumber |
| number_expression |
| symbol_list_part_bare '.' property_path |
| symbol_list_part_bare ',' property_path |
| post_event_nofinger post_events |

| identifier_init_nonumber: header_block |
| score_block |
| book_block |
| bookpart_block |
| output_def |
| context_def_spec_block |
| music_assign |
| pitch_or_music |
| FRACTION |
84  | string
85  | embedded_scm
86  | partial_markup
87  | full_markup_list
88  | context_modification
89  | partial_function "\etc"

90 partial_function_scriptable: MUSIC_FUNCTION function_arglist_partial
91  | EVENT_FUNCTION function_arglist_partial
92  | SCM_FUNCTION function_arglist_partial
93  | MUSIC_FUNCTION
     "scheme?"
     function_arglist_optional
     partial_function
94  | EVENT_FUNCTION
     "scheme?"
     function_arglist_optional
     partial_function
95  | SCM_FUNCTION
     "scheme?"
     function_arglist_optional
     partial_function
96  | MUSIC_FUNCTION
     "optional?"
     "scheme?"
     function_arglist_nonbackup
     partial_function
97  | EVENT_FUNCTION
     "optional?"
     "scheme?"
     function_arglist_nonbackup
     partial_function
98  | SCM_FUNCTION
     "optional?"
     "scheme?"
     function_arglist_nonbackup
     partial_function

99 partial_function: partial_function_scriptable
100  | "\override" grob_prop_path '='
101  | "\set" context_prop_spec '='
102  | "\override" grob_prop_path '=' partial_function
103  | "\set" context_prop_spec '=' partial_function
104  | script_dir markup_mode markup_partial_function
105  | script_dir partial_function_scriptable
106  | script_dir

107 context_def_spec_block: "\context" '{' context_def_spec_body '}'

108 context_mod_arg: embedded_scm
110  | composite_music
111  context_def_spec_body: %empty
112       | context_def_spec_body context_mod
113       | context_def_spec_body context_modification
114       | context_def_spec_body context_mod_arg

116  book_body: %empty
117       | BOOK_IDENTIFIER
118       | book_body paper_block
119       | book_body bookpart_block
120       | book_body score_block
121       | book_body composite_music
122       | book_body full_markup
123       | book_body full_markup_list
124       | book_body SCM_TOKEN
125       | book_body embedded_scm_active
126       | book_body lilypond_header
127       | book_body error

129  bookpart_block: "\bookpart" '{' bookpart_body '}'
130  bookpart_body: %empty
131       | BOOK_IDENTIFIER
132       | bookpart_body paper_block
133       | bookpart_body score_block
134       | bookpart_body composite_music
135       | bookpart_body full_markup
136       | bookpart_body full_markup_list
137       | bookpart_body SCM_TOKEN
138       | bookpart_body embedded_scm_active
139       | bookpart_body lilypond_header
140       | bookpart_body error

142  score_block: "\score" '{' score_body '}'
143  score_body: score_items
144       | score_body error

145  score_item: embedded_scm
146       | music
147       | output_def

148  score_items: %empty
149       | score_items score_item
151       | score_items lilypond_header

152  paper_block: output_def
153  output_def: output_def_body '}'
154  output_def_head: "\paper"
Appendix A: LilyPond grammar

155 | "\midi"
156 | "\layout"

157 output_def_head_with_mode_switch: output_def_head

158 music_or_context_def: music_assign
159 | context_def_spec_block

160 output_def_body: output_def_head_with_mode_switch '{'
161 | output_def_body assignment
162 | output_def_body embedded_scm_active
163 | output_def_body SCM_TOKEN
164 | output_def_body music_or_context_def
165 | output_def_body error

166 tempo_event: "\tempo" steno_duration '=' tempo_range
167 | "\tempo" text steno_duration '=' tempo_range
168 | "\tempo" text

170 music_list: %empty
171 | music_list music_embedded
172 | music_list error

173 braced_music_list: '{' music_list '}'

174 music: music_assign
175 | lyric_element_music
176 | pitch_as_music

177 pitch_as_music: pitch_or_music

178 music_embedded: music
179 | post_event
180 | music_embedded_backup
181 | music_embedded_backup
182 | "(backed-up?)"
183 | duration post_events

184 music_embedded_backup: embedded_scm

185 music_assign: simple_music
186 | composite_music

187 repeated_music: "\repeat" simple_string unsigned_number music
188 | "\repeat"
189 | "\repeat"
190 | simple_string
191 | unsigned_number
192 | music
193 | "\alternative"
194 | braced_music_list
sequential_music: "\sequential" braced_music_list
  | braced_music_list

simultaneous_music: "\simultaneous" braced_music_list
  | "<"" music_list ">"

simple_music: event_chord
  | music_property_def
  | context_change

customization: "\with" '{' context_mod_list '}'
  | "\with" context_modification_arg

customization_arg: embedded_scm
  | MUSIC_IDENTIFIER

optional_context_mods: context_modification_mods_list

customization_mods_list: %empty
  | context_modification_mods_list
customization_mod

customization_list: %empty
  | context_mod_list context_mod
  | context_mod_list context_mod_arg

customization_prefix: "\context" symbol optional_id optional_context_mods
  | "\new" symbol optional_id optional_context_mods

ew_lyrics: "\addlyrics" optional_context_mods lyric_mode_music
  | new_lyrics
  | "\addlyrics"
  | optional_context_mods
  | lyric_mode_music

basic_music: music_function_call
  | repeated_music
  | music_bare
  | "\lyricsto" simple_string lyric_mode_music
  | "\lyricsto" symbol '=' simple_string lyric_mode_music

customizable_music: basic_music
  | pitch_as_music
  | event_chord

contexted_basic_music: context_prefix customizable_music new_lyrics
  | context_prefix customizable_music
  | context_prefix contexted_basic_music

composite_music: basic_music
  | contexted_basic_music
  | basic_music new_lyrics
Appendix A: LilyPond grammar

224 music_bare: mode_changed_music
225     | MUSIC_IDENTIFIER
226     | grouped_music_list

227 grouped_music_list: simultaneous_music
228     | sequential_music

229 symbol_list_arg: SYMBOL_LIST
230     | SYMBOL_LIST '.' symbol_list_rev
231     | SYMBOL_LIST ',' symbol_list_rev

232 symbol_list_rev: symbol_list_part
233     | symbol_list_rev '.' symbol_list_part
234     | symbol_list_rev ',' symbol_list_part

235 symbol_list_part: symbol_list_part_bare
236     | embedded_scm_bare

237 symbol_list_element: STRING
238     | UNSIGNED

239 symbol_list_part_bare: SYMBOL
240     | symbol_list_element

241 function_arglist_nonbackup: function_arglist_common
242     | "optional?"
243     | "scheme?"
244     | "optional?"
245     | "scheme?"
246     | "optional?"
247     | "optional?"
bare_number_common
   | function_arglist_nonbackup_reparse
   | "(reparsed?)"
pitch_or_music
   | function_arglist_nonbackup_reparse
   | "(reparsed?)"
duration
   | function_arglist_nonbackup_reparse
   | "(reparsed?)"
reparsed_rhythm
   | function_arglist_nonbackup_reparse
   | "(reparsed?)"
bare_number_common
   | function_arglist_nonbackup_reparse
   | "(reparsed?)"
SCM_ARG
   | function_arglist_nonbackup_reparse
   | "(reparsed?)"
lyric_element_music
   | function_arglist_nonbackup_reparse
   | "(reparsed?)"
symbol_list_arg

reparsed_rhythm: DURATION_ARG dots multipliers post_events

function_arglist_nonbackup_reparse: "optional?"
   | "scheme?"
   | function_arglist_nonbackup
   | SCM_IDENTIFIER
function_arglist_nonbackup_pitch

function_arglist_nonbackup_pitch
   | "optional?"
   | "scheme?"
function_arglist_nonbackup_steno_tonic_pitch

function_arglist_nonbackup_STRING

function_arglist_nonbackup_SYMBOL

function_arglist_nonbackup_full_markup

function_arglist_nonbackup_full_markup
UNSIGNED
| "optional?"
| "scheme?"
function_arglist_nonbackup
DURATION_IDENTIFIER

function_arglist_backup: function_arglist_common
| "optional?"
| "scheme?"
function_arglist_backup
embedded_scm_arg

| "optional?"
| "scheme?"
function_arglist_backup
post_event_nofinger

| "optional?"
| "scheme?"
function_arglist_backup
pitch

| "optional?"
| "scheme?"
function_arglist_backup
steno_tonic_pitch

| "optional?"
| "scheme?"
function_arglist_backup
full_markup

| "optional?"
| "scheme?"
function_arglist_backup
UNSIGNED

| "optional?"
| "scheme?"
function_arglist_backup
REAL

| "optional?"
| "scheme?"
function_arglist_backup
NUMBER_IDENTIFIER

| "optional?"
| "scheme?"
function_arglist_backup
'_'
UNSIGNED

| "optional?"
| "scheme?"
function_arglist_backup
'_'
REAL

| "optional?"
| "scheme?"
function_arglist_backup
''

NUMBER_IDENTIFIER
276 | "optional?"
   | "scheme?"
   | function_arglist_backup
   | DURATION_IDENTIFIER
277 | "optional?"
   | "scheme?"
   | function_arglist_backup
   | SCM_IDENTIFIER
278 | "optional?"
   | "scheme?"
   | function_arglist_backup
   | STRING
279 | "optional?"
   | "scheme?"
   | function_arglist_backup
   | SYMBOL
280 | function_arglist_backup
   | "(reparsed?)"
   | pitch_or_music
281 | function_arglist_backup
   | "(reparsed?)"
   | bare_number_common
282 | function_arglist_backup "(reparsed?)" duration
283 | function_arglist_backup
   | "(reparsed?)"
   | reparsed_rhythm
284 | function_arglist_backup
   | "(reparsed?)"
   | symbol_list_arg

function_arglist: function_arglist_nonbackup
285
286 | "optional?"
   | "scheme?"
   | function_arglist_skip_nonbackup
   | "\default"

function_arglist_skip_nonbackup: function_arglist_nonbackup
287
288 | "optional?"
   | "scheme?"
   | function_arglist_skip_nonbackup

function_arglist_partial: "scheme?" function_arglist_optional
289
290 | "scheme?" function_arglist_partial_optional
291 | "optional?"
   | "scheme?"
   | function_arglist_nonbackup
292 | "optional?"
   | "scheme?"
   | function_arglist_partial
function_arglist_partial_optional: "scheme?" function_arglist_optional
| "scheme?" function_arglist_partial_optional
| "optional?" "scheme?" function_arglist_backup
| "optional?" "scheme?" function_arglist_partial_optional

function_arglist_common: EXPECT_NO_MORE_ARGS
| "scheme?" function_arglist_optional
  | embedded_scm_arg
| "scheme?" function_arglist_optional
  | bare_number_common
| "scheme?" function_arglist_optional
  | post_event_nofinger
| "scheme?" function_arglist_optional
    | '-' NUMBER_IDENTIFIER
| function_arglist_common_reparse
    | "(reparsed?)" SCM_ARG
| function_arglist_common_reparse
    | "(reparsed?)" lyric_element_music
| function_arglist_common_reparse
    | "(reparsed?)" pitch_or_music
| function_arglist_common_reparse
    | "(reparsed?)" bare_number_common
| function_arglist_common_reparse
    | "(reparsed?)" duration
| function_arglist_common_reparse
    | "(reparsed?)" reparsed_rhythm
| function_arglist_common_reparse
    | "(reparsed?)" symbol_list_arg

function_arglist_common_reparse: "scheme?"
  | function_arglist_optional
    | SCM_IDENTIFIER
  | pitch
Appendix A: LilyPond grammar

311 | "scheme?"
    function_arglist_optional
    steno_tonic_pitch

312 | "scheme?"
    function_arglist_optional
    STRING

313 | "scheme?"
    function_arglist_optional
    SYMBOL

314 | "scheme?"
    function_arglist_optional
    full_markup

315 | "scheme?"
    function_arglist_optional
    UNSIGNED

316 | "scheme?"
    function_arglist_optional
    DURATION_IDENTIFIER

317 | "scheme?"
    function_arglist_optional
    `'`
    UNSIGNED

318 | "scheme?"
    function_arglist_optional
    `'`
    REAL

319 function_arglist_optional: function_arglist_backup

320 | "optional?"
    "scheme?"
    function_arglist_backup
    "\default"

321 | function_arglist_backup "(backed-up?)"

322 function_arglist_skip_backup: function_arglist_backup

323 | "optional?"
    "scheme?"
    function_arglist_skip_backup

324 music_function_call: MUSIC_FUNCTION function_arglist

325 optional_id: %empty

326 | '=' simple_string

328 lyric_mode_music: grouped_music_list

329 | MUSIC_IDENTIFIER

330 mode_changed_music: mode_changing_head grouped_music_list

331 | mode_changing_head_with_context
    optional_context_mods
    grouped_music_list
Appendix A: LilyPond grammar

332 mode_changing_head: "\notemode"
333 | "\drummode"
334 | "\figuremode"
335 | "\chordmode"
336 | "\lyricmode"

337 mode_changing_head_with_context: "\drums"
338 | "\figures"
339 | "\chords"
340 | "\lyrics"

341 context_change: "\change" symbol '=' simple_string

342 property_path: symbol_list_rev

343 property_operation: symbol '=' scalar
344 | "\unset" symbol
345 | "\override" revert_arg '=' scalar
346 | "\revert" revert_arg

347 revert_arg: revert_arg_backup "(backed-up?)" symbol_list_arg

348 revert_arg_backup: revert_arg_part

349 revert_arg_part: symbol_list_part
350 | revert_arg_backup
351 | revert_arg_backup
352 | revert_arg_backup
353 | revert_arg_backup
354 | revert_arg_backup
355 | revert_arg_backup
356 | revert_arg_backup
357 | revert_arg_backup
358 | revert_arg_backup
359 | revert_arg_backup
360 | revert_arg_backup
361 | revert_arg_backup

362 context_def_mod: "\consists"
363 | "\remove"
364 | "\accepts"
365 | "\defaultchild"
366 | "\denies"
367 | "\alias"
368 | "\type"
369 | "\description"
370 | "\name"

371 context_mod: property_operation
372 | context_def_mod STRING
Appendix A: LilyPond grammar

364 | context_def_mod SYMBOL
365 | context_def_mod embedded_scm

366 grob_prop_spec: symbol_list_rev
367 grob_prop_path: grob_prop_spec
368 | grob_prop_spec property_path
369 context_prop_spec: symbol_list_rev
370 simple_revert_context: symbol_list_part
371 music_property_def: "\override" grob_prop_path '=' scalar
372 | "\revert" simple_revert_context revert_arg
373 | "\set" context_prop_spec '=' scalar
374 | "\unset" context_prop_spec
375 string: STRING
376 | SYMBOL
377 | full_markup
378 text: STRING
379 | SYMBOL
380 | full_markup
381 | embedded_scm_bare
382 simple_string: STRING
383 | SYMBOL
384 | embedded_scm_bare
385 symbol: STRING
386 | SYMBOL
387 | embedded_scm_bare
388 scalar: embedded_scm_arg
389 | pitch_or_music
390 | SCM_IDENTIFIER
391 | bare_number
392 | '-' bare_number
393 | string
394 | symbol_list_part_bare '.' property_path
395 | symbol_list_part_bare ',' property_path
396 event_chord: simple_element post_events
397 | CHORD_REPETITION optional_notemode_duration post_events
398 | MULTI_MEASURE_REST optional_notemode_duration post_events
399 | tempo_event
400 | note_chord_element
401 note_chord_element: chord_body optional_notemode_duration post_events
402 chord_body: "<" chord_body_elements ">"
| FIGURE_OPEN figure_list FIGURE_CLOSE

chord_body_elements: %empty
| chord_body_elements chord_body_element

chord_body_element: pitch_or_tonic_pitch
| exclamation
| question
| octave_check
| post_events
| DRUM_PITCH post_events
| music_function_chord_body
| post_event

music_function_chord_body: music_function_call
| MUSIC_IDENTIFIER
| embedded_scm

event_function_event: EVENT_FUNCTION function_arglist

post_events: %empty
| post_events post_event

post_event_nofinger: direction_less_event
| script_dir music_function_call
| "--"
| "--"
| script_dir direction_reqd_event
| script_dir direction_less_event
| `'` fingering
| `_` fingering

post_event: post_event_nofinger
| `'` fingering

string_number_event: E_UNSIGNED

direction_less_event: string_number_event
| EVENT_IDENTIFIER
| tremolo_type
| event_function_event

direction_reqd_event: gen_text_def
| script_abbreviation

octave_check: %empty
| `'=` quotes

quotes: %empty
| sub_quotes
| sup_quotes
errorous_quotes: quotes

sup_quotes: '\'
| sup_quotes '\'

sub_quotes: ','
| sub_quotes ',',

steno_pitch: NOTENAME_PITCH quotes

steno_tonic_pitch: TONICNAME_PITCH quotes

pitch: steno_pitch
| PITCH_IDENTIFIER quotes

pitch_or_tonic_pitch: pitch
| steno_tonic_pitch

gen_text_def: full_markup
| STRING
| SYMBOL
| embedded_scm

ingering: UNSIGNED

script_abbreviation: '``'
| '+'
| '-'
| '!' 
| '>'
| '.'
| '_'

script_dir: '_'
| '``'
| '_'

maybe_notemode_duration: %empty
| duration

optional_notemode_duration: maybe_notemode_duration

steno_duration: UNSIGNED dots
| DURATION_IDENTIFIER dots

duration: steno_duration multipliers

dots: %empty
| dots '.'

multiplier_scm: NUMBER_IDENTIFIER
| embedded_scm_bare
474 multipliers: %empty
475    | multipliers '*' UNSIGNED
476    | multipliers '*' FRACTION
477    | multipliers '*' multiplier_scm

478 tremolo_type: ':'
479    | ':' UNSIGNED

480 bass_number: UNSIGNED
481    | STRING
482    | SYMBOL
483    | full_markup
484    | embedded_scm_bare

485 figured_bass_alternation: '-'
486    | '+'
487    | '!

488 bass_figure: "_"
489    | bass_number
490    | bass_figure ']'
491    | bass_figure figured_bass_alternation
492    | bass_figure figured_bass_modification

493 figured_bass_modification: "\+"
494    | "\!
495    | '/'
496    | "\\

497 br_bass_figure: bass_figure
498    | '[' bass_figure

499 figure_list: %empty
500    | figure_list br_bass_figure

501 optional_rest: %empty
502    | "\rest"

503 pitch_or_music: pitch
  exlamations
  questions
  octave_check
  maybe_notemode_duration
  erroneous_quotes
  optional_rest
  post_events
504    | new_chord post_events

505 simple_element: DRUM_PITCH optional_notemode_duration
506    | RESTNAME optional_notemode_duration
Appendix A: LilyPond grammar

lyric_element: full_markup
    | SYMBOL
    | STRING
    | LYRIC_ELEMENT

lyric_element_music: lyric_element
    optional_notemode_duration
    post_events

new_chord: steno_tonic_pitch maybe_notemode_duration
    | steno_tonic_pitch
    optional_notemode_duration
    chord_separator
    chord_items

chord_items: %empty
    | chord_items chord_item

chord_separator: ":" 
    | ":" 
    | "/" steno_tonic_pitch
    | "/+" steno_tonic_pitch

chord_item: chord_separator
    | step_numbers
    | CHORD_MODIFIER

step_numbers: step_number
    | step_numbers '.' step_number

step_number: UNSIGNED
    | UNSIGNED '+'
    | UNSIGNED "-"

tempo_range: unsigned_number
    | unsigned_number '-' unsigned_number

number_expression: number_expression '+' number_term
    | number_expression '-' number_term
    | number_term

number_term: number_factor
    | number_factor '*' number_factor
    | number_factor '/' number_factor

number_factor: '-' number_factor
    | bare_number

bare_number_common: REAL
    | NUMBER_IDENTIFIER
    | REAL NUMBER_IDENTIFIER
Appendix A: LilyPond grammar

541 bare_number: bare_number_common
542 | UNSIGNED
543 | UNSIGNED NUMBER_IDENTIFIER

544 unsigned_number: UNSIGNED
545 | NUMBER_IDENTIFIER
546 | embedded_scm

547 exclamations: %empty
548 | exclamations '!!'

549 questions: %empty
550 | questions '??'

552 full_markup_list: "\markuplist" markup_list

553 markup_mode: "\markup"

554 markup_mode_word: markup_mode markup_word

555 full_markup: markup_mode markup_top
556 | markup_mode_word

557 partial_markup: markup_mode markup_partial_function "\etc"

558 markup_top: markup_list
559 | markup_head_1_list simple_markup
560 | simple_markup_noword

562 markup_scm: embedded_scm "(backed-up?)"

563 markup_list: markup_composed_list
564 | markup_uncomposed_list

565 markup_uncomposed_list: markup_braced_list
566 | markup_command_list
567 | markup_scm MARKUPLIST_IDENTIFIER
568 | "\score-lines" '{' score_body '}'

570 markup_composed_list: markup_head_1_list markup_uncomposed_list

571 markup_braced_list: '{' markup_braced_list_body '}'

572 markup_braced_list_body: %empty
573 | markup_braced_list_body markup
574 | markup_braced_list_body markup_list

575 markup_command_list: MARKUP_LIST_FUNCTION markup_command_list_arguments

577 markup_command_embedded_lilypond: '{' embedded_lilypond '}'

578 markup_command_basic_arguments: "markup-list"
Appendix A: LilyPond grammar

```
markup_command_list_arguments
markup_list
  | "scheme?"
  markup_command_list_arguments
embedded_scm

580 | "scheme?"
markup_command_list_arguments
markup_command_embedded_lilypond

581 | "scheme?"
markup_command_list_arguments
mode_changed_music

582 | "scheme?"
markup_command_list_arguments
MUSIC_IDENTIFIER

583 | "scheme?"
markup_command_list_arguments
STRING

584 | EXPECT_NO_MORE_ARGS

585 markup_command_list_arguments:
  markup_command_basic_arguments

586 | "markup?"
  markup_command_list_arguments
  markup

587 markup_partial_function:
  MARKUP_FUNCTION markup_arglist_partial
  | markup_head_1_list
  MARKUP_FUNCTION
  markup_arglist_partial

589 markup_arglist_partial:
  "markup?" markup_arglist_partial

| "scheme?" markup_arglist_partial
| "markup?" markup_command_list_arguments

593 markup_head_1_item:
  MARKUP_FUNCTION
  "markup?"
  markup_command_list_arguments

594 markup_head_1_list:
  markup_head_1_item
  | markup_head_1_list markup_head_1_item

596 markup_word:
  STRING
  | SYMBOL

598 simple_markup:
  markup_word

| simple_markup_noword

601 simple_markup_noword:
  \score '{ score_body }'

| MARKUP_FUNCTION markup_command_basic_arguments
| markup_scm MARKUP_IDENTIFIER

604 markup:
  markup_head_1_list simple_markup
```
Terminals, with rules where they appear

"end of input" (0) 0
'!' (33) 457 487 548
'\' (39) 439 440
'*' (42) 475 476 477 534
'+' (43) 455 486 526 530
',' (44) 73 231 234 351 395 441 442
'-' (45) 47 243 244 245 273 274 275 301 317 318 392 425 456 463 485 529 531 536
'. ' (46) 21 68 72 230 233 350 394 459 471 524
'/' (47) 495 535
'\' (58) 478 479
'= ' (61) 67 68 69 100 101 102 103 167 168 214 326 341 343 345 371 373 434
'? ' (63) 550
'[' (91) 498
'] ' (93) 490
'-' (94) 422 454 462
'_' (95) 423 460 461
'\' (123) 62 107 115 129 142 160 173 196 569 571 577 601
'\]' (125) 62 107 115 129 142 153 173 196 569 571 577 601
error (256) 7 56 128 141 144 166 172
PREC_BOT (258)
"\repeat" (259) 186 187
"\alternative" (260) 187
COMPOSITE (261)
"\addlyrics" (262) 208 209
UNSIGNED (263) 49 238 243 262 270 273 315 317 453 467 475 479 480 525 526 527 542 543 544
REAL (264) 244 271 274 318 538 540
E_UNSIGNED (265) 426
EVENT_IDENTIFIER (266) 428
EVENT_FUNCTION (267) 91 94 97 413
"--" (268) 418
"_--" (269) 419
DURATION_IDENTIFIER (270) 263 276 316 468
NUMBER_IDENTIFIER (271) 49 245 272 275 301 472 539 540 543 545
PREC_TOP (272)
"\accepts" (273) 355
"\alias" (274) 358
"\book" (275) 115
"\bookpart" (276) 129
"\change" (277) 341
"\chordmode" (278) 335
"\chords" (279) 339
"\consists" (280) 353
"\context" (281) 107 206
"\default" (282) 286 320
"\defaultchild" (283) 356
"\denies" (284) 357
"\description" (285) 360
"\drummode" (286) 333
"\drums" (287) 337
"\etc" (288) 89 557
"\figuremode" (289) 334
"\figures" (290) 338
"\header" (291) 62
"\version-error" (292) 8 57
"\layout" (293) 156
"\lyricmode" (294) 336
"\lyrics" (295) 340
"\lyricsto" (296) 213 214
"\markup" (297) 553
"\markuplist" (298) 552
"\midi" (299) 155
"\name" (300) 361
"\notemode" (301) 332
"\override" (302) 100 102 345 371
"\paper" (303) 154
"\remove" (304) 354
"\rest" (305) 502
"\revert" (306) 346 372
"\score" (307) 142 601
"\score-lines" (308) 569
"\sequential" (309) 188
"\set" (310) 101 103 373
"\simultaneous" (311) 190
"\tempo" (312) 167 168 169
"\type" (313) 359
"\unset" (314) 344 374
"\with" (315) 196 197
"\new" (316) 207
"/+" (317) 519
"-" (318) 517
":" (319) 516
"-" (320) 527
"/" (321) 518
"<" (322) 402
">" (323) 402 458
"<<" (324) 191
">>" (325) 191
"\" (326) 496
"\!" (327) 494
"\+" (328) 493
FIGURE_CLOSE (329) 403
FIGURE_OPEN (330) 403
"_" (331) 488
MULTI_MEASURE_REST (332) 398
"markup?" (333) 586 589 591 593
"scheme?" (334) 93 94 95 96 97 98 242 243 244 245 246 247 256 257 258 259 260 261 262 263
"(backed-up?)" (335) 181 321 347 350 351 352 353 354 355 356
"(reparsed?)" (336) 248 249 250 251 252 253 254 280 281 282 283 284 302 303 304 305 306
Nonterminals, with rules where they appear

on left: 0
start_symbol (130)
on left: 1 3
on left: 107
on left: 108 110
on left: 109
on left: 111 112 113 114
on left: 115
on left: 116 117 118 119 120 121 122 123 124 125 127 128
on left: 126
on left: 129
on left: 130 131 132 133 134 135 136 137 138 140 141
on left: 139
on left: 142
on left: 143 144
on left: 145 146 147
on left: 148 149 151
on left: 150
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380
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483
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partial_markup
(308)
on right: 151
paper_block (168)
on right: 153 161 162 163 165 166
$@7 (174)
on right: 157
output_def_head_with_mode_switch (171)
on right: 16 31 87 123 136
$@10 (304)
on right: 160
music_or_context_def (172)
on right: 165
output_def_body (173)
on right: 165
tempo_event (175)
on right: 167 168
number_expression (295)
on right: 167 168 469
duration (272)
on right: 168 169
simple_string (240)
on right: 175 181 253 303
new_chord (288)
on right: 176 216
music_embedded (180)
on right: 18 61 125 138 162
embedded_scm_bare_arg (137)
on right: 180 181
music_assign (182)
on right: 184
context_modification (187)
on right: 186 187 213 214 326 341
symbol (241)
on right: 186 187 528 529
exclamations (301)
on right: 187 188 189 190
music (178)
on right: 19 38 79 147 152
output_def_head (170)
on right: 192 217
note_chord_element (244)
on right: 193
string (238)
on right: 194
property_path (226)
on right: 196
context_modification_arg (189)	on right: 196 204 205
context_prefix (193)	on right: 197
optional_context_mods (190)	on right: 200 202
collection (192)	on right: 206 207
lyric_mode (220)	on right: 206
207
208
209
331
collection_modification (191)	on right: 206 207 214 341 343 344
scalar (242)	on right: 208 209 213 214
$9 (221)	on right: 209 218 223
basic_music (195)	on right: 21 230 231 233 234 342 366 369
symbol_list_part (203)	on right: 210 410 417
optional_id (219)	on right: 211
sequential_music (184)	on right: 212
grouped_music_list (200)	on right: 215 221 223
contextable_music (196)	on right: 218 219
collectionable_basic_music (197)	on right: 218 219 220
new_lyrics (194)	on right: 220 222
composite_music (198)	on right: 224 581
mode_changing_head (223)	on right: 226 328 330 331
symbol_list_arg (201)	on right: 227
simple_music (186)	on right: 228
simultaneous_music (185)	on right: 232
233
234
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symbol_list_element
(204)
on right: 240
symbol_list_part_bare (205)
on right: 241 264
function_arglist_common_reparse (215)
on right: 246 265 298 388
scm_function_call (140)
on right: 248
249
250
251
252
253
254
function_arglist_backup
(209)
on right: 25 41 44
embedded_lilypond_number (141)
on right: 250 283 307
function_arglist_nonbackup_reparse (208)
on right: 254 284 308 347
symbol_list_rev (202)
on right: 255 467 468 471
multiplier_scm (274)
on right: 255 469 475 476 477
tremolo_type (276)
on right: 257 267 310 447 503
pitch_or_tonic_pitch (264)
on right: 258 268 311 448 512 513 518 519
pitch (263)
on right: 26 39 42
embedded_scm_bare (135)
on right: 265
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322
function_arglist
(210)
on right: 286 288
function_arglist_partial (212)
on right: 290 294 296
function_arglist_common (214)
on right: 3
lilypond (132)
on right: 3 57 577
lilypond_header_body (143)
on right: 30 86
markup_top (309)
on right: 302
303
304
305
306
307
308
function_arglist_optional
(216)
on right: 32 88 113 202
$@8 (188)
on right: 320 321 323
music_function_call (218)
on right: 328
mode_changed_music (222)
on right: 330
mode_changing_head_with_context (224)
on right: 331
collection_change (225)
on right: 343 345 371 373
event_chord (243)
on right: 345 346 372
revert_arg_backup (229)
on right: 347 350 351 352
revert_arg_part (230)
on right: 348
collection_def_mod (231)
on right: 35 80 159
collection_mod_arg (154)
on right: 362
revert_arg (228)
on right: 363 364 365
collection_mod (232)
on right: 367 368
grob_prop_path (234)
on right: 372
music_property_def (237)
on right: 391 392 537
unsigned_number (300)
on right: 396
lyric_element (286)
on right: 397 398 401 505 506 511 513
steno_duration (271)
on right: 399
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