The LilyPond development team

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(For LilyPond version 2.8.8)
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Preface

It must have been during a rehearsal of the EJE (Eindhoven Youth Orchestra), somewhere in 1995 that Jan, one of the cranked violists told Han-Wen, one of the distorted French horn players, about the grand new project he was working on. It was an automated system for printing music (to be precise, it was MPP, a preprocessor for MusiXTeX). As it happened, Han-Wen accidentally wanted to print out some parts from a score, so he started looking at the software, and he quickly got hooked. It was decided that MPP was a dead end. After lots of philosophizing and heated email exchanges, Han-Wen started LilyPond in 1996. This time, Jan got sucked into Han-Wen’s new project.

In some ways, developing a computer program is like learning to play an instrument. In the beginning, discovering how it works is fun, and the things you cannot do are challenging. After the initial excitement, you have to practice and practice. Scales and studies can be dull, and if you are not motivated by others—teachers, conductors or audience—it is very tempting to give up. You continue, and gradually playing becomes a part of your life. Some days it comes naturally, and it is wonderful, and on some days it just does not work, but you keep playing, day after day.

Like making music, working on LilyPond can be dull work, and on some days it feels like plodding through a morass of bugs. Nevertheless, it has become a part of our life, and we keep doing it. Probably the most important motivation is that our program actually does something useful for people. When we browse around the net we find many people who use LilyPond, and produce impressive pieces of sheet music. Seeing that feels unreal, but in a very pleasant way.

Our users not only give us good vibes by using our program, many of them also help us by giving suggestions and sending bug reports, so we would like to thank all users that sent us bug reports, gave suggestions or contributed in any other way to LilyPond.

Playing and printing music is more than a nice analogy. Programming together is a lot of fun, and helping people is deeply satisfying, but ultimately, working on LilyPond is a way to express our deep love for music. May it help you create lots of beautiful music!

Han-Wen and Jan

1 Introduction

1.1 Engraving

The art of music typography is called \textit{(plate) engraving}. The term derives from the traditional process of music printing. Just a few decades ago, sheet music was made by cutting and stamping the music into a zinc or pewter plate in mirror image. The plate would be inked, the depressions caused by the cutting and stamping would hold ink. An image was formed by pressing paper to the plate. The stamping and cutting was completely done by hand. Making a correction was cumbersome, if possible at all, so the engraving had to be perfect in one go. Engraving was a highly specialized skill; a craftsman had to complete around five years of training before earning the title of master engraver, and another five years of experience were necessary to become truly skilled.

Nowadays, all newly printed music is produced with computers. This has obvious advantages; prints are cheaper to make, and editorial work can be delivered by email. Unfortunately, the pervasive use of computers has also decreased the graphical quality of scores. Computer printouts have a bland, mechanical look, which makes them unpleasant to play from.

The images below illustrate the difference between traditional engraving and typical computer output, and the third picture shows how LilyPond mimics the traditional look. The left picture shows a scan of a flat symbol from an edition published in 2000. The center depicts a symbol from a hand-engraved Bärenreiter edition of the same music. The left scan illustrates typical flaws of computer print: the staff lines are thin, the weight of the flat symbol matches the light lines and it has a straight layout with sharp corners. By contrast, the Bärenreiter flat has a bold, almost voluptuous rounded look. Our flat symbol is designed after, among others, this one. It is rounded, and its weight harmonizes with the thickness of our staff lines, which are also much thicker than lines in the computer edition.

\begin{figure}
\centering
\includegraphics[width=\textwidth]{images}
\caption{Left: Henle (2000) \quad Center: Bärenreiter (1950) \quad Right: LilyPond Feta font (2003)}
\end{figure}

In spacing, the distribution of space should reflect the durations between notes. However, many modern scores adhere to the durations with mathematical precision, which leads to poor results. In the next example a motive is printed twice. It is printed once using exact mathematical spacing, and once with corrections. Can you spot which fragment is which?
The fragment only uses quarter notes: notes that are played in a constant rhythm. The spacing should reflect that. Unfortunately, the eye deceives us a little; not only does it notice the distance between note heads, it also takes into account the distance between consecutive stems. As a result, the notes of an up-stem/down-stem combination should be put farther apart, and the notes of a down-stem/up-stem combination should be put closer together, all depending on the combined vertical positions of the notes. The first two measures are printed with this correction, the last two measures without. The notes in the last two measures form down-stem/up-stem clumps of notes.

Musicians are usually more absorbed with performing than with studying the looks of a piece of music, so nitpicking about typographical details may seem academic. But it is not. In larger pieces with monotonous rhythms, spacing corrections lead to subtle variations in the layout of every line, giving each one a distinct visual signature. Without this signature all lines would look the same, and they become like a labyrinth. If a musician looks away once or has a lapse in concentration, the lines might lose their place on the page.

Similarly, the strong visual look of bold symbols on heavy staff lines stands out better when the music is far away from the reader, for example, if it is on a music stand. A careful distribution of white space allows music to be set very tightly without cluttering symbols together. The result minimizes the number of page turns, which is a great advantage.

This is a common characteristic of typography. Layout should be pretty, not only for its own sake, but especially because it helps the reader in her task. For performance material like sheet music, this is of double importance: musicians have a limited amount of attention. The less attention they need for reading, the more they can focus on playing the music. In other words, better typography translates to better performances.

These examples demonstrate that music typography is an art that is subtle and complex, and that producing it requires considerable expertise, which musicians usually do not have. LilyPond is our effort to bring the graphical excellence of hand-engraved music to the computer age, and make it available to normal musicians. We have tuned our algorithms, font-designs, and program settings to produce prints that match the quality of the old editions we love to see and love to play from.

1.2 Automated engraving
How do we go about implementing typography? If craftsmen need over ten years to become true masters, how could we simple hackers ever write a program to take over their jobs?

The answer is: we cannot. Typography relies on human judgment of appearance, so people cannot be replaced completely. However, much of the dull work can be automated. If LilyPond solves most of the common situations correctly, this will be a huge improvement over existing software. The remaining cases can be tuned by hand. Over the course of years, the software can be refined to do more and more things automatically, so manual overrides are less and less necessary.

When we started, we wrote the LilyPond program entirely in the C++ programming language; the program’s functionality was set in stone by the developers. That proved to be unsatisfactory for a number of reasons:
• When LilyPond makes mistakes, users need to override formatting decisions. Therefore, the user must have access to the formatting engine. Hence, rules and settings cannot be fixed by us at compile-time but must be accessible for users at run-time.

• Engraving is a matter of visual judgment, and therefore a matter of taste. As knowledgeable as we are, users can disagree with our personal decisions. Therefore, the definitions of typographical style must also be accessible to the user.

• Finally, we continually refine the formatting algorithms, so we need a flexible approach to rules. The C++ language forces a certain method of grouping rules that do not match well with how music notation works.

These problems have been addressed by integrating an interpreter for the Scheme programming language and rewriting parts of LilyPond in Scheme. The current formatting architecture is built around the notion of graphical objects, described by Scheme variables and functions. This architecture encompasses formatting rules, typographical style and individual formatting decisions. The user has direct access to most of these controls.

Scheme variables control layout decisions. For example, many graphical objects have a direction variable that encodes the choice between up and down (or left and right). Here you see two chords, with accents and arpeggios. In the first chord, the graphical objects have all directions down (or left). The second chord has all directions up (right).

The process of formatting a score consists of reading and writing the variables of graphical objects. Some variables have a preset value. For example, the thickness of many lines – a characteristic of typographical style – is a variable with a preset value. You are free to alter this value, giving your score a different typographical impression.

Formatting rules are also preset variables: each object has variables containing procedures. These procedures perform the actual formatting, and by substituting different ones, we can change the appearance of objects. In the following example, the rule which note head objects are used to produce their symbol is changed during the music fragment.
1.3 What symbols to engrave?

The formatting process decides where to place symbols. However, this can only be done once it is decided what symbols should be printed, in other words what notation to use.

Common music notation is a system of recording music that has evolved over the past 1000 years. The form that is now in common use dates from the early Renaissance. Although the basic form (i.e., note heads on a 5-line staff) has not changed, the details still evolve to express the innovations of contemporary notation. Hence, it encompasses some 500 years of music. Its applications range from monophonic melodies to monstrous counterpoints for large orchestras.

How can we get a grip on such a many-headed beast, and force it into the confines of a computer program? Our solution is to break up the problem of notation (as opposed to engraving, i.e., typography) into digestible and programmable chunks: every type of symbol is handled by a separate module, a so-called plug-in. Each plug-in is completely modular and independent, so each can be developed and improved separately. Such plug-ins are called engravers, by analogy with craftsmen who translate musical ideas to graphic symbols.

In the following example, we see how we start out with a plug-in for note heads, the \texttt{Note\_heads\_engraver}.

```
\begin{verbatim}
\end{verbatim}
```

Then a \texttt{Staff\_symbol\_engraver} adds the staff

```
\begin{verbatim}
\end{verbatim}
```

the \texttt{Clef\_engraver} defines a reference point for the staff

```
\begin{verbatim}
\end{verbatim}
```

and the \texttt{Stem\_engraver} adds stems.

```
\begin{verbatim}
\end{verbatim}
```

The \texttt{Stem\_engraver} is notified of any note head coming along. Every time one (or more, for a chord) note head is seen, a stem object is created and connected to the note head. By adding engravers for beams, slurs, accents, accidentals, bar lines, time signature, and key signature, we get a complete piece of notation.

```
```

```
This system works well for monophonic music, but what about polyphony? In polyphonic notation, many voices can share a staff.

In this situation, the accidentals and staff are shared, but the stems, slurs, beams, etc., are private to each voice. Hence, engravers should be grouped. The engravers for note heads, stems, slurs, etc., go into a group called ‘Voice context,’ while the engravers for key, accidental, bar, etc., go into a group called ‘Staff context.’ In the case of polyphony, a single Staff context contains more than one Voice context. Similarly, multiple Staff contexts can be put into a single Score context. The Score context is the top level notation context.

See also
Program reference: Contexts.

1.4 Music representation

Ideally, the input format for any high-level formatting system is an abstract description of the content. In this case, that would be the music itself. This poses a formidable problem: how can we define what music really is? Instead of trying to find an answer, we have reversed the question. We write a program capable of producing sheet music, and adjust the format to be as lean as possible. When the format can no longer be trimmed down, by definition we are left with content itself. Our program serves as a formal definition of a music document.

The syntax is also the user-interface for LilyPond, hence it is easy to type

\[ c'4 \ d'8 \]
a quarter note C1 (middle C) and an eighth note D1 (D above middle C)

On a microscopic scale, such syntax is easy to use. On a larger scale, syntax also needs structure. How else can you enter complex pieces like symphonies and operas? The structure is formed by the concept of music expressions: by combining small fragments of music into larger ones, more complex music can be expressed. For example
Chords can be constructed with << and >> enclosing the notes

\[<<c4 \ d4 \ e4>>\]

This expression is put in sequence by enclosing it in curly braces \{ ... \}

\[\{ f4 \ <<c4 \ d4 \ e4>> \} \]

The above is also an expression, and so it may be combined again with another simultaneous expression (a half note) using <<, \, and >>

\[<<g2 \ \{ f4 \ <<c4 \ d4 \ e4>> \} \>\]

Such recursive structures can be specified neatly and formally in a context-free grammar. The parsing code is also generated from this grammar. In other words, the syntax of LilyPond is clearly and unambiguously defined.

User-interfaces and syntax are what people see and deal with most. They are partly a matter of taste, and also subject of much discussion. Although discussions on taste do have their merit, they are not very productive. In the larger picture of LilyPond, the importance of input syntax is small: inventing neat syntax is easy, while writing decent formatting code is much harder. This is also illustrated by the line-counts for the respective components: parsing and representation take up less than 10% of the source code.

### 1.5 Example applications

We have written LilyPond as an experiment of how to condense the art of music engraving into a computer program. Thanks to all that hard work, the program can now be used to perform useful tasks. The simplest application is printing notes.
By adding chord names and lyrics we obtain a lead sheet.

```
C   C   F   C
```
twinkle twinkle little star

Polyphonic notation and piano music can also be printed. The following example combines some more exotic constructs.

Screech and boink
Random complex notation
Han-Wen Nienhuys

The fragments shown above have all been written by hand, but that is not a requirement. Since the formatting engine is mostly automatic, it can serve as an output means for other programs that manipulate music. For example, it can also be used to convert databases of musical fragments to images for use on websites and multimedia presentations.

This manual also shows an application: the input format is text, and can therefore be easily embedded in other text-based formats such as LaTeX, HTML, or in the case of this manual, Texinfo. By means of a special program, the input fragments can be replaced by music images in the resulting PDF or HTML output files. This makes it easy to mix music and text in documents.

1.6 About this manual

The manual is divided into the following chapters:

- Chapter 2 [Tutorial], page 11 gives a gentle introduction to typesetting music. First time users should start here.
- Chapter 4 [Working on LilyPond projects], page 38 demonstrates practical uses of LilyPond.
- Chapter 12 [Running LilyPond], page 243 shows how to run LilyPond and its helper programs. In addition, this section explains how to upgrade input files from previous versions of LilyPond.
- Chapter 6 [Basic notation], page 51 discusses topics grouped by notation construct. This section gives details about basic notation that will be useful in almost any notation project.
• Chapter 7 [Instrument-specific notation], page 97 discusses topics grouped by notation construct. This section gives details about special notation that will only be useful for particular instrument (or vocal) groups.
• Chapter 8 [Advanced notation], page 149 discusses topics grouped by notation construct. This section gives details about complicated or unusual notation.
• Chapter 9 [Changing defaults], page 191 explains how to fine tune layout.
• Chapter 10 [Global issues], page 210 discusses issues which affect the global output, such as selecting paper size or which MIDI instruments to use.
• Chapter 13 [LilyPond-book], page 252 explains the details behind creating documents with in-line music examples, like this manual.
• Chapter 14 [Converting from other formats], page 261 explains how to run the conversion programs. These programs are supplied with the LilyPond package, and convert a variety of music formats to the .ly format.
• Appendix A [Literature list], page 265 contains a set of useful reference books for those who wish to know more on notation and engraving.
• Appendix D [Example templates], page 281 provides templates of LilyPond pieces. Just cut and paste a template into a file, add notes, and you’re done!

Once you are an experienced user, you can use the manual as reference: there is an extensive index\(^1\), but the document is also available in a big HTML page, which can be searched easily using the search facility of a web browser.

If you are not familiar with music notation or music terminology (especially if you are a non-native English speaker), it is advisable to consult the glossary as well. The music glossary explains musical terms, and includes translations to various languages. It is a separate document, available in HTML and PDF.

This manual is not complete without a number of other documents. They are not available in print, but should be included with the documentation package for your platform

• Program reference
  
  The program reference is a set of heavily cross linked HTML pages, which document the nitty-gritty details of each and every LilyPond class, object, and function. It is produced directly from the formatting definitions used.

  Almost all formatting functionality that is used internally, is available directly to the user. For example, all variables that control thickness values, distances, etc., can be changed in input files. There are a huge number of formatting options, and all of them are described in this document. Each section of the notation manual has a See also subsection, which refers to the generated documentation. In the HTML document, these subsections have clickable links.

• Various input examples.
  
  This collection of files shows various tips and tricks, and is available as a big HTML document, with pictures and explanatory texts included.

• The regression tests.
  
  This collection of files tests each notation and engraving feature of LilyPond in one file. The collection is primarily there to help us debug problems, but it can be instructive to see how we exercise the program. The format is similar to the tips and tricks document.

In all HTML documents that have music fragments embedded, the LilyPond input that was used to produce that image can be viewed by clicking the image.

---

\(^1\) If you are looking for something, and you cannot find it in the manual, that is considered a bug. In that case, please file a bug report.
The location of the documentation files that are mentioned here can vary from system to system. On occasion, this manual refers to initialization and example files. Throughout this manual, we refer to input files relative to the top-directory of the source archive. For example, ‘input/test/bla.ly’ may refer to the file ‘lilypond-2.8.0/input/test/bla.ly’. On binary packages for the Unix platform, the documentation and examples can typically be found somewhere below ‘/usr/share/doc/lilypond/’. Initialization files, for example ‘scm/lily.scm’, or ‘ly/engraver-init.ly’, are usually found in the directory ‘/usr/share/lilypond/’.

Finally, this and all other manuals, are available online both as PDF files and HTML from the web site, which can be found at http://www.lilypond.org/.
Chapter 2: Tutorial

2 Tutorial

This tutorial starts with a short introduction to the LilyPond music language. After this first contact we will show you how to produce printed output. Then you will be able to create and print your own sheets of music.

By cutting and pasting the full input into a test file, you have a starting template for experiments. If you like learning in this way, you will probably want to print out or bookmark Appendix E [Cheat sheet], page 310, which is a table listing all commands for quick reference.

2.1 First steps

The first example demonstrates how to enter the most elementary piece of music, a scale. A note can be entered by typing its name, from ‘a’ through ‘g’. So, if you enter

```
{ c d e f g a b }
```

the result looks like this

![Scale notation](/noteheads.s2/noteheads.s2)

Every piece of LilyPond input needs to have curly braces placed around the input. For the rest of this manual, most examples will omit these braces, but don’t forget them in your own music!

In addition, many examples use relative mode. This is explained in Section 2.6 [Octave entry], page 16; for now simply be aware that some examples should be placed inside `relative { ...music... }`

Finally, LilyPond input is case sensitive. `{ c d e }` is valid input; `{ C D E }` will produce an error message.

The duration of a note is specified by a number after the note name. ‘1’ for a whole note, ‘2’ for a half note, ‘4’ for a quarter note and so on

```
a1 a2 a4 a16 a32
```

![Notes with durations](/flags.u4)

If you do not specify a duration, the duration last entered is used for the next notes. The duration of the first note in input defaults to a quarter

```
a a8 a a2 a
```

![Notes with default duration](/noteheads.s1/clefs.G/noteheads.s2)
A rest is entered just like a note, but with the name ‘r’
\[ r2 \quad r4 \quad r8 \quad r16 \]

\begin{music}
\begin{musicstaves}
\begin{musicnotes}
G4 \quad \hline \quad \hline \quad \hline
\end{musicnotes}
\end{musicstaves}
\end{music}

Add a dot ‘.’ after the duration to get a dotted note
\[ a2. \quad a4 \quad a8. \quad a16 \]

\begin{music}
\begin{musicstaves}
\begin{musicnotes}
\hline \quad \hline \quad \hline \quad \hline
\end{musicnotes}
\end{musicstaves}
\end{music}

The (or time signature) can be set with the \time command
\begin{verbatim}
\time 3/4
\time 6/8
\time 4/4
\end{verbatim}

\begin{music}
\begin{musicstaves}
\begin{musicnotes}
\hline \quad \hline \quad \hline \quad \hline
\end{musicnotes}
\end{musicstaves}
\end{music}

The clef can be set using the \clef command
\begin{verbatim}
\clef treble
\clef bass
\clef alto
\clef tenor
\end{verbatim}

\begin{music}
\begin{musicstaves}
\begin{musicnotes}
\hline \quad \hline \quad \hline \quad \hline
\end{musicnotes}
\end{musicstaves}
\end{music}

Remember to enclose the notes and commands in curly braces \{ \ldots \} to convert it to printable output.
\begin{verbatim}
\time 3/4
\clef bass
c2 e4 g2. 
f4 e d c2 r4
\end{verbatim}

\begin{music}
\begin{musicstaves}
\begin{musicnotes}
\hline \quad \hline \quad \hline \quad \hline
\end{musicnotes}
\end{musicstaves}
\end{music}
For more information on

- Entering pitches and durations
  - see Section 6.1.2 [Pitches], page 51, and Section 6.1.8 [Durations], page 55.
- Clefs
  - see Section 6.3.1 [Clef], page 63.
- Rests
  - see Section 6.1.6 [Rests], page 53.
- Time signatures and other timing commands
  - see Section 6.3.3 [Time signature], page 65.

2.2 Running LilyPond for the first time

In the last section we explained what kind of things you can enter in a LilyPond file. In this section we will explain what commands to run and how to view or print the output. If you have not used LilyPond before, want to test your setup, or want to run an example file yourself, read this section.

**MacOS X**

If you double click LilyPond.app, it will open with an example file. Save it, for example, to ‘test.ly’ on your Desktop, and then process it with the menu command ‘Compile > Typeset File’. The resulting PDF file will be displayed on your screen.

Be warned that the first-ever run will take a minute or two, because all of the system fonts have to be analyzed first.

**Windows**

On Windows, start up a text-editor\(^1\) and enter

```
{ c'4 e' g' }
```

Save it on the desktop as ‘test.ly’ and make sure that it is not called ‘test.ly.TXT’. Double clicking ‘test.ly’ will process the file and show the resulting PDF file.

**Unix**

Begin by opening a terminal window and starting a text editor. For example, you could open an xterm and execute `joe`.\(^2\) In your text editor, enter the following input and save the file as ‘test.ly’

```
{ c'4 e' g' }
```

To process ‘test.ly’, proceed as follows

```
\texttt{lilypond test.ly}
```

You will see something resembling

```
lilypond test.ly
GNU LilyPond 2.6.0
Processing ‘test.ly’
Parsing...  
Interpreting music... [1] 
Preprocessing graphical objects...  
Calculating line breaks... [2]
```

---

\(^1\) Any simple or programmer-oriented editor will do, for example Notepad. Do not use a word processor, since these insert formatting codes that will confuse LilyPond.

\(^2\) There are macro files for VIM addicts, and there is a LilyPond-mode for Emacs addicts. If they have not been installed already, refer to the file ‘INSTALL.txt’.
Layout output to ‘test.ps’...
Converting to ‘test.pdf’...
The result is the file ‘test.pdf’ which you can print or view with the standard facilities of your operating system.³

2.3 More about pitches

A sharp (FIXME: fetasharp ) pitch is made by adding ‘is’ to the name, a flat (FIXME: fetaflat ) pitch by adding ‘es’. As you might expect, a double sharp or double flat is made by adding ‘isis’ or ‘eses’⁴

\[ cis1 \ ees \ fisis \ aeses \]

The key signature is set with the command \key, followed by a pitch and \major or \minor
\key d \major
g¹
\key c \minor
g

\[ \]

Key signatures together with the pitches (including alterations) are used to determine when to print accidentals. This is a feature that often causes confusion to newcomers, so let us explain it in more detail.

LilyPond makes a sharp distinction between musical content and layout. The alteration (flat, natural or sharp) of a note is part of the pitch, and is therefore musical content. Whether an accidental (a flat, natural or sharp sign) is printed in front of the corresponding note is a question of layout. Layout is something that follows rules, so accidentals are printed automatically according to those rules. The pitches in your music are works of art, so they will not be added automatically, and you must enter what you want to hear.

In this example

\[ \]

no note has an explicit accidental, but you still must enter
\key d \major
d cis fis

The code ‘d’ does not mean ‘print a black dot just below the staff.’ Rather, it means: ‘a note with pitch D-natural.’ In the key of A-flat major, it does get an accidental

³ If your system does not have any tools installed, you can try Ghostscript (http://www.cs.wisc.edu/~ghost/), a freely available package for viewing and printing PDF and PostScript files.

⁴ This syntax derived from note naming conventions in Nordic and Germanic languages, like German and Dutch.
Adding all alterations explicitly might require a little more effort when typing, but the advantage is that transposing is easier, and accidentals can be printed according to different conventions. See Section 9.1.1 [Automatic accidentals], page 191, for some examples how accidentals can be printed according to different rules.

For more information on Accidentals see Section 9.1.1 [Automatic accidentals], page 191.

Key signature see Section 6.3.2 [Key signature], page 64.

2.4 Entering ties

A tie is created by appending a tilde ‘~’ to the first note being tied

\key as \major
d

\begin{music}
g4~ g a2~ a4
g4
\end{music}

For more information on Ties see Section 6.4.1 [Ties], page 71.

2.5 Automatic and manual beams

All beams are drawn automatically

\begin{music}
a8 a\underline{is} d e\underline{s} r d
\end{music}

If you do not like where beams are put, they can be entered by hand. Mark the first note to be beamed with ‘[’ and the last one with ‘]’.

\begin{music}
a8[ a\underline{is}] d[ e\underline{s} r d]
\end{music}
For more information on beams, see Section 6.4.6 [Manual beams], page 74.

Here are key signatures, accidentals and ties in action

\relative c'' {
  \time 4/4
  \key g \minor
  \clef treble
  r4 r8 a8 gis4 b
  a8 d4.\- d e,8
  fis4 fis8 fis8 eis4 a8 gis~
  gis2 r2
}

There are some interesting points to note in this example. Bar lines and beams are drawn automatically. Line breaks are calculated automatically; it does not matter where the line breaks are in the source file. Finally, the order in which time, key, and clef changes are entered is not relevant: in the printout, these are ordered according to standard notation conventions.

2.6 Octave entry

To raise a note by an octave, add a high quote ‘ (apostrophe) to the note name, to lower a note one octave, add a ‘low quote’ , (comma). Middle C is c’

\c’4 c’’ c’’’ \clef bass c c,

An example of the use of quotes is in the following Mozart fragment

\key a \major
\time 6/8
  cis''8. d''16 cis''8 e'4 e''8
  b'8. cis'16 b'8 d'4 d''8
This example shows that music in a high register needs lots of quotes. This makes the input less readable, and it is a source of errors. The solution is to use ‘relative octave’ mode. This is the most convenient way to copy existing music.

In relative mode, a note without octavation quotes (i.e. the ‘ or , after a note) is chosen so that it is closest to the previous one. For example, ‘c f’ goes up while ‘c g’ goes down.

To use relative mode, add \relative before the piece of music. The first note is taken relative to the middle C (i.e., c’)

\relative {
c' f c g c
}

Since most music has small intervals, pieces can be written almost without octavation quotes in relative mode. The previous example is entered as

\relative {
  \key a \major
  \time 6/8
  cis'8. d16 cis8 e4 e8
  b8. cis16 b8 d4 d8
}

Larger intervals are made by adding octavation quotes.

\relative c {
  c'' f, f c' c g' c,
}

In summary, quotes or commas no longer determine the absolute height of a note in \relative mode. Rather, the height of a note is relative to the previous one, and changing the octave of a single note shifts all following notes an octave up or down.

For more information on relative octaves see Section 6.2.1 [Relative octaves], page 58, and Section 6.2.2 [Octave check], page 59.
2.7 Music expressions explained

In input files, music is represent by so-called *music expressions*. We have already seen some in the previous examples; a single note is a music expression

\[
\text{a4}
\]

Enclosing a group of notes in braces creates a new music expression

\[
\{ \text{a4 g4} \}
\]

Putting a bunch of music expressions (e.g., notes) in braces, means that they should be played in sequence. The result again is a music expression, which can be grouped with other expressions sequentially. Here, the expression from the previous example is combined with two notes

\[
\{ \{ \text{a4 g} \} \text{ f g} \}
\]

This technique is useful for non-monophonic music. To enter music with more voices or more staves, we also combine expressions in parallel. Two voices that should play at the same time, are entered as a simultaneous combination of two sequences. A ‘simultaneous’ music expression is formed by enclosing expressions in `<<` and `>>`. In the following example, three sequences (all containing two separate notes) are combined simultaneously

\[
\ll
\{ \text{a4 g} \}
\{ \text{f e} \}
\{ \text{d b} \}
\rr
\]

\[
\ll
\text{c e} \\
\text{c e} \\
\text{c e}
\rr
\]
This mechanism is similar to mathematical formulas: a big formula is created by composing small formulas. Such formulas are called expressions, and their definition is recursive, so you can make arbitrarily complex and large expressions. For example,

\begin{align*}
    &1 \\
    &1 + 2 \\
    & (1 + 2) \times 3 \\
    & ((1 + 2) \times 3) / (4 \times 5)
\end{align*}

This is a sequence of expressions, where each expression is contained in the next (larger) one. The simplest expressions are numbers, and larger ones are made by combining expressions with operators (like ‘+’, ‘*’ and ‘/’) and parentheses. Like mathematical expressions, music expressions can be nested arbitrarily deep, which is necessary for complex music like polyphonic scores.

Note that this example only has one staff, whereas the previous example had three separate staves. That is because this example begins with a single note. To determine the number of staves, LilyPond looks at the first element. If it is a single note, there is one staff; if there is a simultaneous expression, there is more than one staff.

\begin{verbatim}
{ 
  c <<c e>> 
  << { e f } { c <<b d>> } >>
}
\end{verbatim}

Music files with deep nesting can be confusing to enter and maintain. One convention that helps against this confusion is indenting. When entering a file with deep nesting of braces and angles, it is customary to use an indent that indicates the nesting level. Formatting music like this eases reading and helps you insert the right number of closing braces at the end of an expression. For example,

\begin{verbatim}
<< 
  { 
    …
  } 
  { 
    …
  } 
>>
\end{verbatim}

Some editors have special support for entering LilyPond, and can help indenting source files. See Section 12.6 [Editor support], page 250 for more information.

### 2.8 More staves

To print more than one staff, each piece of music that makes up a staff is marked by adding \texttt{\textbackslash\ new Staff} before it. These \texttt{Staff} elements are then combined in parallel with \texttt{<<} and \texttt{>>, as demonstrated here
The command `\new` introduces a ‘notation context.’ A notation context is an environment in which musical events (like notes or `\clef` commands) are interpreted. For simple pieces, such notation contexts are created automatically. For more complex pieces, it is best to mark contexts explicitly. This ensures that each fragment gets its own stave.

There are several types of contexts. `Staff`, `Voice` and `Score` handle melodic notation, while `Lyrics` sets lyric texts and `ChordNames` prints chord names.

In terms of syntax, prepending `\new` to a music expression creates a bigger music expression. In this way it resembles the minus sign in mathematics. The formula \((4 + 5)\) is an expression, so \(- (4 + 5)\) is a bigger expression.

We can now typeset a melody with two staves:

```
\relative <<
\new Staff {
  \time 3/4
  \clef treble
e'2 d4 c2 b4 a8[ a]
b[ b] g[ g] a2.
}
\new Staff {
  \clef bass
c,,2 e4 g2.
f4 e d c2.
}
>>
```

For more information on contexts see the description in Section 9.2 [Interpretation contexts], page 195.
2.9 Adding articulation marks to notes

Common accents can be added to a note using a dash (‘-’) and a single character
\[ c- \quad c-- \quad c-> \quad c+- \quad c_\]

Similarly, fingering indications can be added to a note using a dash (‘-’) and the digit to be printed
\[ c-3 \quad e-5 \quad b-2 \quad a-1 \]

Articulations and fingerings are usually placed automatically, but you can specify a direction using ‘^’ (up) or ‘_’ (down). You can also use multiple articulations on the same note. In most cases, however, it is best to let LilyPond determine the articulation directions.
\[ c_-^\quad d^\cdot \quad f^4_2-> \quad e^-_+ \]

Dynamic signs are made by adding the markings (with a backslash) to the note
\[ c\ff \quad c\mf \]

Crescendi and decrescendi are started with the commands \< and \>. An ending dynamic, for example \f, will finish the (de)crescendo, or the command \! can be used
\[ c2< \quad c2\ff> \quad c2 \quad c2! \]

A slur is a curve drawn across many notes, and indicates legato articulation. The starting note and ending note are marked with ‘(’ and ‘)’, respectively
\[ d4( \quad c16) \quad cis( \quad d \quad e \quad c \quad cis \quad d) \quad e( \quad d4) \]
A slur looks like a tie, but it has a different meaning. A tie simply makes the first note sound longer, and can only be used on pairs of notes with the same pitch. Slurs indicate the articulations of notes, and can be used on larger groups of notes. Slurs and ties can be nested.

![Music example]

Slurs to indicate phrasing can be entered with \( and \), so you can have both legato slurs and phrasing slurs at the same time. You cannot have simultaneous slurs or simultaneous phrasing slurs.

\[ a8(\( ais b c) cis2 b'2 a4 cis, c\) ]

![Music example 2]

For more information on
Fingering see Section 6.5.2 [Fingering instructions], page 80.
Articulations see Section 6.5.1 [Articulations], page 78.
Slurs see Section 6.4.2 [Slurs], page 72.
Phrasing slurs see Section 6.4.3 [Phrasing slurs], page 73.
Dynamics see Section 6.5.3 [Dynamics], page 82.

2.10 Combining notes into chords
Chords can be made by surrounding pitches with angle brackets. Angle brackets are the symbols ‘<’ and ‘>’.

\[ r4 <c e g>4 <c f a>8 \]

![Music example 3]

You can combine markings like beams and ties with chords. They must be placed outside the angled brackets.

\[ r4 <c e g>8[ <c f a>]- <c f a> \]

![Music example 4]
2.11 Advanced rhythmic commands

A pickup is entered with the keyword \textbackslash partial. It is followed by a duration: \textbackslash partial 4 is a quarter note upstep and \textbackslash partial 8 an eighth note

\partial 4 \textbackslash{<c e g>8\textbackslash>(<c e g> <c e g> <c f a>:\!)}

Tuplets are made with the \textbackslash times keyword. It takes two arguments: a fraction and a piece of music. The duration of the piece of music is multiplied by the fraction. Triplets make notes occupy 2/3 of their notated duration, so a triplet has 2/3 as its fraction

\times \textbackslash{2/3 \{ f8 g a \}}
\times \textbackslash{2/3 \{ c r c \}}

Grace notes are also made by prefixing a music expression with the keyword \textbackslash appoggiatura or \textbackslash acciaccatura

\text\textbackslash{c4 \appoggiatura b16 c4}
\text\textbackslash{c4 \acciaccatura b16 c4}

For more information on

Grace notes
see Section 6.4.7 [Grace notes], page 75,

Tuplets
see Section 6.1.10 [Tuplets], page 56,

Pickups
see Section 6.3.4 [Partial measures], page 66.
2.12 Commenting input files

A comment is a remark for the human reader of the music input; it is ignored while parsing, so it has no effect on the printed output. There are two types of comments. The percent symbol ‘%’ introduces a line comment; after % the rest of the line is ignored. A block comment marks a whole section of music input. Anything that is enclosed in %{ and %} is ignored. The following fragment shows possible uses for comments

```lilypond
%% notes for twinkle twinkle follow
c4 c’ g a a g2
%
   This line, and the notes below are ignored, since they are in a block comment.
%
g g f f e e d d c2
%
```

There is a special statement that is a kind of comment. The \version statement marks for which version of LilyPond the file was written. To mark a file for version 2.6.0, use

\version "2.6.0"

These annotations make future upgrades of LilyPond go more smoothly. Changes in the syntax are handled with a special program, ‘convert-ly’ (see Section 12.3 [Updating files with convert-ly], page 247), and it uses \version to determine what rules to apply.

2.13 Printing lyrics

Lyrics are entered by separating each syllable with a space

I want to break free

Consider the melody

\relative {
   r4 c \times 2/3 { f g g }
   \times 2/3 { g4( a2) }
}

The lyrics can be set to these notes, combining both with the \addlyrics keyword

<< \relative {
   r4 c \times 2/3 { f g g }
   \times 2/3 { g4( a2) }
}
\addlyrics { I want to break free }
>>

I want to break free
This melody ends on a *melisma*, a single syllable (‘free’) sung to more than one note. This is indicated with an *extender line*. It is entered as two underscores, i.e.,

\{ I want to break free __ \}

Similarly, hyphens between words can be entered as two dashes, resulting in a centered hyphen between two syllables

Twin -- kle twin -- kle

More options, like putting multiple lines of lyrics below a melody are discussed in Section 7.3 [Vocal music], page 106.

### 2.14 A lead sheet

In popular music, it is common to denote accompaniment with chord names. Such chords can be entered like notes,

\chordmode { c2 f4. g8 }

Now each pitch is read as the root of a chord instead of a note. This mode is switched on with \chordmode

Other chords can be created by adding modifiers after a colon. The following example shows a few common modifiers

\chordmode { c2 f4:m g4:maj7 gis1:dim7 }

For lead sheets, chords are not printed on staves, but as names on a line for themselves. This is achieved by using \chords instead of \chordmode. This uses the same syntax as \chordmode, but renders the notes in a ChordNames context, with the following result.

\chords { c2 f4.:m g4.:maj7 gis8:dim7 }

\[ C \quad Fm \quad G^\Delta \quad G^\#_{07} \]
When put together, chord names, lyrics and a melody form a lead sheet, for example,

\begin{verbatim}
<< \chords { chords }
    the melody
\addlyrics { the text }
>>
\end{verbatim}

A complete list of modifiers and other options for layout can be found in Section 6.1.5 [Chords], page 53.

2.15 Adding titles

Bibliographic information is entered in a separate block, the \header block. The name of the piece, its composer, etc., are entered as an assignment, within \header { ... }. The \header block is usually put at the top of the file. For example,

\begin{verbatim}
\header {
    title = "Miniature"
    composer = "Igor Stravinsky"
}
\end{verbatim}

When the file is processed, the title and composer are printed above the music. More information on titling can be found in Section 10.3.1 [Creating titles], page 214.

2.16 Single staff polyphony

When different melodic lines are combined on a single staff they are printed as polyphonic voices; each voice has its own stems, slurs and beams, and the top voice has the stems up, while the bottom voice has them down.

Entering such parts is done by entering each voice as a sequence (with \{ ... \}), and combining these simultaneously, separating the voices with \\n
\begin{verbatim}
<< \{ a4 g2 f4~ f4 \} \\
{ r4 g4 f2 f4 } >>
\end{verbatim}

For polyphonic music typesetting, spacer rests can also be convenient; these are rests that do not print. They are useful for filling up voices that temporarily do not play. Here is the same example with a spacer rest (s) instead of a normal rest (r),
Again, these expressions can be nested arbitrarily

\[ \begin{align*}
&\texttt{\{ a4 g2 f4 f4 \} } \\
&\texttt{\{ s4 g4 f2 f4 \} }
\end{align*} \]

More features of polyphonic typesetting are described in this manual in section Section 6.6 [Polyphony], page 86.

### 2.17 Piano staves

Piano music is typeset in two staves connected by a brace. Printing such a staff is similar to the polyphonic example in Section 2.8 [More staves], page 19,

\[ \begin{align*}
&\texttt{\new PianoStaff << \new Staff { \time 2/4 c4 c g' g } } \\
&\texttt{\new Staff { \clef bass c,, c' e c } }
\end{align*} \]
2.18 Organizing larger pieces

When all of the elements discussed earlier are combined to produce larger files, the \texttt{\score} blocks get a lot bigger because the music expressions are longer, and, in the case of polyphonic music, more deeply nested. Such large expressions can become unwieldy.

By using variables, also known as identifiers, it is possible to break up complex music expressions. An identifier is assigned as follows

\begin{verbatim}
  namedMusic = { ... }
\end{verbatim}

The contents of the music expression \texttt{namedMusic}, can be used later by preceding the name with a backslash, i.e., \texttt{\namedMusic}. In the next example, a two-note motive is repeated two times by using variable substitution

\begin{verbatim}
  seufzer = {
    e'4( dis'4)
  }
  \seufzer \seufzer
\end{verbatim}

The name of an identifier should have alphabetic characters only: no numbers, underscores, or dashes. The assignment should be outside of running music.

It is possible to use variables for many other types of objects in the input. For example,

\begin{verbatim}
  width = 4.5\cm
  name = "Wendy"
  aFivePaper = \paper { paperheight = 21.0 \cm }
\end{verbatim}

Depending on its contents, the identifier can be used in different places. The following example uses the above variables

\begin{verbatim}
  \paper {
    \aFivePaper
    line-width = \width
  }
  { c4\"name }
\end{verbatim}

More information on the possible uses of identifiers is given in the technical manual, in Section 11.1.1 [Input variables and Scheme], page 234.
2.19 An orchestral part

In orchestral music, all notes are printed twice. Once in a part for the musicians, and once in a full score for the conductor. Identifiers can be used to avoid double work. The music is entered once, and stored in a variable. The contents of that variable is then used to generate both the part and the full score.

It is convenient to define the notes in a special file. For example, suppose that the file ‘horn-music.ly’ contains the following part of a horn/bassoon duo

```latex
hornNotes = \relative c {
    \time 2/4
    r4 f8 a cis4 f e d
}
```

Then, an individual part is made by putting the following in a file

```latex
\include "horn-music.ly"
\header {
    instrument = "Horn in F"
}
{
    \transpose f c' \hornNotes
}
```

The line

```latex
\include "horn-music.ly"
```

substitutes the contents of ‘horn-music.ly’ at this position in the file, so hornNotes is defined afterwards. The command \transpose f c' indicates that the argument, being hornNotes, should be transposed by a fifth upwards. Sounding ‘f’ is denoted by notated c', which corresponds with the tuning of a normal French Horn in F. The transposition can be seen in the following output

![Output](noteheads.s2)

In ensemble pieces, one of the voices often does not play for many measures. This is denoted by a special rest, the multi-measure rest. It is entered with a capital ‘R’ followed by a duration (1 for a whole note, 2 for a half note, etc.). By multiplying the duration, longer rests can be constructed. For example, this rest takes 3 measures in 2/4 time

```latex
R2*3
```

When printing the part, multi-rests must be condensed. This is done by setting a run-time variable

```latex
\set Score.skipBars = ##t
```

This command sets the property skipBars in the Score context to true (##t). Prepending the rest and this option to the music above, leads to the following result

![Output](noteheads.s2)
The score is made by combining all of the music together. Assuming that the other voice is in bassoonNotes in the file ‘bassoon-music.ly’, a score is made with

\include "bassoon-music.ly"
\include "horn-music.ly"

<<
\new Staff \hornNotes
\new Staff \bassoonNotes
>>

leading to

More in-depth information on preparing parts and scores can be found in the notation manual; see Section 8.3 [Orchestral music], page 175.

Setting run-time variables (‘properties’) is discussed in Section 9.2.2 [Changing context properties on the fly], page 197.

2.20 After the tutorial

After finishing the tutorial, you should probably try writing a piece or two. Start with one of the Appendix D [Example templates], page 281 and add notes. If you need any notation that was not covered in the tutorial, look at the Notation Reference, starting with Chapter 6 [Basic notation], page 51. If you want to write for an instrument ensemble which is not covered in the Appendix D [Example templates], page 281, take a look at Section 3.1 [Extending the templates], page 31.

Once you have written a few short pieces, read the rest of the Learning Manual (chapters 3-5). There’s nothing wrong with reading them now, of course! However, the rest of the Learning Manual assumes that you are familiar with LilyPond input. You may wish to skim these chapters right now, and come back to them after you have more experience.
3 Putting it all together

This chapter discusses general LilyPond concepts and how to create \score blocks.

3.1 Extending the templates

You’ve read the tutorial, you know how to write music. But how can you get the staves that you want? The templates are ok, but what if you want something that isn’t covered?

Start off with the template that seems closest to what you want to end up with. Let’s say that you want to write something for soprano and cello. In this case, we would start with “Notes and lyrics” (for the soprano part).

\version "2.7.39"
melody = \relative c' {
    \clef treble
    \key c \major
    \time 4/4
    a4 b c d
}
text = \lyricmode {
    Aaa Bee Cee Dee
}

\score{
    <<\new Voice = "one" {
        \autoBeamOff
        \melody
    } \new Lyrics \lyricsto "one" \text
    >>
    \layout { }
    \midi { \tempo 4=60 }
}

Now we want to add a cello part. Let’s look at the “Notes only” example:

\version "2.7.39"
melody = \relative c' {
    \clef treble
    \key c \major
    \time 4/4
    a4 b c d
}

\score {
    \new Staff \melody
    \layout { }
    \midi { \tempo 4=60 }
}
We don’t need two \version commands. We’ll need the melody section. We don’t want two \score sections – if we had two \scores, we’d get the two parts separately. We want them together, as a duet. Within the \score section, we don’t need two \layout or \midi.

If we simply cut and paste the melody section, we would end up with two melody sections. So let’s rename them. We’ll call the section for the soprano sopranoMusic and the section for the cello celloMusic. While we’re doing this, let’s rename text to be sopranoLyrics. Remember to rename both instances of all these names – both the initial definition (the melody = relative c’ { part) and the name’s use (in the \score section).

While we’re doing this, let’s change the cello part’s staff – celli normally use bass clef. We’ll also give the cello some different notes.

\version "2.7.39"
\score{
  \new Voice = "one" {
    \autoBeamOff
    \sopranoMusic
  }
  \new Lyrics \lyricsto "one" \sopranoLyrics
}
\layout { }
\midi { \tempo 4=60 } }

This is looking promising, but the cello part won’t appear in the score – we haven’t used it in the \score section. If we want the cello part to appear under the soprano part, we need to add \new Staff \celloMusic underneath the soprano stuff. We also need to add << and >> around the music – that tells LilyPond that there’s more than one thing (in this case, Staff) happening at once. The \score looks like this now

\score{
This looks a bit messy; the indentation is messed up now. That is easily fixed. Here's the complete soprano and cello template.

\version "2.7.39"
sopranoMusic = \relative c' { 
  \clef treble
  \key c \major
  \time 4/4
  a4 b c d
}
sopranoLyrics = \lyricmode {
  Aaa Bee Cee Dee
}
celloMusic = \relative c { 
  \clef bass
  \key c \major
  \time 4/4
  d4 g fis8 e d4
}
\score{ << << \new Voice = "one" { \autoBeamOff \sopranoMusic } \new Lyrics \lyricsto "one" \sopranoLyrics >> \new Staff \celloMusic >> \layout { } \midi { \tempo 4=60 } }
3.2 How LilyPond files work

The LilyPond input format is quite free-form, giving experienced users a lot of flexibility to structure their files however they wish. However, this flexibility can make things confusing for new users. This section will explain some of this structure, but may gloss over some details in favor of simplicity. For a complete description of the input format, see Section 10.1.2 [File structure], page 210.

Most examples in this manual are little snippets – for example

\begin{verbatim}
c4 a b c
\end{verbatim}

As you are (hopefully) aware by now, this will not compile by itself. These examples are shorthand for complete examples. They all need at least curly braces to compile

\begin{verbatim}
{ 
c4 a b c
}
\end{verbatim}

Most examples also make use of the \relative c' (or c'') command. This is not necessary to merely compile the examples, but in most cases the output will look very odd if you omit the \relative c'.

\begin{verbatim}
\relative c'' {
c4 a b c
}
\end{verbatim}

Now we get to the only real stumbling block: LilyPond input in this form is actually another shorthand. Although it compiles and displays the correct output, it is shorthand for

\begin{verbatim}
\score {
  \relative c'' {
    c4 a b c
  }
}
\end{verbatim}

A \score must begin with a single music expression. Remember that a music expression could be anything from a single note to a huge

\begin{verbatim}
{ 
  \new GrandStaff << 
    insert the whole score of a Wagner opera in here 
  >>
}
\end{verbatim}

Since everything is inside \{ ... \}, it counts as one music expression.

The \score can contain other things, such as
Some people put some of those commands outside the \score block – for example, \header is often placed above the \score. That’s just another shorthand that LilyPond accepts.

Another great shorthand is the ability to define variables. All the templates use this
\score {
  \melody = \relative c' {
    c4 a b c
  }

  \score {
    \melody
  }
}

When LilyPond looks at this file, it takes the value of \melody (everything after the equals sign) and inserts it whenever it sees \melody. There’s nothing special about the names – it could be \melody, \global, \pianorighthand, or \foofoobarbaz. You can use whatever variable names you want. For more details, see Section 4.5 [Saving typing with identifiers and functions], page 39.

For a complete definition of the input format, see Section 10.1.2 [File structure], page 210.

### 3.3 Score is a single musical expression

In the previous section, Section 3.2 [How LilyPond files work], page 34, we saw the general organization of LilyPond input files. But we seemed to skip over the most important part: how do we figure out what to write after \score?

We didn’t skip over it at all. The big mystery is simply that there is no mystery. This line explains it all:

\score must begin with a single music expression.

You may find it useful to review Section 2.7 [Music expressions explained], page 18. In that section, we saw how to build big music expressions from small pieces – we started from notes, then chords, etc. Now we’re going to start from a big music expression and work our way down.

\score {
  % this brace begins the overall music expression
  \new GrandStaff <<
    insert the whole score of a Wagner opera in here
  >>
  % this brace ends the overall music expression
  \layout { }
}

A whole Wagner opera would easily double the length of this manual, so let’s just do a singer and piano. We don’t need a GrandStaff for this ensemble, so we shall remove it. We do need a singer and a piano, though.

\score {
  \new Staff = "singer" <<

Remember that we use << and >> to show simultaneous music. And we definitely want to show the vocal part and piano part at the same time!

\score {
    {
        <<
            \new Staff = "singer" <<
            \new Voice = "vocal" { }
        >>
        \new Lyrics \lyricsto vocal \new Lyrics { }
        \new PianoStaff = "piano" <<
            \new Staff = "upper" { }
            \new Staff = "lower" { }
        >>
    }
    \layout { }
}

Now we have a lot more details. We have the singer’s staff: it contains a Voice (in LilyPond, this term refers to a set of notes, not necessarily vocal notes – for example, a violin generally plays one voice) and some lyrics. We also have a piano staff: it contains an upper staff (right hand) and a lower staff (left hand).

At this stage, we could start filling in notes. Inside the curly braces next to \new Voice = vocal, we could start writing
\relative c'' {
    a4 b c d
}

But if we did that, the \score section would get pretty long, and it would be harder to understand what was happening. So let’s use identifiers (or variables) instead.

melody = { }
\score {
    {
        <<
            \new Staff = "singer" <<
                \new Voice = "vocal" { \melody }
            >>
            \new Lyrics \lyricsto vocal \new Lyrics { \text }
            \new PianoStaff = "piano" <<
                \new Staff = "upper" { \upper }
                \new Staff = "lower" { \lower }
        >>
    }
    \layout { }
}
Remember that you can use almost any name you like. The limitations on identifier names are detailed in Section 10.1.2 [File structure], page 210.

When writing a \score section, or when reading one, just take it slowly and carefully. Start with the outer layer, then work on each smaller layer. It also really helps to be strict with indentation – make sure that each item on the same layer starts on the same horizontal position in your text editor!
4 Working on LilyPond projects

This section explains how to solve or avoid certain common problems. If you have programming experience, many of these tips may seem obvious, but it is still advisable to read this chapter.

4.1 Suggestions for writing LilyPond files

Now you’re ready to begin writing larger LilyPond files – not just the little examples in the tutorial, but whole pieces. But how should you go about doing it?

The best answer is “however you want to do it.” As long as LilyPond can understand your files and produces the output that you want, it doesn’t matter what your files look like. That said, sometimes we make mistakes when writing files. If LilyPond can’t understand your files, or produces output that you don’t like, how do you fix the problem?

Here are a few suggestions that can help you to avoid or fix problems:

- **Include versions in every file.** Note that all templates contain a `\version "2.8.0"` string. We highly recommend that you always include the `\version`, no matter how small your file is. Speaking from personal experience, it’s quite frustrating to try to remember which version of LilyPond you were using a few years ago. `convert-ly` requires you to declare which version of LilyPond you used.

- **Include checks:** Section 6.2.4 [Bar check], page 60 and Section 6.2.2 [Octave check], page 59. If you include checks every so often, then if you make a mistake, you can pinpoint it quicker. How often is “every so often”? It depends on the complexity of the music. For very simple music, perhaps just once or twice. For very complex music, perhaps every bar.

- **One bar per line of text.** If there is anything complicated, either in the music itself or in the output you desire, it’s often good to write only one bar per line. Saving screen space by cramming eight bars per line just isn’t worth it if you have to ‘debug’ your files.

- **Comment your files.** Use either bar numbers (every so often) or references to musical themes (“second theme in violins,” “fourth variation”, etc). You may not need comments when you’re writing the piece for the first time, but if you want to go back to change something two or three years later, or if you pass the source over to a friend, it will be much more challenging to determine your intentions or how your file is structured if you didn’t comment the file.

- **Indent your braces.** A lot of problems are caused by an imbalance in the number of { and }.

4.2 Typesetting existing music

If you are entering music from an existing score (i.e., typesetting a piece of existing sheet music),

- **Enter one manuscript (the physical copy) system at a time** (but still only one bar per line of text), and check each system when you finish it. You may use the `showLastLength` command to speed up processing – see Section 6.2.6 [Skipping corrected music], page 61.

- **Define mBreak = { \break }** and insert `\mBreak` in the input file whenever the manuscript has a line break. This makes it much easier to compare the LilyPond music to the original music. When you are finished proofreading your score, you may define `mBreak = {}` to remove all those line breaks. This will allow LilyPond to place line breaks wherever it feels are best.

4.3 Updating old files

The LilyPond input syntax occasionally changes. As LilyPond itself improves, the syntax (input language) is modified accordingly. Sometimes these changes are made to make the input easier to read and write or sometimes the changes are made to accommodate new features of LilyPond.
LilyPond comes with a file that makes this updating easier: convert-ly. For details about how to run this program, see Section 12.3 [Updating files with convert-ly], page 247.

Unfortunately, convert-ly cannot handle all input changes. It takes care of simple search-and-replace changes (such as `raggedright` becoming `ragged-right`), but some changes are too complicated. The syntax changes that convert-ly cannot handle are listed in Section 12.3 [Updating files with convert-ly], page 247.

For example, in LilyPond 2.4 and earlier, accents and non-English letters were entered using LaTeX – for example, "No\\"el" (this would print the French word for ‘Christmas’). In LilyPond 2.6 and above, the special "Å" must be entered directly into the LilyPond file as an UTF-8 character. convert-ly cannot change all the LaTeX special characters into UTF-8 characters; you must manually update your old LilyPond files.

### 4.4 Troubleshooting (taking it all apart)

Sooner or later, you will write a file that LilyPond cannot compile. The messages that LilyPond gives may help you find the error, but in many cases you need to do some investigation to determine the source of the problem.

The most powerful tools for this purpose are the single line comment (indicated by `\`) and the block comment (indicated by `\%{ ... %}`). If you don’t know where a problem is, start commenting out huge portions of your input file. After you comment out a section, try compiling the file again. If it works, then the problem must exist in the portion you just commented. If it doesn’t work, then keep on commenting out material until you have something that works.

In an extreme case, you might end up with only

```plaintext
\score { 
  << 
    % \melody 
    % \harmony 
    % \bass 
  >> 
  \layout{} 
}
```

(in other words, a file without any music)

If that happens, don’t give up. Uncomment a bit – say, the bass part – and see if it works. If it doesn’t work, then comment out all of the bass music (but leave \bass in the \score uncommented.

```plaintext
bass = \relative c' { 
  %{ 
    c4 c c c 
    d d d d 
  } 
}
```

Now start slowly uncommenting more and more of the bass part until you find the problem line.

### 4.5 Saving typing with identifiers and functions

By this point, you’ve seen this kind of thing:

```plaintext
hornNotes = \relative c' { c4 b dis c } 
\score { 
  

You may even realize that this could be useful in minimalist music:

\begin{verbatim}
fragA = \relative c'' { a4 a8. b16 }
fragB = \relative c'' { a8. gis16 ees4 }
violin = \new Staff { \fragA \fragA \fragB \fragA }
\score {
  { \violin }
}
\end{verbatim}

However, you can also use these identifiers (also known as variables, macros, or (user-defined) command) for tweaks:

\begin{verbatim}
dolce = \markup{ \italic \bold dolce }
padText = { \once \override TextScript #'padding = #5.0 }
fthenp = \markup{ \dynamic f \italic \small { 2nd } \hspace #0.1 \dynamic p }
vioin = \relative c'' { \repeat volta 2 {
  c4._\dolce b8 a8 g a b |
  \padText
  c4."hi there!" d8 e' f g d |
  c,4.\fthenp b8 c4 c-. | }
}
\score {
  { \violin }
  \layout{ragged-right=##t}
}
\end{verbatim}
These identifiers are obviously useful for saving typing. But they're worth considering even if you only use them once – they reduce complexity. Let's look at the previous example without any identifiers. It's a lot harder to read, especially the last line.

```
violin = \relative c'' { 
  \repeat volta 2 {
    c4_.\markup{ \italic \bold dolce } b8 a8 g a b |
    \once \override TextScript #'padding = #5.0
    c4.``hi there!'' d8 e' f g d |
    c,4.\markup{ \dynamic f \italic \small { 2nd } }
    \hspace #0.1 \dynamic p } b8 c4 c-. |
  }
}
```

So far we've seen static substitution – when LilyPond sees `\padText`, it replaces it with the stuff that we've defined it to be (ie the stuff to the right of `padtext=`).

LilyPond can handle non-static substitution, too (you can think of these as functions).

```
\padText = #(define-music-function (parser location padding) (number?)
  #{
    \once \override TextScript #'padding = #$padding
  })
```

```
\relative c''' { 
  c4^"piu mosso" b a b
  \padText #1.8
  c4^"piu mosso" d e f
  \padText #2.6
  c4^"piu mosso" fis a g
}
```

Using identifiers is also a good way to reduce work if the LilyPond input syntax changes (see Section 4.3 [Updating old files], page 38). If you have a single definition (such as `\dolce`) for all your files (see Section 4.6 [Style sheets], page 41), then if the syntax changes, you only need to update your single `\dolce` definition, instead of making changes throughout every `.ly` file.

### 4.6 Style sheets

The output that LilyPond produces can be heavily modified; see Chapter 5 [Tweaking output], page 45 for details. But what if you have many files that you want to apply your tweaks to? Or what if you simply want to separate your tweaks from the actual music? This is quite easy to do.

Let's look at an example. Don't worry if you don't understand the parts with all the `#()`. This is explained in Section 5.4 [Advanced tweaks with Scheme], page 49.

```
mpdolce = #(make-dynamic-script (markup #:hspace 1 #:translate (cons 5 0)
  #:line(#:dynamic "mp" #:text #:italic "dolce" )))
```
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There are some problems with overlapping output; we’ll fix those using the techniques in Section 5.1 [Fixing overlapping notation], page 45. But let’s also do something about the `mpdolce` and `tempoMark` definitions. They produce the output we desire, but we might want to use them in another piece. We could simply copy-and-paste them at the top of every file, but that’s an annoyance. It also leaves those definitions in our music files, and I personally find all the `#()` somewhat ugly. Let’s hide them in another file:

%%% save this to a file called "definitions.ly"

```lilypond
mpdolce = #(make-dynamic-script (markup #:hspace 1 #:translate (cons 5 0) #:line(#:dynamic "mp" #:text #:italic "dolce" )))
tempoMark = #(define-music-function (parser location markp) (string?) {
  \once \override Score . RehearsalMark #'self-alignment-X = #left
  \once \override Score . RehearsalMark #'no-spacing-rods = ##t
  \mark \markup { \bold $markp }
})
```

Now let’s modify our music (let’s save this file as "music.ly").

```lilypond
\include "definitions.ly"
```

\relative c' { 
  \tempo 4=50
  a4.\mpdolce d8 cis4--\glissando a | b4 bes a2
  \tempoMark "Poco piu mosso"
  cis4.< d8 e4 fis | g8(! fis)-. e( d)-. cis2
}
That looks better, but let’s make a few changes. The glissando is hard to see, so let’s make it thicker and closer to the noteheads. Let’s put the metronome marking above the clef, instead of over the first note. And finally, my composition professor hates "C" time signatures, so we’d better make that "4/4" instead.

Don’t change ‘music.ly’, though. Replace our ‘definitions.ly’ with this:

```lilypond
%%% definitions.ly
mpdolce = #(make-dynamic-script (markup #:hspace 1 #:translate (cons 5 0) #:line( #:dynamic "mp" #:text #:italic "dolce" )))
tempoMark = #(define-music-function (parser location markp) (string?) #{
  \once \override Score . RehearsalMark #'self-alignment-X = #left
  \once \override Score . RehearsalMark #'no-spacing-rods = ##t
  \mark \markup { \bold $markp }
})

\layout{
  \context { \Score
    \override MetronomeMark #'extra-offset = #'(-9 . 0)
    \override MetronomeMark #'padding = #'3
  }
  \context { \Staff
    \override TimeSignature #'style = #'numbered
  }
  \context { \Voice
    \override Glissando #'thickness = #3
    \override Glissando #'gap = #0.1
  }
}

\(\text{\textit{Poco piu mosso}}\)

\textit{mp dolce}
```

That looks nicer! But now suppose that I want to publish this piece. My composition professor doesn’t like "C" time signatures, but I’m somewhat fond of them. Let’s copy the current ‘definitions.ly’ to ‘web-publish.ly’ and modify that. Since this music is aimed at producing a pdf which will be displayed on the screen, we’ll also increase the overall size of the output.

```lilypond
%%% definitions.ly
mpdolce = #(make-dynamic-script (markup #:hspace 1 #:translate (cons 5 0) #:line( #:dynamic "mp" #:text #:italic "dolce" )))
tempoMark = #(define-music-function (parser location markp) (string?) #{
  \once \override Score . RehearsalMark #'self-alignment-X = #left
  \once \override Score . RehearsalMark #'no-spacing-rods = ##t
  \mark \markup { \bold $markp }
})
```
Now in our music, I simply replace \include "definitions.ly" with \include "web-publish.ly". Of course, we could make this even more convenient. We could make a ‘definitions.ly’ file which contains only the definitions of mpdolce and tempoMark, a ‘web-publish.ly’ file which contains only the \layout section listed above, and a ‘university.ly’ file which contains only the tweaks to produce the output that my professor prefers. The top of ‘music.ly’ would then look like this:

\include "definitions.ly"

%%% Only uncomment one of these two lines!
\include "web-publish.ly"
%\include "university.ly"

This approach can be useful even if you are only producing one set of parts. I use half a dozen different “style sheet” files for my projects. I begin every music file with \include ".../global.ly", which contains

%%% global.ly
\version "2.8.0"
%(ly:set-option 'point-and-click #f)
\include ".../init/init-defs.ly"
\include ".../init/init-layout.ly"
\include ".../init/init-headers.ly"
\include ".../init/init-paper.ly"
5 Tweaking output

This chapter discusses how to modify output. LilyPond is extremely configurable; virtually every fragment of output may be changed.

5.1 Fixing overlapping notation

This may come as a surprise, but LilyPond is not perfect. Some notation elements can overlap. This is unfortunate, but (in most cases) is easily solved.

\once \override TextScript #'padding = #1.5
\once \override TextScript #'staff-padding = #2.6

That looks better, but it isn’t quite big enough. After experimenting with a few values, we think 2.3 is the best number in this case. However, this number is merely the result of experimentation and my personal taste in notation. Try the above example with 2.3... but also try higher (and lower) numbers. Which do you think looks the best?

The staff-padding property is closely related. padding controls the minimum amount of space between an object and the nearest other object (generally the note or the staff lines): staff-padding controls the minimum amount of space between an object and the staff. This is a subtle difference, but you can see the behavior here.
Another solution gives us complete control over placing the object – we can move it horizontally or vertically. This is done with the extra-offset property. It is slightly more complicated and can cause other problems. When we move objects with extra-offset, the movement is done after LilyPond has placed all other objects. This means that the result can overlap with other objects.

\once \override TextScript #'extra-offset = #'(1.0 . -1.0)
e4\markup{ \italic ritenuto } g b e

With extra-offset, the first number controls the horizontal movement (left is negative); the second number controls the vertical movement (up is positive). After a bit of experimenting, we decided that these values look good

\once \override TextScript #'extra-offset = #'(-1.6 . 1.0)
e4\markup{ \italic ritenuto } g b e

Again, these numbers are simply the result of a few experiments and looking at the output. You might prefer the text to be slightly higher, or to the left, or whatever. Try it and look at the result!

One final warning: in this section, we used

\once \override TextScript ...

This tweaks the display of text for the next note. If the note has no text, this tweak does nothing (and does not wait until the next bit of text). To change the behavior of everything after the command, omit the \once. To stop this tweak, use a \revert. This is explained in depth in Section 9.3 [The \override command], page 205.
See also
This manual: Section 9.3 [The \override command], page 205, Section 5.2 [Common tweaks], page 47.

5.2 Common tweaks
Some overrides are so common that predefined commands are provided as short-cuts, such as \slurUp and \stemDown. These commands are described in the Notation Reference under the appropriate sections.

The complete list of modifications available for each type of object (like slurs or beams) are documented in the Program Reference. However, many layout objects share properties which can be used to apply generic tweaks.

• The padding property can be set to increase (or decrease) the distance between symbols that are printed above or below notes. This applies to all objects with side-position-interface.

\begin{verbatim}
c2\fermata
\override Script #'padding = #3
b2\fermata
\end{verbatim}

% This will not work, see below:
\begin{verbatim}
\override MetronomeMark #'padding = #3
\tempo 4=120
c1
\end{verbatim}

% This works:
\begin{verbatim}
\override Score.MetronomeMark #'padding = #3
\tempo 4=80
d1
\end{verbatim}

\begin{verbatim}
\tempo 4=80
\end{verbatim}
Note in the second example how important it is to figure out what context handles a certain object. Since the MetronomeMark object is handled in the Score context, property changes in the Voice context will not be noticed. For more details, see Section 9.3.1 [Constructing a tweak], page 205.

- The extra-offset property moves objects around in the output; it requires a pair of numbers. The first number controls horizontal movement; a positive number will move the object to the right. The second number controls vertical movement; a positive number will move it higher. The extra-offset property is a low-level feature: the formatting engine is completely oblivious to these offsets.

In the following example, the second fingering is moved a little to the left, and 1.8 staff space downwards:

\stemUp
f-5
\once \override Fingering
  #'extra-offset = #'(-0.3 . -1.8)
f-5

• Setting the transparent property will cause an object to be printed in ‘invisible ink’: the object is not printed, but all its other behavior is retained. The object still takes up space, it takes part in collisions, and slurs, ties, and beams can be attached to it.

The following example demonstrates how to connect different voices using ties. Normally, ties only connect two notes in the same voice. By introducing a tie in a different voice,

and blanking the first up-stem in that voice, the tie appears to cross voices:

<< { 
  \once \override Stem #'transparent = ##t
  b8 \noBeam
} \ \ { 
  b[ g8]
} >>

Distances in LilyPond are measured in staff-spaces, while most thickness properties are measured in line-thickness. Some properties are different; for example, the thickness of beams are measured in staff-spaces. For more information, see the relevant portion of the program reference.
5.3 Default files

The Program Reference documentation contains a lot of information about LilyPond, but even more information can be gathered from looking at the internal LilyPond files.

Some default settings (such as the definitions for \header{}) are stored as .ly files. Other settings (such as the definitions of markup commands) are stored as .scm (Scheme) files. Further explanation is outside the scope of this manual; users should be warned that a substantial amount of technical knowledge or time is required to understand these files.

- **bullet Linux**: ‘{INSTALLDIR}/lilypond/usr/share/lilypond/current/’
- **bullet OSX**: ‘{INSTALLDIR}/LilyPond.app/Contents/Resources/share/lilypond/current/’
- **bullet Windows**: ‘{INSTALLDIR}/LilyPond/usr/share/lilypond/current/’

The ‘ly/’ and ‘scm/’ directories will be of particular interest. Files such as ‘ly/property-init.ly’ and ‘ly/declarations-init.ly’ define all the common tweaks.

5.4 Advanced tweaks with Scheme

We have seen how LilyPond output can be heavily modified using commands like `\override TextScript #'extra-offset = (1, -1)`. But we have even more power if we use Scheme. For a full explanation of this, see the Appendix B [Scheme tutorial], page 266 and Chapter 11 [Interfaces for programmers], page 234.

We can use Scheme to simply `\override` commands,

```lily
\relative c' 
{  c4 "piu mosso" b a b  
  \padText 1.8  
  c4 "piu mosso" d e f  
  \padText 2.6  
  c4 "piu mosso" fis a g }

\c4 piu mosso \c4 piu mosso \c4 piu mosso
```

We can use it to create new commands,

```lily
tempoMark = #(define-music-function (parser location marktext padding) (string? number?))  
#(  
  \once \override Score . RehearsalMark #'padding = $padding  
  \once \override Score . RehearsalMark #'no-spacing-rods = ##t  
  \mark \markup { \bold $marktext }  
  \}
```

```lily
\c4 piu mosso \c4 piu mosso \c4 piu mosso
```
Even music expressions can be passed in.

\relative c'' {
\tempoMark "Allegro" #3.0
\pattern c8 c8\f
}\relative c''{
\pattern \{d16 dis\} \{ ais16-> b\p \}

6 Basic notation

This chapter explains how to use all basic notation features.

6.1 Note entry

This section is about basic notation elements like notes, rests, and related constructs, such as stems, tuplets and ties.

6.1.1 Notes

A note is printed by specifying its pitch and then its duration,

\begin{verbatim}
cis'4 d'8 e'16 c'16
\end{verbatim}

See also

This manual: Section 6.1.2 [Pitches], page 51, Section 6.1.8 [Durations], page 55

6.1.2 Pitches

The most common syntax for pitch entry is used for standard notes and \texttt{\textbackslash chordmode} modes. In these modes, pitches may be designated by names. The notes are specified by the letters \texttt{a} through \texttt{g}. The octave is formed with notes ranging from \texttt{c} to \texttt{b}. The pitch \texttt{c} is an octave below middle \texttt{C} and the letters span the octave above that \texttt{C}

\begin{verbatim}
\clef bass
a,4 b, c d e f g a b c' d' e' \clef treble f' g' a' b' c''
\end{verbatim}

The optional octave specification takes the form of a series of single quote (\texttt{''}) characters or a series of comma (\texttt{,'}) characters. Each \texttt{'} raises the pitch by one octave; each \texttt{,} lowers the pitch by an octave

\begin{verbatim}
c' c'' e' g d'' d'
\end{verbatim}

A sharp is formed by adding \texttt{-is} to the end of a pitch name and a flat is formed by adding \texttt{-es}. Double sharps and double flats are obtained by adding \texttt{-isis} or \texttt{-eses}. These names are the Dutch note names. In Dutch, \texttt{aes} is contracted to \texttt{as}, but both forms are accepted. Similarly, both \texttt{es} and \texttt{ees} are accepted
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There are predefined sets of note names for various other languages. To use them, include the language specific init file. For example: `\include "english.ly"`. The available language files and the note names they define are

<table>
<thead>
<tr>
<th>Language</th>
<th>Note Names</th>
<th>sharp</th>
<th>flat</th>
</tr>
</thead>
<tbody>
<tr>
<td>nederlands.ly</td>
<td>c d e f g a bes b -is -es</td>
<td></td>
<td></td>
</tr>
<tr>
<td>english.ly</td>
<td>c d e f g a bf b -s/-sharp -f/-flat</td>
<td></td>
<td></td>
</tr>
<tr>
<td>-x (double)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>deutsch.ly</td>
<td>c d e f g a b h -is -es</td>
<td></td>
<td></td>
</tr>
<tr>
<td>norsk.ly</td>
<td>c d e f g a b h -iss/-is -ess/-es</td>
<td></td>
<td></td>
</tr>
<tr>
<td>svenska.ly</td>
<td>c d e f g a b h -iss -ess</td>
<td></td>
<td></td>
</tr>
<tr>
<td>italiano.ly</td>
<td>do re mi fa sol la sib si -d -b</td>
<td></td>
<td></td>
</tr>
<tr>
<td>catalan.ly</td>
<td>do re mi fa sol la sib si -d/-s -b</td>
<td></td>
<td></td>
</tr>
<tr>
<td>espanol.ly</td>
<td>do re mi fa sol la sib si -s -b</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Commonly tweaked properties

In accordance with standard typesetting rules, a natural sign is printed before a sharp or flat if a previous accidental needs to be cancelled. To change this behaviour, use \set Staff.extraNatural = ##f

```
ceses4 ces cis c
\set Staff.extraNatural = ##f
ceses4 ces cis c
```

Suggested accidentals (used in notating musica ficta) may be written with `\suggestAccidentals`:

```
\set suggestAccidentals = ##t
ais4 bis
```

See also

Program reference: LedgerLineSpanner, NoteHead.
6.1.3 Cautionary accidentals

Normally accidentals are printed automatically, but you may also print them manually. A
reminder accidental can be forced by adding an exclamation mark ! after the pitch. A cautionary
accidental (i.e., an accidental within parentheses) can be obtained by adding the question mark
‘?’ after the pitch. These extra accidentals can be used to produce natural signs, too.

\begin{verbatim}
 cis cis cis! cis? c c? c! c
\end{verbatim}

See also

The automatic production of accidentals can be tuned in many ways. For more information,
refer to Section 9.1.1 [Automatic accidentals], page 191.

6.1.4 Micro tones

Half-flats and half-sharps are formed by adding \texttt{-eh} and \texttt{-ih}; the following is a series of Cs with
increasing pitches

\begin{verbatim}
 \set Staff.extraNatural = ##f
ceseh ceh cih cisih
\end{verbatim}

Micro tones are also exported to the MIDI file.

Bugs

There are no generally accepted standards for denoting three quarter flats, so LilyPond’s symbol
does not conform to any standard.

6.1.5 Chords

A chord is formed by a enclosing a set of pitches in < and >. A chord may be followed by a
duration, and a set of articulations, just like simple notes

\begin{verbatim}
 <c e g>4 <c>8
\end{verbatim}

For more information about chords, see Section 7.2 [Chord names], page 100.

6.1.6 Rests

Rests are entered like notes with the note name r

\begin{verbatim}
 r1 r2 r4 r8
\end{verbatim}
Whole bar rests, centered in middle of the bar, must be done with multi-measure rests. They can be used for a single bar as well as many bars, and are discussed in Section 8.2.1 [Multi measure rests], page 166.

To explicitly specify a rest’s vertical position, write a note followed by \rest. A rest will be placed in the position where the note would appear,

\begin{verbatim}
a'4\rest d'4\rest
\end{verbatim}

This makes manual formatting of polyphonic music much easier, since the automatic rest collision formatter will leave these rests alone.

See also
Program reference: Rest.

6.1.7 Skips
An invisible rest (also called a ‘skip’) can be entered like a note with note name ‘s’ or with \skip duration

\begin{verbatim}
a4 a4 s4 a4 \skip 1 a4
\end{verbatim}

The \s syntax is only available in note mode and chord mode. In other situations, for example, when entering lyrics, you should use the \skip command

\begin{verbatim}
<< \relative { a'2 a2 } \new Lyrics \lyricmode { \skip 2 bla2 }
>>
\end{verbatim}

The skip command is merely an empty musical placeholder. It does not produce any output, not even transparent output.

The \s skip command does create Staff and Voice when necessary, similar to note and rest commands. For example, the following results in an empty staff.

\begin{verbatim}
{ s4 }
\end{verbatim}

The fragment \{ \skip 4 \} would produce an empty page.
See also


6.1.8 Durations

In Note, Chord, and Lyrics mode, durations are designated by numbers and dots: durations are entered as their reciprocal values. For example, a quarter note is entered using a 4 (since it is a 1/4 note), while a half note is entered using a 2 (since it is a 1/2 note). For notes longer than a whole you must use the variables \longa and \breve

\begin{verbatim}
c'\breve
c'1 c'2 c'4 c'8 c'16 c'32 c'64 c'64 r\longa r\breve
r1 r2 r4 r8 r16 r32 r64 r64
\end{verbatim}

If the duration is omitted then it is set to the previously entered duration. The default for the first note is a quarter note.

\begin{verbatim}
{ a a a2 a a4 a a1 a }
\end{verbatim}

6.1.9 Augmentation dots

To obtain dotted note lengths, simply add a dot (‘.’) to the number. Double-dotted notes are produced in a similar way.

\begin{verbatim}
a'4 b' c''4. b'8 a'4. b'4.. c''8.
\end{verbatim}

Predefined commands

Dots are normally moved up to avoid staff lines, except in polyphonic situations. The following commands may be used to force a particular direction manually

\dotsUp, \dotsDown, \dotsNeutral.

See also

Program reference: Dots, and DotColumn.
6.1.10 Tuplets

Tuplets are made out of a music expression by multiplying all durations with a fraction

\times \text{fraction musicexpr}

The duration of musicexpr will be multiplied by the fraction. The fraction’s denominator will be printed over the notes, optionally with a bracket. The most common tuplet is the triplet in which 3 notes have the length of 2, so the notes are \(\frac{2}{3}\) of their written length

\g'4 \times 2/3 \{c'4 c' c'} d'4 d'4

Tuplets may be nested, for example,

\set tupletNumberFormatFunction = \#fraction-tuplet-formatter
\times 4/6 {
  a4 a
  \times 3/5 { a a a a a }
}

Predefined commands
\tupletUp, \tupletDown, \tupletNeutral.

Commonly tweaked properties
The property \tupletSpannerDuration specifies how long each bracket should last. With this, you can make lots of tuplets while typing \times only once, thus saving lots of typing. In the next example, there are two triplets shown, while \times was only used once

\set tupletSpannerDuration = #(ly:make-moment 1 4)
\times 2/3 { c8 c c c c c }

For more information about \make-moment, see Section 8.4.2 [Time administration], page 183.

The format of the number is determined by the property \tupletNumberFormatFunction. The default prints only the denominator, but if it is set to the Scheme function fraction-tuplet-formatter, \(num:den\) will be printed instead.

To avoid printing tuplet numbers, use

\times 2/3 { c8 c c } \times 2/3 { c8 c c }
\override TupletNumber #'transparent = ##t
\times 2/3 { c8 c c } \times 2/3 { c8 c c }
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6.1.11 Scaling durations

You can alter the length of duration by a fraction $N/M$ appending `*$N/M$' (or `$N$' if $M=1$). This will not affect the appearance of the notes or rests produced.

In the following example, the first three notes take up exactly two beats, but no triplet bracket is printed.

\begin{verbatim}
\time 2/4
a4*2/3 gis4*2/3 a4*2/3
a4 a4 a4*2
b16*4 c4
\end{verbatim}

See also

This manual: Section 6.1.10 [Tuplets], page 56

6.1.12 Stems

Whenever a note is found, a Stem object is created automatically. For whole notes and rests, they are also created but made invisible.

Predefined commands
\stemUp, \stemDown, \stemNeutral.

Commonly tweaked properties

To change the direction of stems in the middle of the staff, use

\begin{verbatim}
a4 b c b
\override Stem #'neutral-direction = #up
a4 b c b
\override Stem #'neutral-direction = #down
a4 b c b
\end{verbatim}

6.2 Alternate music entry

This section deals with tricks and features of the input language that were added solely to help entering music and finding and correcting mistakes. There are also external tools that make debugging easier. See Section 12.7 [Point and click], page 250 for more information.

It is also possible to enter and edit music using other programs, such as GUI interfaces or MIDI sequencers. Refer to the LilyPond website for more information.
6.2.1 Relative octaves

Octaves are specified by adding \' and , to pitch names. When you copy existing music, it is easy to accidentally put a pitch in the wrong octave and hard to find such an error. The relative octave mode prevents these errors by making the mistakes much larger: a single error puts the rest of the piece off by one octave

\relative startpitch musicexpr

or

\relative musicexpr
c' is used as the default if no starting pitch is defined.

The octave of notes that appear in musicexpr are calculated as follows: if no octave changing marks are used, the basic interval between this and the last note is always taken to be a fourth or less. This distance is determined without regarding alterations; a fisis following a ceses will be put above the ceses. In other words, a doubly-augmented fourth is considered a smaller interval than a diminished fifth, even though the doubly-augmented fourth spans seven semitones while the diminished fifth only spans six semitones.

The octave changing marks \' and , can be added to raise or lower the pitch by an extra octave. Upon entering relative mode, an absolute starting pitch can be specified that will act as the predecessor of the first note of musicexpr. If no starting pitch is specified, then middle C is used as a start.

Here is the relative mode shown in action

\relative c' {
  b c d c b c bes a
}

Octave changing marks are used for intervals greater than a fourth

\relative c' {
  c g c f, c' a, e''
}

If the preceding item is a chord, the first note of the chord is used to determine the first note of the next chord

\relative c' {
  c <c e g>
  <c' e g>
  <c, e' g>
}
The pitch after the \relative contains a note name.

The relative conversion will not affect \transpose, \chordmode or \relative sections in its argument. To use relative within transposed music, an additional \relative must be placed inside \transpose.

### 6.2.2 Octave check

Octave checks make octave errors easier to correct: a note may be followed by \quotes which indicates what its absolute octave should be. In the following example,

\begin{verbatim}
\relative c'' { c='' b=' d,='' }
\end{verbatim}

the d will generate a warning, because a d'' is expected (because b' to d'' is only a third), but a d' is found. In the output, the octave is corrected to be a d'' and the next note is calculated relative to d'' instead of d'.

There is also an octave check that produces no visible output. The syntax

\begin{verbatim}
\octave pitch
\end{verbatim}

This checks that pitch (without quotes) yields pitch (with quotes) in \relative mode. If not, a warning is printed, and the octave is corrected. The pitch is not printed as a note.

In the example below, the first check passes without incident, since the e (in relative mode) is within a fifth of a'. However, the second check produces a warning, since the e is not within a fifth of b'. The warning message is printed, and the octave is adjusted so that the following notes are in the correct octave once again.

\begin{verbatim}
\relative c' {
  e
  \octave a'
  \octave b'
}
\end{verbatim}

The octave of a note following an octave check is determined with respect to the note preceding it. In the next fragment, the last note is an a', above middle C. That means that the \octave check passes successfully, so the check could be deleted without changing the output of the piece.

\begin{verbatim}
\relative c' {
  e
  \octave b
  a
}
\end{verbatim}

### 6.2.3 Transpose

A music expression can be transposed with \transpose. The syntax is

\begin{verbatim}
\transpose from to musicexpr
\end{verbatim}

This means that musicexpr is transposed by the interval between the pitches from and to: any note with pitch from is changed to to.

For example, consider a piece written in the key of D-major. If this piece is a little too low for its performer, it can be transposed up to E-major with
Consider a part written for violin (a C instrument). If this part is to be played on the A clarinet (for which an A is notated as a C, and which sounds a minor third lower than notated), the following transposition will produce the appropriate part

\transpose a c ...

\transpose distinguishes between enharmonic pitches: both \transpose cis or \transpose des will transpose up half a tone. The first version will print sharps and the second version will print flats.

\begin{verbatim}
mus = { \key d \major cis d fis g }
new Staff {
  \clef "F" \mus
  \clef "G"
  \transpose g' \mus
  \transpose f' \mus
}
\end{verbatim}

\transpose may also be used to input written notes for a transposing instrument. Pitches are normally entered into LilyPond in C (or “concert pitch”), but they may be entered in another key. For example, when entering music for a B-flat trumpet which begins on concert D, one would write

\transpose { e4 ... }

To print this music in B-flat again (i.e. producing a trumpet part, instead of a concert pitch conductor’s score) you would wrap the existing music with another transpose

\transpose { \transpose { e4 ... } }

See also


Bugs

If you want to use both \transpose and \relative, you must put \transpose outside of \relative, since \relative will have no effect music that appears inside a \transpose.

6.2.4 Bar check

Bar checks help detect errors in the durations. A bar check is entered using the bar symbol, ‘|’.

Whenever it is encountered during interpretation, it should fall on a measure boundary. If it does not, a warning is printed. In the next example, the second bar check will signal an error

\begin{verbatim}
\time 3/4 c2 e4 | g2 |
\end{verbatim}

Bar checks can also be used in lyrics, for example

\begin{verbatim}
\lyricmode {
  \time 2/4
  Twin -- kle | Twin -- kle
}
\end{verbatim}

Failed bar checks are caused by entering incorrect durations. Incorrect durations often completely garble up the score, especially if the score is polyphonic, so a good place to start correcting input is by scanning for failed bar checks and incorrect durations.
It is also possible to redefine the meaning of \(|\). This is done by assigning a music expression to `pipeSymbol`,

\[
\text{pipeSymbol} = \bar "||"
\]

\{ c'2 c' | c'2 c' \}

\[\text{\relative c'' { c8 d e e e e e e e e e e e e e e e}}\]

6.2.5 Barnumber check

When copying large pieces of music, it can be helpful to check that the LilyPond bar number corresponds to the original that you are entering from. This can be checked with `barNumberCheck`, for example,

`\barNumberCheck #123`

will print a warning if the `currentBarNumber` is not 123 when it is processed.

6.2.6 Skipping corrected music

When entering or copying music, usually only the music near the end (where you are adding notes) is interesting to view and correct. To speed up this correction process, it is possible to skip typesetting of all but the last few measures. This is achieved by putting

\[
\text{showLastLength = R1*5}
\]

\[
\text{\score { ... }}
\]

in your source file. This will render only the last 5 measures (assuming 4/4 time signature) of every `\score` in the input file. For longer pieces, rendering only a small part is often an order of magnitude quicker than rendering it completely

Skipping parts of a score can be controlled in a more fine-grained fashion with the property `Score.skipTypesetting`. When it is set, no typesetting is performed at all.

This property is also used to control output to the MIDI file. Note that it skips all events, including tempo and instrument changes. You have been warned.

\[
\text{\relative c'' { c8 d e e e e e e e e e e e e e e e e e e e e}}\]

\[
\text{\relative c'' { c8 d b b e g c2}}\]

In polyphonic music, `Score.skipTypesetting` will affect all voices and staves, saving even more time.
6.2.7 Automatic note splitting

Long notes can be converted automatically to tied notes. This is done by replacing the `Note_heads_engraver` by the `Completion_heads_engraver`. In the following examples, notes crossing the bar line are split and tied.

\new Voice \with { \
  \remove "Note_heads_engraver"
  \consists "Completion_heads_engraver"
} {
  c2. c8 d4 e f g a b c8 c2 b4 a g16 f4 e d c8. c2
}

This engraver splits all running notes at the bar line, and inserts ties. One of its uses is to debug complex scores: if the measures are not entirely filled, then the ties exactly show how much each measure is off.

**Bugs**

Not all durations (especially those containing tuplets) can be represented exactly with normal notes and dots, but the engraver will not insert tuplets.

`Completion_heads_engraver` only affects notes; it does not split rests.

**See also**

Examples: ‘input/regression/completion-heads.ly’.

Program reference: `Completion_heads_engraver`.

6.2.8 Writing music in parallel

Music for multiple parts can be interleaved

\parallelMusic #'(voiceA voiceB) {
  r8  g'16[ c'''] e''[ g' c'' e'''] r8  g'16[ c'''] e''[ g' c'' e'''] |
  c'2  c'2 
  r8  a'16[ d'''] f''[ a' d'' f'''] r8  a'16[ d'''] f''[ a' d'' f'''] |
  c'2  c'2 
}
\new StaffGroup <<
\new Staff \new Voice \voiceA 
\new Staff \new Voice \voiceB
>>

This engraver splits all running notes at the bar line, and inserts ties. One of its uses is to debug complex scores: if the measures are not entirely filled, then the ties exactly show how much each measure is off.
6.3 Staff notation

This section describes music notation that occurs on staff level, such as key signatures, clefs and time signatures.

6.3.1 Clef

The clef indicates which lines of the staff correspond to which pitches. The clef is set with the \clef command

\[ \{ \text{c'}\text{2 } \text{\clef alto g'2} \} \]

Supported clefs include

- **treble, violin, G, G2**: G clef on 2nd line
- **alto, C**: C clef on 3rd line
- **tenor**: C clef on 4th line.
- **bass, F**: F clef on 4th line
- **french**: G clef on 1st line, so-called French violin clef
- **soprano**: C clef on 1st line
- **mezzosoprano**: C clef on 2nd line
- **baritone**: C clef on 5th line
- **varbaritone**: F clef on 3rd line
- **subbass**: F clef on 5th line
- **percussion**: percussion clef
- **tab**: tablature clef

By adding _8 or ^8 to the clef name, the clef is transposed one octave down or up, respectively, and _15 and ^15 transposes by two octaves. The argument clefname must be enclosed in quotes when it contains underscores or digits. For example,

\[ \text{\clef "G_8" c4} \]
Commonly tweaked properties
The command \clef \texttt{"treble\_8"} is equivalent to setting \texttt{clefGlyph}, \texttt{clefPosition} (which controls the Y position of the clef), \texttt{middleCPosition} and \texttt{clefOctavation}. A clef is printed when any of these properties are changed. The following example shows possibilities when setting properties manually.

```latex
{  
  \set Staff.clefGlyph = \#"clefs.F"
  \set Staff.clefPosition = \#2
  c'4  
  \set Staff.clefGlyph = \#"clefs.G"
  c'4  
  \set Staff.clefGlyph = \#"clefs.C"
  c'4  
  \set Staff.clefOctavation = \#7
  c'4  
  \set Staff.clefOctavation = \#0
  \set Staff.clefPosition = \#0
  c'4  
  \clef \texttt{"bass"}
  c'4  
  \set Staff.middleCPosition = \#4
  c'4
}
```

See also
Program reference: \texttt{Clef}.

6.3.2 Key signature
The key signature indicates the tonality in which a piece is played. It is denoted by a set of alterations (flats or sharps) at the start of the staff.

Setting or changing the key signature is done with the \texttt{\key} command

```
\key pitch type
```

Here, \texttt{type} should be \texttt{\major} or \texttt{\minor} to get \texttt{pitch-major} or \texttt{pitch-minor}, respectively. You may also use the standard mode names (also called “church modes”): \texttt{\ionian}, \texttt{\locrian}, \texttt{\aeolian}, \texttt{\mixolydian}, \texttt{\lydian}, \texttt{\phrygian}, and \texttt{\dorian}.

This command sets the context property \texttt{Staff.keySignature}. Non-standard key signatures can be specified by setting this property directly.

Accidentals and key signatures often confuse new users, because unaltered notes get natural signs depending on the key signature. For more information, see Section 2.3 [More about pitches], page 14.

Commonly tweaked properties
A natural sign is printed to cancel any previous accidentals. This can be suppressed by setting the \texttt{Staff/printKeyCancellation} property.
6.3.3 Time signature

Time signature indicates the metrum of a piece: a regular pattern of strong and weak beats. It is denoted by a fraction at the start of the staff.

The time signature is set with the \time command

\time 2/4 c'2 \time 3/4 c'2.

Commonly tweaked properties

The symbol that is printed can be customized with the style property. Setting it to #'( ) uses fraction style for 4/4 and 2/2 time,

\time 4/4 c'1
\time 2/2 c'1
\override Staff.TimeSignature #'style = '#'( )
\time 4/4 c'1
\time 2/2 c'1

There are many more options for its layout. See Section 7.7.6 [Ancient time signatures], page 134 for more examples.

\time sets the property timeSignatureFraction, beatLength and measureLength in the Timing context, which is normally aliased to Score. The property measureLength determines where bar lines should be inserted, and how automatic beams should be generated. Changing the value of timeSignatureFraction also causes the symbol to be printed.
More options are available through the Scheme function `set-time-signature`. In combination with the `Measure_grouping_engraver`, it will create `MeasureGrouping` signs. Such signs ease reading rhythmically complex modern music. In the following example, the 9/8 measure is subdivided in 2, 2, 2 and 3. This is passed to `set-time-signature` as the third argument (2 2 2 3)

\score {
\relative c' {
  #(set-time-signature 9 8 '(2 2 2 3))
g8 [ g] d [ d] g [ g] a8([ bes g]) |
  #(set-time-signature 5 8 '(3 2))
a4. g4
}
\layout {
  \context {
    \Staff
    \consists "Measure_grouping_engraver"
  }
}
}

\noteheads.s2\noteheads.s2/dots.dot\clefs.G/89\noteheads.s2/noteheads.s2/dots.dot\noteheads.s2 /noteheads.s2/accidentals.M2/noteheads.s2/flags.d4

See also


Examples: ‘input/test/compound-time.ly’.

Bugs

Automatic beaming does not use the measure grouping specified with `set-time-signature`.

6.3.4 Partial measures

Partial measures, such as an anacrusis or upbeat, are entered using the

\partial 16*5 c16 cis d dis e | a2. c,4 | b2

\noteheads.s2\noteheads.s2/accidentals.2/noteheads.s2/flags.d4

The syntax for this command is

\partial duration

This is internally translated into

\set Timing.measurePosition = -length of duration

The property `measurePosition` contains a rational number indicating how much of the measure has passed at this point.
Bugs

This command does not take into account grace notes at the start of the music. When a piece starts with graces notes in the pickup, then the \partial should follow the grace notes.

\begin{verbatim}
\grace f16
\partial 4
g4
a2 g2
\end{verbatim}

6.3.5 Bar lines

Bar lines delimit measures, but are also used to indicate repeats. Normally they are inserted automatically. Line breaks may only happen on bar lines.

Special types of bar lines can be forced with the \bar command.

\begin{verbatim}
c4 \bar "|:" c4
\end{verbatim}

The following bar types are available

\begin{verbatim}
| |:| :| |:| |:|
\end{verbatim}

To allow a line break where there is no visible bar line, use

\begin{verbatim}
\bar ""
\end{verbatim}

This will insert an invisible bar line and allow line breaks at this point.

In scores with many staves, a \bar command in one staff is automatically applied to all staves. The resulting bar lines are connected between different staves of a StaffGroup.

\begin{verbatim}
\new StaffGroup <<
\new Staff {
  e'4 d'
  \bar "||"
  f' e'
}
\new Staff { \clef bass c4 g e g }
\new Staff { \clef bass c2 c2 }
\end{verbatim}
Commonly tweaked properties

The command `\bar bartype` is a short cut for doing `\set Timing.whichBar = bartype`. Whenever `whichBar` is set to a string, a bar line of that type is created.

A bar line is created whenever the `whichBar` property is set. At the start of a measure it is set to the contents of `Timing.defaultBarType`. The contents of `repeatCommands` are used to override default measure bars.

You are encouraged to use `\repeat` for repetitions. See Section 6.7 [Repeats], page 91.

See also

In this manual: Section 6.7 [Repeats], page 91, Section 6.3.7 [System start delimiters], page 68.

Program reference: BarLine (created at Staff level), SpanBar (across staves).

Examples: ‘input/test/bar-lines.ly’.

6.3.6 Unmetered music

Bar lines and bar numbers are calculated automatically. For unmetered music (cadenzas, for example), this is not desirable. To turn off automatic bar lines and bar numbers, use the commands `\cadenzaOn` and `\cadenzaOff`.

```
c4 d e d
\cadenzaOn
c4 c d8 d d f4 g4.
\cadenzaOff
\bar "|
```

d4 e d c

Bugs

LilyPond will only insert page breaks at a barline. Unless the unmetered music ends before the end of the staff line, you will need to insert invisible bar lines

```
\bar ""
```
to indicate where line breaks can occur.

6.3.7 System start delimiters

Many scores consist of more than one staff. These staves can be joined in four different ways

- The group is started with a brace at the left, and bar lines are connected. This is done with the GrandStaff context.
\new GrandStaff
\relative <<
  \new Staff { c1 c }
  \new Staff { c c }
>>

- The group is started with a bracket, and bar lines are connected. This is done with the StaffGroup context

\new StaffGroup
\relative <<
  \newStaff { c1 c }
  \newStaff { c c }
>>

- The group is started with a bracket, but bar lines are not connected. This is done with the ChoirStaff context.

\new ChoirStaff
\relative <<
  \newStaff { c1 c }
  \newStaff { c c }
>>

- The group is started with a vertical line. Bar lines are not connected. This is the default for the score.

\relative <<
  \newStaff { c1 c }
  \newStaff { c c }
>>
See also
The bar lines at the start of each system are \texttt{SystemStartBar}, \texttt{SystemStartBrace}, and \texttt{SystemStartBracket}. Only one of these types is created in every context, and that type is determined by the property \texttt{systemStartDelimiter}.

6.3.8 Staff symbol
Notes, dynamic signs, etc., are grouped with a set of horizontal lines, called a staff (plural 'staves'). In LilyPond, these lines are drawn using a separate layout object called staff symbol.

The staff symbol may be tuned in the number, thickness and distance of lines, using properties. This is demonstrated in the example files ‘input/test/staff-lines.ly’, ‘input/test/staff-size.ly’.

In addition, staves may be started and stopped at will. This is done with \texttt{\startStaff} and \texttt{\stopStaff}.

\begin{verbatim}
\override Staff.StaffSymbol #'line-count = 2
\stopStaff \startStaff
\revert Staff.StaffSymbol #'line-count
\stopStaff \startStaff
\end{verbatim}

In combination with Frenched staves, this may be used to typeset ossia sections. An example is in ‘input/test/ossia.ly’, shown here

See also
Program reference: \texttt{StaffSymbol}.
6.4 Connecting notes

This section deals with notation that affects groups of notes.

6.4.1 Ties

A tie connects two adjacent note heads of the same pitch. The tie in effect extends the length of a note. Ties should not be confused with slurs, which indicate articulation, or phrasing slurs, which indicate musical phrasing. A tie is entered using the tilde symbol ‘~’

\[ e' \sim e' \lessgtr c' e' g' \sim c' e' g' \]

When a tie is applied to a chord, all note heads whose pitches match are connected. When no note heads match, no ties will be created.

A tie is just a way of extending a note duration, similar to the augmentation dot. The following example shows two ways of notating exactly the same concept

\[ \frac{\text{not}}{\text{not}} \]

Ties are used either when the note crosses a bar line, or when dots cannot be used to denote the rhythm. When using ties, larger note values should be aligned to subdivisions of the measure, such as

\[ \frac{\text{not}}{\text{not}} \]

If you need to tie a lot of notes over bars, it may be easier to use automatic note splitting (see Section 6.2.7 [Automatic note splitting], page 62). This mechanism automatically splits long notes, and ties them across bar lines.

When a second alternative of a repeat starts with a tied note, you have to repeat the tie. This can be achieved with \texttt{\textbackslash repeatTie},

\[ \frac{\text{not}}{\text{not}} \]
Commonly tweaked properties
Ties are sometimes used to write out arpeggios. In this case, two tied notes need not be consecutive. This can be achieved by setting the tieWaitForNote property to true. The same feature is also useful, for example, to tie a tremolo to a chord. For example,
\set tieWaitForNote = ##t
\grace { c16[^ e][g]~ } <c, e g>2
\repeat "tremolo" 8 { c32~ c'~ } <c c,>1

Predefined commands
\tieUp, \tieDown, \tieNeutral, \tieDotted, \tieDashed, \tieSolid.

See also
In this manual: Section 6.2.7 [Automatic note splitting], page 62.
Program reference: Tie.

Bugs
Switching staves when a tie is active will not produce a slanted tie.

6.4.2 Slurs
A slur indicates that notes are to be played bound or legato. They are entered using parentheses
\f( g a) a8 b( a4 g2 f4)
\<c e>2( \<b d>2)

The direction of a slur can be specified with \slurDIR, where DIR is either Up, Down, or Neutral (automatically selected).
However, there is a convenient shorthand for forcing slur directions. By adding _ or ^ before the opening parentheses, the direction is also set. For example,
\c4_( c) c^<( c)

Only one slur can be printed at once. If you need to print a long slur over a few small slurs, please see Section 6.4.3 [Phrasing slurs], page 73.
Commonly tweaked properties

Some composers write two slurs when they want legato chords. This can be achieved in LilyPond by setting `doubleSlurs`.

```
\set doubleSlurs = ##t
\<c e>4 ( \<d f> \<c e> \<d f> )
```

Predefined commands

\slurUp, \slurDown, \slurNeutral, \slurDashed, \slurDotted, \slurSolid.

See also

Program reference: internals document, Slur.

6.4.3 Phrasing slurs

A phrasing slur (or phrasing mark) connects notes and is used to indicate a musical sentence. It is written using `\(` and `\)` respectively

```
\time 6/4 \c'\( d\( e\) f\( e\) d\)
```

Typographically, the phrasing slur behaves almost exactly like a normal slur. However, they are treated as different objects. A \slurUp will have no effect on a phrasing slur; instead, use \phrasingSlurUp, \phrasingSlurDown, and \phrasingSlurNeutral.

You cannot have simultaneous phrasing slurs.

Predefined commands

\phrasingSlurUp, \phrasingSlurDown, \phrasingSlurNeutral.

See also

Program reference: PhrasingSlur.

6.4.4 Laissez vibrer ties

L.v. ties (laissez vibrer) indicate that notes must not be damped at the end. It is used in notation for piano, harp and other string and percussion instruments. They can be entered using \laissezVibrer,

```
<\c f g>\laissezVibrer
```

```
\begin{verbatim}
\laissezVibrer
\<c f g>
\end{verbatim}
```
See also

Program reference: LaissezVibrerTie LaissezVibrerTieColumn

Example files: ‘input/regression/laissez-vibrer-tie.ly’

6.4.5 Automatic beams

LilyPond inserts beams automatically

\begin{verbatim}
\time 2/4 c8 c c c \time 6/8 c c c8. c16 c8
\end{verbatim}

When these automatic decisions are not good enough, beaming can be entered explicitly. It is also possible to define beaming patterns that differ from the defaults. See Section 9.1.2 [Setting automatic beam behavior], page 193 for details.

Individual notes may be marked with \noBeam to prevent them from being beamed

\begin{verbatim}
\time 2/4 c8 c \noBeam c c
\end{verbatim}

See also

Program reference: Beam.

6.4.6 Manual beams

In some cases it may be necessary to override the automatic beaming algorithm. For example, the autobeamer will not put beams over rests or bar lines. Such beams are specified manually by marking the begin and end point with [ and ]

\begin{verbatim}
{ r4 r8[ g' a r8] r8 g[ | a] r8 }
\end{verbatim}

Commonly tweaked properties

Normally, beaming patterns within a beam are determined automatically. If necessary, the properties stemLeftBeamCount and stemRightBeamCount can be used to override the defaults. If either property is set, its value will be used only once, and then it is erased

\begin{verbatim}
{ f8[ r16
   f g a]
f8[ r16
\set stemLeftBeamCount = #1
\end{verbatim}
The property `subdivideBeams` can be set in order to subdivide all 16th or shorter beams at beat positions, as defined by the `beatLength` property.

```verbatim
\set subdivideBeams = ##t
\set Score.beatLength = #(ly:make-moment 1 8)
```

For more information about `make-moment`, see Section 8.4.2 [Time administration], page 183.

Line breaks are normally forbidden when beams cross bar lines. This behavior can be changed by setting `allowBeamBreak`.

**Bugs**

Kneed beams are inserted automatically when a large gap is detected between the note heads. This behavior can be tuned through the object.

Automatically kneed cross-staff beams cannot be used together with hidden staves. See Section 8.3.2 [Hiding staves], page 177.

Beams do not avoid collisions with symbols around the notes, such as texts and accidentals.

### 6.4.7 Grace notes

Grace notes are ornaments that are written out. The most common ones are acciaccatura, which should be played as very short. It is denoted by a slurred small note with a slashed stem. The appoggiatura is a grace note that takes a fixed fraction of the main note, and is denoted as a slurred note in small print without a slash. They are entered with the commands `\acciaccatura` and `\appoggiatura`, as demonstrated in the following example

```verbatim
b4 \acciaccatura d8 c4 \appoggiatura e8 d4
\acciaccatura { g16[ f] } e4
```

Both are special forms of the `\grace` command. By prefixing this keyword to a music expression, a new one is formed, which will be printed in a smaller font and takes up no logical time in a measure.
Unlike `acciaccatura` and `appoggiatura`, the `\grace` command does not start a slur.

Internally, timing for grace notes is done using a second, ‘grace’ timing. Every point in time consists of two rational numbers: one denotes the logical time, one denotes the grace timing.

The above example is shown here with timing tuples

\[
(0,0) \cdot \left( \frac{1}{4}, \frac{-1}{16} \right) \cdot \left( \frac{1}{4}, 0 \right) \cdot \left( \frac{2}{4}, \frac{-1}{8} \right) \cdot \left( \frac{2}{4}, \frac{-1}{16} \right) \cdot \left( \frac{1}{4}, 0 \right)
\]

The placement of grace notes is synchronized between different staves. In the following example, there are two sixteenth grace notes for every eighth grace note

\[
<< \new Staff { e4 \grace { c16[ d e f] } e4 } \\
\new Staff { c4 \grace { g8[ b] } c4 } >>
\]

If you want to end a note with a grace, use the `\afterGrace` command. It takes two arguments: the main note, and the grace notes following the main note.

\[
c1 \afterGrace d1 \{ c16[ d] \} c4
\]

This will put the grace notes after a “space” lasting 3/4 of the length of the main note. The fraction 3/4 can be changed by setting `afterGraceFraction`, ie.

```
\afterGraceFraction = #(cons 7 8)
```

will put the grace note at 7/8 of the main note.

The same effect can be achieved manually by doing

```
\new Voice {
    << { d1\trill_( } \\
    { s2 \grace { c16[ d] } } >> \\
    c4
}
```
By adjusting the duration of the skip note (here it is a half-note), the space between the main-
note and the grace is adjusted.

A \texttt{\grace} section will introduce special typesetting settings, for example, to produce smaller
type, and set directions. Hence, when introducing layout tweaks, they should be inside the grace
section, for example,

\begin{verbatim}
\new Voice {
    \acciaccatura {
        \stemDown
        f16->
        \stemNeutral
    }
    g4
}
\end{verbatim}

The overrides should also be reverted inside the grace section.

The layout of grace sections can be changed throughout the music using the function \texttt{add-
grace-property}. The following example undefines the Stem direction for this grace, so stems
do not always point up.

\begin{verbatim}
\new Staff {
    #(add-grace-property 'Voice 'Stem 'direction '())
    ...
}
\end{verbatim}

Another option is to change the variables \texttt{startGraceMusic}, \texttt{stopGraceMusic},
\texttt{startAcciaccaturaMusic}, \texttt{stopAcciaccaturaMusic}, \texttt{startAppoggiaturaMusic},
\texttt{stopAppoggiaturaMusic}. More information is in the file ‘\texttt{ly/grace-init.ly}’.

The slash through the stem in acciaccaturas can be obtained in other situations by \texttt{override}
\texttt{Stem #'stroke-style = #"grace"}.

\textbf{See also}

Program reference: \texttt{GraceMusic}.

\textbf{Bugs}

A score that starts with a \texttt{\grace} section needs an explicit \texttt{\new Voice} declaration, otherwise
the main note and the grace note end up on different staves.

Grace note synchronization can also lead to surprises. Staff notation, such as key signatures,
bar lines, etc., are also synchronized. Take care when you mix staves with grace notes and staves
without, for example,

\begin{verbatim}
<< \new Staff { e4 \bar "|:" \grace c16 d4 }
\new Staff { c4 \bar "|:" d4 } >>
\end{verbatim}
This can be remedied by inserting grace skips of the corresponding durations in the other staves. For the above example:
\new Staff { c4 \bar "|:" \grace s16 d4 }

Grace sections should only be used within sequential music expressions. Nesting or juxtaposing grace sections is not supported, and might produce crashes or other errors.

### 6.5 Expressive marks

Expressive marks help musicians to bring more to the music than simple notes and rhythms.

#### 6.5.1 Articulations

A variety of symbols can appear above and below notes to indicate different characteristics of the performance. They are added to a note by adding a dash and the character signifying the articulation. They are demonstrated here:

\[
\begin{align*}
\text{c-} & \quad \text{c--} & \quad \text{c+} & \quad \text{c-|} & \quad \text{c->} & \quad \text{c^} & \quad \text{c-} \\
\end{align*}
\]

The meanings of these shorthands can be changed. See `ly/script-init.ly` for examples. The script is automatically placed, but the direction can be forced as well. Like other pieces of LilyPond code, `_` will place them below the staff, and `^` will place them above.

\[
\begin{align*}
\text{c''4}^\text{^^} & \quad \text{c''4}^\text{_} \\
\end{align*}
\]

Other symbols can be added using the syntax `note\name`. Again, they can be forced up or down using `^` and `_`, e.g.,

\[
\begin{align*}
c\text{fermata} & \quad c\text{fermata} & \quad c\text{_fermata} \\
\end{align*}
\]

Here is a chart showing all scripts available,
Commonly tweaked properties

The vertical ordering of scripts is controlled with the `script-priority` property. The lower this number, the closer it will be put to the note. In this example, the `TextScript` (the sharp symbol) first has the lowest priority, so it is put lowest in the first example. In the second, the `prall` trill (the `Script`) has the lowest, so it is on the inside. When two objects have the same priority, the order in which they are entered decides which one comes first.

```
\once \override TextScript #'script-priority = #-100
a4`\prall`\markup { \sharp }
```

```
\once \override Script #'script-priority = #-100
a4`\prall`\markup { \sharp }
```

See also

Program reference: `Script`.

Bugs

These signs appear in the printed output but have no effect on the MIDI rendering of the music.

6.5.2 Fingering instructions

Fingering instructions can be entered using `note-digit`

For finger changes, use markup texts

```
c4-1 c-2 c-3 c-4
c`\markup { \finger "2 - 3" }
```
You can use the thumb-script to indicate that a note should be played with the thumb (e.g., in cello music)

\[<\text{\textbackslash thumb a'} \text{-3}>8<\text{\textbackslash thumb b'} \text{-3}>\]

Fingerings for chords can also be added to individual notes of the chord by adding them after the pitches

\[<\text{c-1 e-2 g-3 b-5}>4\]

Commonly tweaked properties

You may exercise greater control over fingering chords by setting `fingeringOrientations`

\[
\text{\textbackslash set fingeringOrientations = '\#'(left down)}
<\text{c-1 es-2 g-4 bes-5}>4
\text{\textbackslash set fingeringOrientations = '\#'(up right down)}
<\text{c-1 es-2 g-4 bes-5}>4
\]

Using this feature, it is also possible to put fingering instructions very close to note heads in monophonic music,

\[
\text{\textbackslash set fingeringOrientations = '\#'(right)}
<\text{es'} \text{-2}>4
\]

See also

Program reference: Fingering.

Examples: ‘input/regression/finger-chords.ly’.
6.5.3 Dynamics

Absolute dynamic marks are specified using a command after a note c4\ff. The available dynamic marks are \ppppp, \pppp, \ppp, \pp, \p, \mp, \mf, \f, \ff, \fff, \fff, \fp, \sf, \sff, \sp, \spp, \sfz, and \rfz.

\begin{verbatim}
c\ppp c\pp c\p c\mp c\mf c\f c\ff c\fff
c2\fp c\sf c\sff c\sp c\spp c\sfz c\rfz
\end{verbatim}

A crescendo mark is started with \< and terminated with \! or an absolute dynamic. A decrescendo is started with \> and is also terminated with \! or an absolute dynamic. \cr and \decr may be used instead of \< and \>. Because these marks are bound to notes, you must use spacer notes if multiple marks are needed during one note

\begin{verbatim}
c\< c! d\> e\! 
<< f1 { s4 s4\< s4\! \> s4\! } >>
\end{verbatim}

A hairpin starts at the left edge of the beginning note and ends on the right edge of the ending note.

In some situations the \espressivo articulation mark may be suitable to indicate a crescendo and decrescendo on the one note,

\begin{verbatim}
c2 b4 a g1\espressivo
\end{verbatim}

This may give rise to very short hairpins. Use minimum-length in Voice.Hairpin to lengthen them, for example

\begin{verbatim}
\override Staff.Hairpin #'minimum-length = #5
\end{verbatim}

You can also use a text saying cresc. instead of hairpins

\begin{verbatim}
\setHairpinCresc
c\< d e f\!
\setTextCresc
c\> d c b\!
\setHairpinDecresc
c\> d e f\!
\setTextDecresc
c\> d c b\!
\setDim
\end{verbatim}
You can also supply your own texts

\set crescendoText = \markup { \italic "cresc. poco" }
\set crescendoSpanner = #'dashed-line
a'2< a a a]\mf

To create new dynamic marks or text that should be aligned with dynamics, see Section 8.1.8 [New dynamic marks], page 165.

Commonly tweaked properties

Dynamics that occur at, begin on, or end on, the same note will be vertically aligned. If you want to ensure that dynamics are aligned when they do not occur on the same note, you can increase the staff-padding property.

\override DynamicLineSpanner #'staff-padding = #4

You may also use this property if the dynamics are colliding with other notation.

 Crescendi and decrescendi that end on the first note of a new line are not printed. To change this behavior, use

\override Score.Hairpin #'after-line-breaking = ##t

Text style dynamic changes (such as cresc. and dim.) are printed with a dashed line showing their extent. To suppress printing this line, use

\override DynamicTextSpanner #'dash-period = #-1.0

Predefined commands

\dynamicUp, \dynamicDown, \dynamicNeutral.

See also

Program reference: DynamicText, Hairpin. Vertical positioning of these symbols is handled by DynamicLineSpanner.

6.5.4 Breath marks

Breath marks are entered using \breathe

    c'4 \breathe d4

Commonly tweaked properties

The glyph of the breath mark can be tuned by overriding the text property of the BreathingSign layout object with any markup text. For example,

    c'4
\override BreathingSign #'text
    = #(make-musicglyph-markup "scripts.rvarcomma")
\breathe
6.5.5 Trills

Short trills are printed like normal articulation; see Section 6.5.1 [Articulations], page 78.

Long running trills are made with \startTrillSpan and \stopTrillSpan,

\new Voice {
<< { c1 \startTrillSpan }
  { s2. \grace { d16[\stopTrillSpan e] } } >>
c4 }

Trills that should be executed on an explicitly specified pitch can be typeset with the command pitchedTrill,

\pitchedTrill c4\startTrillSpan fis
f\stopTrillSpan

The first argument is the main note. The pitch of the second is printed as a stemless note head in parentheses.

Predefined commands
\startTrillSpan, \stopTrillSpan.

See also
Program reference: TrillSpanner.

6.5.6 Glissando

A glissando is a smooth change in pitch. It is denoted by a line or a wavy line between two notes. It is requested by attaching \glissando to a note
You can specify an arpeggio sign (also known as broken chord) on a chord by attaching an \arpeggio to a chord

\new Voice {
    \arpeggioUp
    <c e g c>\arpeggio
    \arpeggioDown
    <c e g c>\arpeggio
}
Commonly tweaked properties

When an arpeggio crosses staves, you may attach an arpeggio to the chords in both staves and set `PianoStaff.connectArpeggios`

\begin{verbatim}
\new PianoStaff <<
  \set PianoStaff.connectArpeggios = ##t
  \new Staff { <c' e g c>\arpeggio }
  \new Staff { \clef bass <c,, e g>\arpeggio }
>>
\end{verbatim}

Predefined commands

`\arpeggio`, `\arpeggioUp`, `\arpeggioDown`, `\arpeggioNeutral`, `\arpeggioBracket`.

See also

Notation manual: Section 6.4.1 [Ties], page 71, for writing out arpeggios.

Program reference: `Arpeggio`.

Bugs

It is not possible to mix connected arpeggios and unconnected arpeggios in one `PianoStaff` at the same point in time.

6.6 Polyphony

Polyphony in music refers to having more than one voice occurring in a piece of music. Polyphony in LilyPond refers to having more than one voice on the same staff.

6.6.1 Basic polyphony

The easiest way to enter fragments with more than one voice on a staff is to enter each voice as a sequence (with `{...}`), and combine them simultaneously, separating the voices with `\`.

\begin{verbatim}
\new Staff \relative c' {
  c16 d e f
  <<
    { g4 f e | d2 e2 } \\n    { r8 e4 d c8 | c b16 a b8 g | g2 } \\n    { s2. | s4 b4 c2 }
  >>
}
\end{verbatim}
The separator causes Voice contexts\textsuperscript{1} to be instantiated. They bear the names "1", "2", etc. In each of these contexts, vertical direction of slurs, stems, etc., is set appropriately.

These voices are all separate from the voice that contains the notes just outside the << \>> construct. This should be noted when making changes at the voice level. This also means that slurs and ties cannot go into or out of a << \>> construct. Conversely, parallel voices from separate << \>> constructs on the same staff are the the same voice. Here is the same example, with different noteheads for each voice. Note that the change to the note-head style in the main voice does not affect the inside of the << \>> constructs. Also, the change to the second voice in the first << \>> construct is effective in the second << \>>, and the voice is tied across the two constructs.

\begin{verbatim}
\new Staff \relative c' {
  \override NoteHead #'style = #'cross
  c16 d e f
  <<
    { g4 f e } \\n    { \override NoteHead #'style = #'triangle
      r8 e4 d c8 ~ }
  >> |
  <<
    { d2 e2 } \\n    { c8 b16 a b8 \~ g2 } \\n    { \override NoteHead #'style = #'slash s4 b4 c2 }
  >>}
\end{verbatim}

Polyphony does not change the relationship of notes within a \relative \{} block. Each note is calculated relative to the note immediately preceding it.

\begin{verbatim}
\relative { \noteA << \noteB \lower \noteC >> \noteD }
\end{verbatim}

\noteC is relative to \noteB, not \noteA; \noteD is relative to \noteC, not \noteB or \noteA.

6.6.2 Explicitly instantiating voices

Voice contexts can also be instantiated manually inside a << >> block to create polyphonic music, using \voiceOne, up to \voiceFour to assign stem directions and a horizontal shift for each part.

Specifically,

<< \upper \lower >>

is equivalent to

<<
  \new Voice = "1" { \voiceOne \upper }
  \new Voice = "2" { \voiceTwo \lower }
>>

The \voiceXXX commands set the direction of stems, slurs, ties, articulations, text annotations, augmentation dots of dotted notes, and fingerings. \voiceOne and \voiceThree make

\textsuperscript{1} Polyphonic voices are sometimes called "layers" in other notation packages
these objects point upwards, while \voiceTwo and \voiceFour make them point downwards. The command \oneVoice will revert back to the normal setting.

An expression that appears directly inside a << >> belongs to the main voice. This is useful when extra voices appear while the main voice is playing. Here is a more correct rendition of the example from the previous section. The crossed noteheads demonstrate that the main melody is now in a single voice context.

\new Staff \relative c' {
  \override NoteHead #'style = #'cross
c16 d e f
  \voiceOne
  <<
    { g4 f e | d2 e2 }
  \new Voice="1" { \voiceTwo
    r8 e4 d c8 - | c8 b16 a b8 g - g2
  \oneVoice
  }
  \new Voice { \voiceThree
    s2. | s4 b4 c2
  \oneVoice
  }
  >>
  \oneVoice
}

The correct definition of the voices allows the melody to be slurred.

\new Staff \relative c' {
  c16^( d e f
  \voiceOne
  <<
    { g4 f e | d2 e2 )
  \context Voice="1" { \voiceTwo
    r8 e4 d c8 - | c8 b16 a b8 g - g2
  \oneVoice
  }
  \new Voice { \voiceThree
    s2. s4 b4 c2
  \oneVoice
  }
  >>
  \oneVoice
}
Avoiding the `\` separator also allows nesting polyphony constructs, which in some case might be a more natural way to typeset the music.

```
\new Staff \relative c' {
  c16\(\text{d e f}\) \\
  \context Voice=1 \{ \voiceTwo 
    r8 e4 d c8 ~ | \\
    \{c8 b16 a b8 g ~ g2\} \\
  \new Voice \{ \voiceThree 
    s4 b4 c2 \\
  \oneVoice 
  \} \\
  \oneVoice 
  \} \\
  \oneVoice 
}
```

![Music notation example]

### 6.6.3 Collision Resolution

Normally, note heads with a different number of dots are not merged, but when the object property `merge-differently-dotted` is set in the `NoteCollision` object, they are merged.

```
\new Voice \{ 
  g8 g8 
  \override Staff.NoteCollision 
  #'merge-differently-dotted = ##t 
  g8 g8
} \{ g8. [ f16] g8.[ f16] \} >>
```

![Music notation example]

Similarly, you can merge half note heads with eighth notes, by setting `merge-differently-headed`.

```
\new Voice \{ 
  c8 c4. 
  \override Staff.NoteCollision 
  #'merge-differently-headed = ##t 
  c8 c4. \{ c2 c2 \} >>
```

![Music notation example]
LilyPond also vertically shifts rests that are opposite of a stem, for example
\new Voice << c’4 \ r4 >>

Predefined commands
\oneVoice, \voiceOne, \voiceTwo, \voiceThree, \voiceFour.

\shiftOn, \shiftOnn, \shiftOnnn, \shiftOff: these commands specify in what chords of the current voice should be shifted. The outer voices (normally: voice one and two) have \shiftOff, while the inner voices (three and four) have \shiftOn. \shiftOnnn and \shiftOnn define further shift levels.

When LilyPond cannot cope, the force-hshift property of the NoteColumn object and pitched rests can be used to override typesetting decisions.

See also
Program reference: the objects responsible for resolving collisions are NoteCollision and RestCollision.


Bugs
When using merge-differently-headed with an upstem eighth or a shorter note, and a downstem half note, the eighth note gets the wrong offset.

There is no support for clusters where the same note occurs with different accidentals in the same chord. In this case, it is recommended to use enharmonic transcription, or to use special cluster notation (see Section 8.4.4 [Clusters], page 184).
6.7 Repeats

Repetition is a central concept in music, and multiple notations exist for repetitions.

6.7.1 Repeat types

The following types of repetition are supported

- **unfold**
  Repeated music is fully written (played) out. This is useful when entering repetitious music. This is the only kind of repeat that is included in MIDI output.

- **volta**
  Repeats are not written out, but alternative endings (volte) are printed, left to right with brackets. This is the standard notation for repeats with alternatives. These are not played in MIDI output by default.

- **tremolo**
  Make tremolo beams. These are not played in MIDI output by default.

- **percent**
  Make beat or measure repeats. These look like percent signs. These are not played in MIDI output by default. Percent repeats must be declared within a Voice context.

6.7.2 Repeat syntax

LilyPond has one syntactic construct for specifying different types of repeats. The syntax is

\[\text{\textbackslash repeat\ variant\ repeatcount\ repeatbody}\]

If you have alternative endings, you may add

\[\text{\textbackslash alternative\ \{\\textbackslash alternative1\ \textbackslash alternative2\ \textbackslash alternative3\ ...\ \}\}\]

where each alternative is a music expression. If you do not give enough alternatives for all of the repeats, the first alternative is assumed to be played more than once.

Standard repeats are used like this

```
c1\repeat volta 2 \{ c4 d e f \}
\repeat volta 2 \{ f e d c \}
```

With alternative endings

```
c1\repeat volta 2 \{ c4 d e f \}
\alternative \{ \{ d2 d \} \{ f f, \} \}
```

```
In this example, the first ending is not a complete bar (it only had 3 beats). The beginning of
the second ending contains the 4th beat from the first ending. This “extra” beat in the second
ending is due to the first time ending, and has nothing to do with the \partial at the beginning
of the example.

\new Staff {
\partial 4
\repeat volta 4 { e | c2 d2 | e2 f2 | }
\alternative { { g4 g g } { a | a a a b2 } }
}

It is possible to shorten volta brackets by setting voltaSpannerDuration. In the next ex-
ample, the bracket only lasts one measure, which is a duration of 3/4.

\relative c''{
\time 3/4
a a a
\set Staff.voltaSpannerDuration = #(ly:make-moment 3 4)
\repeat "volta" 5 { d d d }
\alternative { { e e e f f f } { g g g } }
}

See also

Examples:

Brackets for the repeat are normally only printed over the topmost staff. This can be adjusted
by setting the voltaOnThisStaff property; see ‘input/regression/volta-multi-staff.ly’.

Bugs

A nested repeat like

\repeat ...
\repeat ...
\alternative

is ambiguous, since it is not clear to which \repeat the \alternative belongs. This ambiguity
is resolved by always having the \alternative belong to the inner \repeat. For clarity, it is
advisable to use braces in such situations.

Timing information is not remembered at the start of an alternative, so after a repeat timing
information must be reset by hand, for example by setting Score.measurePosition or entering
\partial. Similarly, slurs or ties are also not repeated.
6.7.3 Repeats and MIDI

With a little bit of tweaking, all types of repeats can be present in the MIDI output. This is achieved by applying the `\unfoldRepeats` music function. This function changes all repeats to unfold repeats.

\unfoldRepeats {
  \repeat tremolo 8 {c'32 e' }
  \repeat percent 2 { c''8 d'' }
  \repeat volta 2 {c'4 d' e' f'}
  \alternative {
      { g' a' a' g' }
      {f' e' d' c' }
  }
}
\bar "+."

When creating a score file using `\unfoldRepeats` for midi, then it is necessary to make two `\score` blocks. One for MIDI (with unfolded repeats) and one for notation (with volta, tremolo, and percent repeats). For example,

\score {  
  \..music..  
  \layout { .. }  
}
\score {  
  \unfoldRepeats \..music.  
  \midi { .. }  
}

6.7.4 Manual repeat commands

The property `repeatCommands` can be used to control the layout of repeats. Its value is a Scheme list of repeat commands.

`start-repeat`

Print a `|` bar line.

`end-repeat`

Print a `:|` bar line.

`(volta text)`

Print a volta bracket saying `text`: The text can be specified as a text string or as a markup text, see Section 8.1.4 [Text markup], page 152. Do not forget to change the font, as the default number font does not contain alphabetic characters;

`(volta #f)`

Stop a running volta bracket.
\set Score.repeatCommands = #'((volta "93") end-repeat)
c4 c4
\set Score.repeatCommands = #'((volta #f))
c4 c4

\new Voice \relative c' {
  \repeat "tremolo" 8 { c16 d16 }
  \repeat "tremolo" 4 { c16 d16 }
  \repeat "tremolo" 2 { c16 d16 }
}

Tremolo marks can also be put on a single note. In this case, the note should not be surrounded by braces.

\repeat "tremolo" 4 c'16

Similar output is obtained using the tremolo subdivision, described in Section 6.7.6 [Tremolo subdivisions], page 95.

See also
In this manual: Section 6.7.6 [Tremolo subdivisions], page 95, Section 6.7 [Repeats], page 91.

Program reference: Beam, StemTremolo.

Example files: 'input/regression/chord-tremolo.ly', 'input/regression/stem-tremolo.ly'.
6.7.6 Tremolo subdivisions

Tremolo marks can be printed on a single note by adding ‘: [number]’ after the note. The number indicates the duration of the subdivision, and it must be at least 8. A length value of 8 gives one line across the note stem. If the length is omitted, the last value (stored in tremoloFlags) is used:

\[ \text{c'}:2:8 \quad \text{c'}:32 \quad | \quad \text{c'}: \quad \text{c'}: \quad | \]

\[ \text{\begin{center} \includegraphics{noteheads.s1} \end{center}} \]

Bugs

Tremolos entered in this way do not carry over into the MIDI output.

See also

In this manual: Section 6.7.5 [Tremolo repeats], page 94.

Elsewhere: StemTremolo.

6.7.7 Measure repeats

In the percent style, a note pattern can be repeated. It is printed once, and then the pattern is replaced with a special sign. Patterns of one and two measures are replaced by percent-like signs, patterns that divide the measure length are replaced by slashes. Percent repeats must be declared within a Voice context:

\[ \text{\begin{verbatim} \new Voice \relative c' { \repeat "percent" 4 { c4 } \repeat "percent" 2 { c2 es2 f4 fis4 g4 c4 } } \end{verbatim}} \]

\[ \text{\begin{center} \includegraphics{noteheads.s2} \end{center}} \]

Measure repeats of more than 2 measures get a counter, if you switch on the countPercentRepeats property:

\[ \text{\begin{verbatim} \new Voice { \set countPercentRepeats = ##t \repeat "percent" 4 { c1 } } \end{verbatim}} \]

\[ \text{\begin{center} \includegraphics{noteheads.s0} \end{center}} \]

Isolated percents can also be printed. This is done by putting a multi measure rest with a different print function,
\override MultiMeasureRest #'stencil
   = #ly:multi-measure-rest::percent
R1

\Staff
   \BarRend\bar \\
   \MusicStaff

See also

Program reference: RepeatSlash, PercentRepeat, DoublePercentRepeat,
DoublePercentRepeatCounter, PercentRepeatCounter, PercentRepeatedMusic,
and
7 Instrument-specific notation

This chapter explains how to use notation for specific instruments.

7.1 Piano music

Piano staves are two normal staves coupled with a brace. The staves are largely independent, but sometimes voices can cross between the two staves. The same notation is also used for harps and other key instruments. The PianoStaff is especially built to handle this cross-staffing behavior. In this section we discuss the PianoStaff and some other pianistic peculiarities.

Bugs

Dynamics are not centered, but workarounds do exist. See the “piano centered dynamics” template in Section D.2 [Piano templates], page 283.

The distance between the two staves is the same for all systems in the score. It is possible to override this per system, but it does require an arcane command incantation. See ‘input/test/piano-staff-distance.ly’.

7.1.1 Automatic staff changes

Voices can be made to switch automatically between the top and the bottom staff. The syntax for this is

\autochange ...music...

This will create two staves inside the current PianoStaff, called up and down. The lower staff will be in bass clef by default.

A \relative section that is outside of \autochange has no effect on the pitches of music, so, if necessary, put \relative inside \autochange like

\autochange \relative ... ...

The autochanger switches on basis of the pitch (middle C is the turning point), and it looks ahead skipping over rests to switch in advance. Here is a practical example

\new PianoStaff
\autochange \relative c'\
\{g4 a b c d r4 a g\}

See also

In this manual: Section 7.1.2 [Manual staff switches], page 98.

Bugs

The staff switches may not end up in optimal places. For high quality output, staff switches should be specified manually.
\texttt{\textbackslash autochange} cannot be inside \texttt{\textbackslash times}.

\subsection*{7.1.2 Manual staff switches}

Voices can be switched between staves manually, using the command

\begin{verbatim}
\change Staff = staffname music
\end{verbatim}

The string \texttt{staffname} is the name of the staff. It switches the current voice from its current staff to the Staff called \texttt{staffname}. Typically \texttt{staffname} is "up" or "down". The \texttt{Staff} referred to must already exist, so usually the setup for a score will start with a setup of the staves,

\begin{verbatim}
<< \new Staff = "up" { \
  \skip 1 * 10 \ % keep staff alive 
} \new Staff = "down" { \
  \skip 1 * 10 \ % idem 
} >>
\end{verbatim}

and the \texttt{Voice} is inserted afterwards

\begin{verbatim}
\new Staff = down
\new Voice { ... \change Staff = up ... }
\end{verbatim}

\subsection*{7.1.3 Pedals}

Pianos have pedals that alter the way sound is produced. Generally, a piano has three pedals, sustain, una corda, and sostenuto.

Piano pedal instruction can be expressed by attaching \texttt{sustainDown}, \texttt{sustainUp}, \texttt{unaCorda}, \texttt{treCorde}, \texttt{sostenutoDown} and \texttt{sostenutoUp} to a note or chord

\begin{verbatim}
c'4\ sustainingDown c'4\ sustainingUp
\end{verbatim}

\[\begin{array}{c}
\cdot \\
\cdot \\
\cdot \\
\end{array}\]

What is printed can be modified by setting \texttt{pedalXStrings}, where \texttt{X} is one of the pedal types: Sustain, Sostenuto or UnaCorda. Refer to SustainPedal in the program reference for more information.

Pedals can also be indicated by a sequence of brackets, by setting the \texttt{pedalSustainStyle} property to bracket objects

\begin{verbatim}
\set Staff.pedalSustainStyle = #'bracket
c\ sustainingDown d e
b\ sustainingUp\ sustainingDown
b g \ sustainingUp a \ sustainingDown \ bar "|.."
\end{verbatim}

\[\begin{array}{c}
\cdot \\
\cdot \\
\cdot \\
\end{array}\]
A third style of pedal notation is a mixture of text and brackets, obtained by setting the \pedalSustainStyle property to mixed

\set Staff.pedalSustainStyle = #'mixed
\c\sustainDown d e
\b\sustainUp\sustainDown
b g \sustainUp a \sustainDown \bar "|.

\clefs.G/timesig.C44/noteheads.s2/noteheads.s2/noteheads.s2
/pedal.. /pedal.Ped

The default ‘*Ped.’ style for sustain and damper pedals corresponds to style #'text. The sostenuto pedal uses mixed style by default.

\c\sostenutoDown d e c, f g a\sostenutoUp

Sost. Ped. 

For fine-tuning the appearance of a pedal bracket, the properties edge-width, edge-height, and shorten-pair of PianoPedalBracket objects (see PianoPedalBracket in the Program reference) can be modified. For example, the bracket may be extended to the right edge of the note head

\override Staff.PianoPedalBracket #'shorten-pair = #'(0 . -1.0)
\c\sostenutoDown d e c, f g a\sostenutoUp

Sost. Ped. 

See also
In this manual: Section 6.4.4 [Laissez vibrer ties], page 73

7.1.4 Staff switch lines

Whenever a voice switches to another staff, a line connecting the notes can be printed automatically. This is switched on by setting followVoice to true

\new PianoStaff <<
\new Staff="one" {
\set followVoice = ##t
c1
\change Staff=two
b2 a
}
\new Staff="two" { \clef bass \skip 1*2 }
>>
7.1.5 Cross staff stems

Chords that cross staves may be produced by increasing the length of the stem in the lower staff, so it reaches the stem in the upper staff, or vice versa.

\begin{verbatim}
stemExtend = \once \override Stem #'length = #22
noFlag = \once \override Stem #'flag-style = #'no-flag
\new PianoStaff <<
  \new Staff {
    \stemDown \stemExtend
    f'4
  }
  \stemExtend \noFlag
  f'8
}
\new Staff {
  \clef bass
  a4 a8
}
>>
\end{verbatim}

7.2 Chord names

7.2.1 Introducing chord names

LilyPond has support for printing chord names. Chords may be entered in musical chord notation, i.e., < .. >, but they can also be entered by name. Internally, the chords are represented as a set of pitches, so they can be transposed.

\begin{verbatim}
twoWays = \transpose c c' {
  \chordmode {
    c1 f:sus4 bes/f
  }
}
\end{verbatim}
This example also shows that the chord printing routines do not try to be intelligent. The last chord (f bes d) is not interpreted as an inversion.

Note that the duration of chords must be specified outside the <>.

<\new ChordNames \twoWays
\new Voice \twoWays >>

\chordmode { es4. d8 c2 }

The mode is introduced by the keyword \chordmode.

Other chords may be entered by suffixing a colon and introducing a modifier (which may include a number if desired)

\chordmode { e1:m e1:7 e1:m7 }

The first number following the root is taken to be the ‘type’ of the chord, thirds are added to the root until it reaches the specified number

\chordmode { c:3 c:5 c:6 c:7 c:8 c:9 c:10 c:11 }
More complex chords may also be constructed adding separate steps to a chord. Additions are added after the number following the colon and are separated by dots
\chordmode { c:5.6 c:3.7.8 c:3.6.13 }

Chord steps can be altered by suffixing a - or + sign to the number
\chordmode { c:7+ c:5+.3- c:3-.5-.7- }

Removals are specified similarly and are introduced by a caret. They must come after the additions
\chordmode { c^3 c:7^5 c:9^3.5 }

Modifiers can be used to change pitches. The following modifiers are supported
m The minor chord. This modifier lowers the 3rd and (if present) the 7th step.
dim The diminished chord. This modifier lowers the 3rd, 5th and (if present) the 7th step.
aug The augmented chord. This modifier raises the 5th step.
maj The major 7th chord. This modifier raises the 7th step if present.
sus The suspended 4th or 2nd. This modifier removes the 3rd step. Append either 2 or 4 to add the 2nd or 4th step to the chord.

Modifiers can be mixed with additions
\chordmode { c:sus4 c:7sus4 c:dim7 c:m6 }

Since an unaltered 11 does not sound good when combined with an unaltered 3, the 11 is removed in this case (unless it is added explicitly)
\chordmode { c:13 c:13.11 c:m13 }
An inversion (putting one pitch of the chord on the bottom), as well as bass notes, can be specified by appending /pitch to the chord

\chordmode { c1 c/g c/f }

A bass note can be added instead transposed out of the chord, by using /+pitch.

\chordmode { c1 c/+g c/+f }

Chords is a mode similar to \lyricmode, etc. Most of the commands continue to work, for example, r and \skip can be used to insert rests and spaces, and property commands may be used to change various settings.

**Bugs**

Each step can only be present in a chord once. The following simply produces the augmented chord, since 5+ is interpreted last

\chordmode { c:5.5-.5+ }

---

### 7.2.3 Printing chord names

For displaying printed chord names, use the ChordNames context. The chords may be entered either using the notation described above, or directly using < and >

```
harmonies = {
    \chordmode {a1 b c} <d' f' a'> <e' g' b'>
}
<<
    \new ChordNames \harmonies
    \new Staff \harmonies
>>
```

A B C Dm Em
You can make the chord changes stand out by setting `ChordNames.chordChanges` to true. This will only display chord names when there is a change in the chords scheme and at the start of a new line:

```latex
harmonies = \chordmode {  
c1:m c:m \break c:m c:m d  }
<<  
\new ChordNames {  
\set chordChanges = ##t  
\harmonies }  
\new Staff \transpose c c' \harmonies
>>
```

```
\begin{score}
\new ChordNames \with {  
\override BarLine #'bar-size = #4  
voltaOnThisStaff = ##t  
\consists Bar_engraver  
\consists "Volta_engraver"
}
\chordmode { \repeat volta 2 {  
f1:maj f:7 bes:7  
c:maj  }
}\alternative {  
es e  }
\end{score}
```

The previous examples all show chords over a staff. This is not necessary. Chords may also be printed separately. It may be necessary to add `Volta_engraver` and `Bar_engraver` for showing repeats.

```
\new ChordNames \with {  
\override BarLine #'bar-size = #4  
voltaOnThisStaff = ##t  
\consists Bar_engraver  
\consists "Volta_engraver"
}
\chordmode { \repeat volta 2 {  
f1:maj f:7 bes:7  
c:maj  }
}\alternative {  
es e  }
```

```
\begin{score}
\new ChordNames \with {  
\override BarLine #'bar-size = #4  
voltaOnThisStaff = ##t  
\consists Bar_engraver  
\consists "Volta_engraver"
}
\chordmode { \repeat volta 2 {  
f1:maj f:7 bes:7  
c:maj  }
}\alternative {  
es e  }
\end{score}
```

The default chord name layout is a system for Jazz music, proposed by Klaus Ignatzek (see Appendix A [Literature list], page 265). It can be tuned through the following properties:

`chordNameExceptions`

This is a list that contains the chords that have special formatting.

The exceptions list should be encoded as
To get this information into \chordNameExceptions takes a little manoeuvring. The following code transforms \chExceptionMusic (which is a sequential music) into a list of exceptions.

\begin{verbatim}
(sequential-music-to-chord-exceptions \chExceptionMusic #t)
\end{verbatim}

Then,

\begin{verbatim}
(append
 (sequential-music-to-chord-exceptions \chExceptionMusic #t)
 ignatzekExceptions)
\end{verbatim}

adds the new exceptions to the default ones, which are defined in ‘ly/chord-modifier-init.ly’.

For an example of tuning this property, see also ‘input/regression/chord-name-exceptions.ly’.

majorSevenSymbol

This property contains the markup object used for the 7th step, when it is major. Predefined options are whiteTriangleMarkup and blackTriangleMarkup. See ‘input/regression/chord-name-major7.ly’ for an example.

chordNameSeparator

Different parts of a chord name are normally separated by a slash. By setting \chordNameSeparator, you can specify other separators, e.g.,

\begin{verbatim}
\new ChordNames \chordmode {
   c:7sus4
   \set chordNameSeparator = \markup { \typewriter "|" }
   c:7sus4
}
\end{verbatim}

C$^7$sus4 C$^7$sus4

chordRootNamer

The root of a chord is usually printed as a letter with an optional alteration. The transformation from pitch to letter is done by this function. Special note names (for example, the German “H” for a B-chord) can be produced by storing a new function in this property.

chordNoteNamer

The default is to print single pitch, e.g., the bass note, using the \chordRootNamer. The \chordNoteNamer property can be set to a specialized function to change this behavior. For example, the base can be printed in lower case.

chordPrefixSpacer

The “m” for minor chords is usually printed right after the root of the chord. By setting \chordPrefixSpacer, you can fix a spacer between the root and “m”. The spacer is not used when the root is altered.

The predefined variables \germanChords, \semiGermanChords, \italianChords and \frenchChords set these variables. The effect is demonstrated here,
There are also two other chord name schemes implemented: an alternate Jazz chord notation, and a systematic scheme called Banter chords. The alternate Jazz notation is also shown on the chart in Section C.1 [Chord name chart], page 268. Turning on these styles is described in the input file ‘input/test/chord-names-jazz.ly’.

Predefined commands
\germanChords, \semiGermanChords, \italianChords, \frenchChords.

See also

Init files: ‘scm/chords-ignatzek.scm’, and ‘scm/chord-entry.scm’.

Bugs
Chord names are determined solely from the list of pitches. Chord inversions are not identified, and neither are added bass notes. This may result in strange chord names when chords are entered with the < .. > syntax.

7.3 Vocal music
Since LilyPond input files are text, there are two issues to consider when working with vocal music:

- Song texts must be entered as text, not notes. For example, the input d should be interpreted as a one letter syllable, not the note D.
- Song texts must be aligned with the notes of their melody.

There are a few different ways to define lyrics; the simplest way is to use the \addlyrics function.

Commonly tweaked properties
Checking to make sure that text scripts and lyrics are within the margins is a relatively large computational task. To speed up processing, lilypond does not perform such calculations by default; to enable it, use

\override Score.PaperColumn #'keep-inside-line = ##t

To make lyrics avoid barlines as well, use

\layout {
  \context {
    \Lyrics
      \consists "Bar_engraver"
      \consists "Separating_line_group_engraver"
      \override BarLine #'transparent = ##t
  }
}
7.3.1 Setting simple songs

The easiest way to add lyrics to a melody is to append
\addlyrics{the lyrics}
to a melody. Here is an example,
\begin{verbatim}
\time 3/4
\relative { c2 e4 g2. }
\addlyrics{play the game}
\end{verbatim}
\begin{music}
\begin{musicinline}
\time 3/4
\relative { c2 e4 g2. }
\addlyrics{play the game}
\end{musicinline}
\end{music}

More stanzas can be added by adding more \addlyrics sections
\begin{verbatim}
\time 3/4
\relative { c2 e4 g2. }
\addlyrics{play the game}
\addlyrics{speel het spel}
\addlyrics{joue le jeu}
\end{verbatim}
\begin{music}
\begin{musicinline}
\time 3/4
\relative { c2 e4 g2. }
\addlyrics{play the game}
\addlyrics{speel het spel}
\addlyrics{joue le jeu}
\end{musicinline}
\end{music}

The command \addlyrics cannot handle polyphony settings. For these cases you should use \lyricsto and \lyricmode.

7.3.2 Entering lyrics

Lyrics are entered in a special input mode. This mode is introduced by the keyword \lyricmode, or by using \addlyrics or \lyricsto. In this mode you can enter lyrics, with punctuation and accents, and the input is not parsed as a pitch, but rather as a one letter syllable. Syllables are entered like notes, but with pitches replaced by text. For example,
\begin{verbatim}
\lyricmode{Twin-4 kle4 twin- kle litt- le star2}
\end{verbatim}

There are two main methods to specify the horizontal placement of the syllables, either by specifying the duration of each syllable explicitly, like in the example above, or by automatically aligning the lyrics to a melody or other voice of music, using \addlyrics or \lyricsto. For more details see Section 7.3.4 [The Lyrics context], page 109.

A word or syllable of lyrics begins with an alphabetic character, and ends with any space or digit. The following characters can be any character that is not a digit or white space. One important consequence of this is that a word can end with \}. The following example is usually a mistake in the input file. The syllable includes a \}, so the opening brace is not balanced
Similarly, a period which follows an alphabetic sequence is included in the resulting string. As a consequence, spaces must be inserted around property commands.

In order to assign more than one syllable to a single note, you must surround them with quotes or use a `_` character between the syllables.

To enter lyrics with characters from non-English languages, or with non-ascii characters (such as the heart symbol or slanted quotes), simply insert the characters directly into the input file and save it with utf-8 encoding. See Section 10.1.4 [Text encoding], page 212 for more info.

To use normal quotes in lyrics, add a backslash before the quotes. For example:

```
\relative c' { \time 3/4 e4 e4. e8 d4 e d c2. } \addlyrics { ""I" am so lone- ly" said she }
```

The full definition of a word start in Lyrics mode is somewhat more complex.

A word in Lyrics mode begins with: an alphabetic character, `_`, `?`, `!`, `;`, ``, the control characters `^A` through `^F`, `^O` through `^W`, `^Y`, `^`, any 8-bit character with ASCII code over 127, or a two-character combination of a backslash followed by one of ``, ``, `` or ``. 

See also

Program reference: LyricText, LyricSpace.

7.3.3 Hyphens and extenders

Centered hyphens are entered as `--` between syllables. The hyphen will have variable length depending on the space between the syllables and it will be centered between the syllables.

When a lyric is sung over many notes (this is called a melisma), this is indicated with a horizontal line centered between a syllable and the next one. Such a line is called an extender line, and it is entered as `__`.

In tightly engraved music, hyphens can be removed. Whether this happens can be controlled with the `minimum-distance` (minimum distance between two syllables) and the `minimum-length` (threshold below which hyphens are removed).

```plaintext
\lyricmode { twinkle}
\override Score . LyricText #'font-shape = #'italic
```

```
time 3/4
relative { c2 e4 g2 e4 }
addlyrics { gran-de a-mi-go }
addlyrics { pu-"ro y ho-" nes-to }
```
See also
Program reference: LyricHyphen, LyricExtender.

7.3.4 The Lyrics context
Lyrics are printed by interpreting them in the context called Lyrics.

\new Lyrics \lyricmode ...

This will place the lyrics according to the durations that were entered. The lyrics can also
be aligned under a given melody automatically. In this case, it is no longer necessary to enter
the correct duration for each syllable. This is achieved by combining the melody and the lyrics
with the \lyricsto expression

\new Lyrics \lyricsto name ...

This aligns the lyrics to the notes of the Voice context called name, which has to exist. There-
fore, normally the Voice is specified first, and then the lyrics are specified with \lyricsto. The
command \lyricsto switches to \lyricmode mode automatically, so the \lyricmode keyword
may be omitted.

The following example uses different commands for entering lyrics.

<<
\new Voice = "one" \relative c'' {
  \autoBeamOff
  \time 2/4
  c4 b8. a16 g4. f8 e4 d c2
}
\new Lyrics \lyricmode { Joy4 to8. the16 world!4. the8 Lord4 is come.2 }
\new Lyrics \lyricmode { Joy to the earth! the Sav -- our reigns. }
\new Lyrics \lyricsto "one" { No more let sins and sor -- rows grow. }
>>

\clefs.G
\flags.d3
\flags.u3
\flags.u4
\dots.dot

Joy to the world! the Lord is come.
Joy to the earth! the Sav - our reigns.
No more let sins and sor - rows grow.

The second stanza is not properly aligned because the durations were not specified. A solution
for that would be to use \lyricsto.

To define indetifiers containing lyrics, the function \lyricmode must be used.

verseOne = \lyricmode { Joy to the world the Lord is come }
\score {
  <<
    \new Voice = "one" \relative c'' {
      \autoBeamOff
      \time 2/4
      c4 b8. a16 g4. f8 e4 d c2
    }
    \addlyrics { \verseOne }
  >>
}
The `\addlyrics` command is actually just a convenient way to write a more complicated LilyPond structure that sets up the lyrics.

```
{ MUSIC }
\addlyrics { LYRICS }
```

is the same as

```
\new Voice = "blah" { music }
\new Lyrics \lyricsto "blah" { LYRICS }
```

For different or more complex orderings, the best way is to set up the hierarchy of staves and lyrics first, e.g.,

```
\new ChoirStaff <<
 \new Voice = "soprano" { music }
 \new Lyrics = "sopranoLyrics" { s1 }
 \new Lyrics = "tenorLyrics" { s1 }
 \new Voice = "tenor" { music }
>>
```

and then combine the appropriate melodies and lyric lines

```
\context Lyrics = sopranoLyrics \lyricsto "soprano"
the lyrics
```

The final input would resemble

```
<<\new ChoirStaff << setup the music >>
\lyricsto "soprano" etc
\lyricsto "alto" etc
etc
>>
```

See also


### 7.3.5 Melismata

The `\lyricsto` command detects melismata: it only puts one syllable under a tied or slurred group of notes. If you want to force an unslurred group of notes to be a melisma, insert `\melisma` after the first note of the group, and `\melismaEnd` after the last one, e.g.,

```
<<
\new Voice = "lala" {
 \time 3/4
 f4 g8
 \melisma
 f e f
 \melismaEnd
 e2
 }
\new Lyrics \lyricsto "lala" {
 la di _- daah
 }
>>
```

\[\text{\begin{music}
\text{f g a c e}
\text{ al di _- daah}
\end{music}}\]
In addition, notes are considered a melisma if they are manually beamed, and automatic beaming (see Section 9.1.2 [Setting automatic beam behavior], page 193) is switched off.

A complete example of a SATB score setup is in section Section D.4 [Vocal ensembles], page 292.

Predefined commands

\melisma, \melismaEnd

See also

Program reference: Melisma_translator.

'input/regression/lyric-combine-new.ly'.

Bugs

Melismata are not detected automatically, and extender lines must be inserted by hand.

7.3.6 Another way of entering lyrics

Lyrics can also be entered without \lyricsto. In this case the duration of each syllable must be entered explicitly, for example,

\new Voice = "melody" { 
  \time 3/4
  c2 e4 g2.
} 
\new Lyrics \lyricmode { 
  \set associatedVoice = #"melody"
  play2 the4 game2.
} >>

!0!0!0!0

play the game

7.3.7 Flexibility in placement

Often, different stanzas of one song are put to one melody in slightly differing ways. Such variations can still be captured with \lyricsto.

7.3.7.1 Lyrics to multiple notes of a melisma

One possibility is that the text has a melisma in one stanza, but multiple syllables in another one. One solution is to make the faster voice ignore the melisma. This is done by setting ignoreMelismata in the Lyrics context.

There is one tricky aspect: the setting for ignoreMelismata must be set one syllable before the non-melismatic syllable in the text, as shown here,
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<<
\relative \new Voice = "lahlah" {
  \set Staff.autoBeam = ##f
  c4
  \slurDotted
  f8.[( g16)]
  a4
}
\new Lyrics \lyricsto "lahlah" {
  more slow -- ly
}
\new Lyrics \lyricsto "lahlah" {
  \set ignoreMelismata = ##t % applies to "fas"
  go fas -- ter
  \unset ignoreMelismata
  still
}
>>

\score{ <<
\relative { c c g'}
\addlyrics {
  twin -- \skip 4
  kle
}
}

7.3.7.2 Divisi lyrics

You can display alternate (or divisi) lyrics by naming voice contexts and attaching lyrics to those specific contexts.

\score{ <<
\new Voice = "melody" {
  \relative c' {
    c4
    <<
    { \voiceOne c8 e }
  }
}
You can use this trick to display different lyrics for a repeated section.

\score{ <<
\new Voice = "melody" \relative \c' {
  c2 e | g e | c1 |
\new Voice = "verse" \repeat volta 2 {c4 d e f | g1 | }
  a2 b | c1}
\new Lyrics = "mainlyrics" \lyricsto melody \lyricmode {
  do mi sol mi do
  la si do }
\context Lyrics = "mainlyrics" \lyricsto verse \lyricmode {
  do re mi fa sol }
\new Lyrics = "repeatlyrics" \lyricsto verse \lyricmode {
  dodo rere mimi fafa solsol }
>> }
}

7.3.7.3 Switching the melody associated with a lyrics line

More complex variations in text underlay are possible. It is possible to switch the melody for a line of lyrics during the text. This is done by setting the associatedVoice property. In the example
the text for the first stanza is set to a melody called “lahlah”,
\new Lyrics \lyricsto "lahlah" { 
  Ju -- ras -- sic Park 
}\set associatedVoice = alternative

The second stanza initially is set to the lahlah context, but for the syllable “ran”, it switches to a different melody. This is achieved with
\set associatedVoice = alternative
\set associatedVoice = lahlah

Again, the command must be one syllable too early, before “Ty” in this case.
\new Lyrics \lyricsto "lahlah" { 
  \set associatedVoice = alternative \% applies to "ran" 
  Ty -- ran -- no -- 
  \set associatedVoice = lahlah \% applies to "rus" 
  sau -- rus Rex 
}\set associatedVoice = lahlah

The underlay is switched back to the starting situation by assigning lahlah to associatedVoice.

\textbf{7.3.7.4 Specifying melismata within the lyrics}

It is also possible to define melismata entirely in the lyrics. This can be done by entering _ for every note that is part of the melisma.
\{ \set melismaBusyProperties = #'() 
  c d( e) f f( e) e e \} 
\addlyrics 
\{ Ky -- _ _ ri __ _ _ _ e \}

In this case, you can also have ties and slurs in the melody, if you set melismaBusyProperties, as is done in the example above.
\{ \set melismaBusyProperties = #'() 
  c d( e) f f( e) e e \} 
\addlyrics 
\{ Ky -- _ _ ri __ _ _ _ e \}
7.3.8 Spacing lyrics

To increase the spacing between lyrics, set the minimum-distance property of LyricSpace.

\begin{verbatim}
\override Lyrics.LyricSpace #'minimum-distance = #1.0
\addlyrics {
  longtext longtext longtext longtext
  longtext longtext longtext longtext
}
\end{verbatim}

\begin{music}
\newStaff % Staff 1
\newEvent % Event 1
\newLyric % Lyric 1
\newEvent % Event 2
\newLyric % Lyric 2
\end{music}

To make this change for all lyrics in the score, set the property in the layout.

\begin{verbatim}
\score {
  \addlyrics {
    longtext longtext longtext longtext
    longtext longtext longtext longtext
  }
  \layout {
    \context {
      \Lyrics
      \override LyricSpace #'minimum-distance = #1.0
    }
  }
}
\end{verbatim}

\begin{music}
\newStaff % Staff 1
\newEvent % Event 1
\newLyric % Lyric 1
\newEvent % Event 2
\newLyric % Lyric 2
\end{music}
7.3.9 More about stanzas

Stanza numbers can be added by setting \stanza, e.g.,

\new Voice {
  \time 3/4 g2 e4 a2 f4 g2.
}\addlyrics {
  \set stanza = "1. "
  Hi, my name is Bert.
}\addlyrics {
  \set stanza = "2. "
  Oh, che -- ri, je t’aime
}

1. Hi, my name is Bert.
2. Oh, che - ri, je t’aime

These numbers are put just before the start of first syllable.

Sometimes it is appropriate to have one stanza set to the music, and the rest added in verse form at the end of the piece. This can be accomplished by adding the extra verses into a \markup section outside of the main score block. Notice that there are two different ways to force linebreaks when using \markup.

\melody = \relative c' {
  e d c d | e e e e |
  d d e d | c1 |
}

\text = \lyricmode {
  \set stanza = "1." Ma- ry had a lit- tle lamb,
  its fleece was white as snow.
}

\book{
  \score{ <<
    \new Voice = "one" { \melody }
    \new Lyrics \lyricsto "one" \text
     >>
    \layout { }
  }
  \markup { \column{
    \line{ Verse 2. }
    \line{ All the children laughed and played }
    \line{ To see a lamb at school. }
  } }
}
Verse 3.

Mary took it home again,

It was against the rule."
1. Mary had a little lamb, its fleece was white as snow.

Verse 2.
All the children laughed and played
To see a lamb at school.

Verse 3.
Mary took it home again,
It was against the rule.
Names of singers can also be added. They are printed at the start of the line, just like instrument names. They are created by setting `vocalName`. A short version may be entered as `vocNam`.

\new Voice {
\time 3/4 g2 e4 a2 f4 g2.
} \addlyrics {
\set vocalName = "Bert "
Hi, my name is Bert.
} \addlyrics {
\set vocalName = "Ernie "
Oh, che--ri, je t'aime
}

Bert
\Hi, my name is Bert.
Ernie
\Oh, che-ri, je t'aime

See also

Program reference: `LyricText`, `StanzaNumber`, `VocalName`.

### 7.3.10 Ambitus

The term *ambitus* denotes a range of pitches for a given voice in a part of music. It may also denote the pitch range that a musical instrument is capable of playing. Ambits are printed on vocal parts, so performers can easily determine it meets their capabilities.

Ambits are denoted at the beginning of a piece near the initial clef. The range is graphically specified by two note heads that represent the minimum and maximum pitch. To print such ambits, add the `Ambitus_engraver` to the `Voice` context, for example,

\layout {
\context {
  \Voice
  \consists Ambitus_engraver
}
}

This results in the following output

If you have multiple voices in a single staff and you want a single ambitus per staff rather than per each voice, add the `Ambitus_engraver` to the `Staff` context rather than to the `Voice` context. Here is an example,

\new Staff \with {
  \consists "Ambitus_engraver"
}
This example uses one advanced feature, \overrise Ambitus #'X-offset = #-1.0
This code moves the ambitus to the left. The same effect could have been achieved with extra-offset, but then the formatting system would not reserve space for the moved object.

See also
Examples: ‘input/regression/ambitus.ly’.

**Bugs**
There is no collision handling in the case of multiple per-voice ambitus.

**7.3.11 Other vocal issues**
“Parlato” is spoken without pitch but still with rhythm; it is notated by cross noteheads. This is demonstrated in Section 8.4.5 [Special noteheads], page 185.

**7.4 Rhythmic music**
Rhythmic music is primarily used for percussion and drum notation, but it can also be used to show the rhythms of melodies.

**7.4.1 Showing melody rhythms**
Sometimes you might want to show only the rhythm of a melody. This can be done with the rhythmic staff. All pitches of notes on such a staff are squashed, and the staff itself has a single line

\new RhythmicStaff {
\time 4/4
   c4 e8 f g2 | r4 g r2 | g1:32 | r1 |
7.4.2 Entering percussion

Percussion notes may be entered in \drummode mode, which is similar to the standard mode for entering notes. Each piece of percussion has a full name and an abbreviated name, and both can be used in input files

\drums {
  hihat hh bassdrum bd
}

The complete list of drum names is in the init file 'ly/drumpitch-init.ly'.

See also
Program reference: note-event.

7.4.3 Percussion staves

A percussion part for more than one instrument typically uses a multiline staff where each position in the staff refers to one piece of percussion.

To typeset the music, the notes must be interpreted in a DrumStaff and DrumVoice contexts

\up = \drummode { crashcymbal4 hihat8 halfopenhihat hh hh hh openhihat }
\down = \drummode { bassdrum4 snare8 bd r bd sn4 }
\new DrumStaff <<
  \new DrumVoice { \voiceOne \up }
  \new DrumVoice { \voiceTwo \down }
>>

The above example shows verbose polyphonic notation. The short polyphonic notation, described in Section 6.6 [Polyphony], page 86, can also be used if the DrumVoices are instantiated by hand first. For example,

\new DrumStaff <<
  \new DrumVoice = "1" { s1 *2 }
  \new DrumVoice = "2" { s1 *2 }
  \drummode { bd4 sn4 bd4 sn4
  <<<
There are also other layout possibilities. To use these, set the property \texttt{drumStyleTable} in context \texttt{DrumVoice}. The following variables have been predefined:

\texttt{drums-style}

This is the default. It typesets a typical drum kit on a five-line staff:

\begin{verbatim}
+ o
\texttt{cymc cyms cymr hh hhc hho hhho hhp}
\texttt{cbhcbsdnsstomhommhtommltomfhtomfl}
\end{verbatim}

The drum scheme supports six different toms. When there are fewer toms, simply select the toms that produce the desired result, i.e., to get toms on the three middle lines you use \texttt{tommh}, \texttt{tomml}, and \texttt{tomfh}.

\texttt{timbales-style}

This typesets timbales on a two line staff:

\begin{verbatim}
\texttt{timhsshtimlsslcb}
\texttt{congas-style}

This typesets congas on a two line staff:

\begin{verbatim}
\texttt{cghcghocgshcshcgclcglocgmlink
bongos-style
This typesets bongos on a two line staff

\begin{figure}
\centering
\includegraphics[width=0.5\textwidth]{bongos_staff.png}
\caption{Bongos Staff}
\end{figure}

bohbohobohmsshbolbolbolbolmssl

percussion-style
To typeset all kinds of simple percussion on one line staves.

\begin{figure}
\centering
\includegraphics[width=0.5\textwidth]{percussion_staff.png}
\caption{Percussion Staff}
\end{figure}

tritriotrimguiguisguilcbcltambcabmarhc

If you do not like any of the predefined lists you can define your own list at the top of your file

```
#(define mydrums '(
  (bassdrum default #f -1)
  (snare default #f 0)
  (hihat cross #f 1)
  (pedalhihat xcircle "stopped" 2)
  (lovtom diamond #f 3)))
```

up = \drummode { hh8 hh hh hh hhp4 hhp }
down = \drummode { bd4 sn bd toml18 toml }

\new DrumStaff <<
\set DrumStaff.drumStyleTable = #(alist->hash-table mydrums)
\new DrumVoice { \voiceOne \up }
\new DrumVoice { \voiceTwo \down }
>>

See also
Init files: `ly/drumpitch-init.ly`.
Program reference: DrumStaff, DrumVoice.

Bugs
Because general MIDI does not contain rim shots, the sidestick is used for this purpose instead.
7.5 Guitar

7.5.1 String number indications
String numbers can be added to chords, by indicating the string number with \number,

\begin{music}
\new TabStaff {
  a,4\5 c'\2 a\3 e'\1
  e\4 c'\2 a\3 e'\1
}\end{music}

See also ‘input/regression/string-number.ly’.

See also

Program reference: StringNumber.

7.5.2 Tablatures basic
Tablature notation is used for notating music for plucked string instruments. Pitches are not denoted with note heads, but by numbers indicating on which string and fret a note must be played. LilyPond offers limited support for tablature.

The string number associated to a note is given as a backslash followed by a number, e.g., c4\3 for a C quarter on the third string. By default, string 1 is the highest one, and the tuning defaults to the standard guitar tuning (with 6 strings). The notes are printed as tablature, by using TabStaff and TabVoice contexts

\begin{music}
\set TabStaff.minimumFret = #8
  e16 fis gis a b4
\end{music}
Commonly tweaked properties

To print tablatures with stems down and horizontal beams, initialize the TabStaff with this code:

\stemDown
\override Beam #'damping = #100000

See also

Program reference: TabStaff, TabVoice.

Bugs

Chords are not handled in a special way, and hence the automatic string selector may easily select the same string to two notes in a chord.

7.5.3 Non-guitar tablatures

You can change the tuning of the strings. A string tuning is given as a Scheme list with one integer number for each string, the number being the pitch (measured in semitones relative to middle C) of an open string. The numbers specified for stringTuning are the numbers of semitones to subtract or add, starting the specified pitch by default middle C, in string order. LilyPond automatically calculates the number of strings by looking at stringTuning.

In the next example, stringTunings is set for the pitches e, a, d, and g

\new TabStaff <<
  \set TabStaff.stringTunings = #'(-5 -10 -15 -20)
  { a,4 c' a e' e c' a e'}
>>

LilyPond comes with predefined string tunings for banjo, mandolin, guitar and bass guitar.

\set TabStaff.stringTunings = #bass-tuning

The default string tuning is guitar-tuning (the standard EADGBE tuning). Some other predefined tunings are guitar-open-g-tuning, mandolin-tuning and banjo-open-g-tuning.

See also


Bugs

No guitar special effects have been implemented.

7.5.4 Banjo tablatures

LilyPond has basic support for five stringed banjo. When making tablatures for five stringed banjo, use the banjo tablature format function to get correct fret numbers for the fifth string:

\new TabStaff <<
  \set TabStaff.tablatureFormat = #fret-number-tablature-format-banjo
A number of common tunings for banjo are predefined in LilyPond: `banjo-c-tuning` (gCGBD), `banjo-modal-tuning` (gDGCD), `banjo-open-d-tuning` (aDF#AD) and `banjo-open-dm-tuning` (aDFAD).

These tunings may be converted to four string banjo tunings using the `four-string-banjo` function:

\set TabStaff.stringTunings = #(four-string-banjo banjo-c-tuning)

See also

The file `scm/output-lib.scm` contains predefined banjo tunings.

7.5.5 Fret diagrams

Fret diagrams can be added to music as a markup to the desired note. The markup contains information about the desired fret diagram, as shown in the following example

\new Voice
\d' \markup \fret-diagram #"6-x;5-x;4-o;3-2;2-3;1-2;"
\d' \d' d'
\fis' \markup \override #'(size . 0.75) {
  \override #'(finger-code . below-string) {
    \fret-diagram-verbose #" ((place-fret 6 2 1) (barre 6 1 2)
    (place-fret 5 4 3) (place-fret 4 4 4)
    (place-fret 3 3 2) (place-fret 2 2 1)
    (place-fret 1 2 1))
  }
}
fis' fis' fis'
\c' \markup \override #'(dot-radius . 0.35) {
  \override #'(finger-code . in-dot) {
    \Override #'(dot-color . white) {
      \fret-diagram-terse #"x;3-1-15-2;5-3;5-4;3-1-1;"
    }
  }
}
\c' \c' \c'
Chapter 7: Instrument-specific notation

There are three different fret-diagram markup interfaces: standard, terse, and verbose. The three interfaces produce equivalent markups, but have varying amounts of information in the markup string. Details about the markup interfaces are found at Section 8.1.6 [Overview of text markup commands], page 156.

You can set a number of graphical properties according to your preference. Details about the property interface to fret diagrams are found at `fret-diagram-interface`.

See also
Examples: ‘input/test/fret-diagram.ly’

7.5.6 Other guitar issues
This example demonstrates how to include guitar position and barring indications.

```lilypond
\clef "G_8"
b16 d16 g16 b16 e16
\textSpannerDown
\override TextSpanner #'edge-text = #'("XII " . ")
g16\startTextSpan
b16 e16 g16 e16 b16 g16\stopTextSpan
e16 b16 g16 d16
```

Stopped (X) note heads are used in guitar music to signal a place where the guitarist must play a certain note or chord, with its fingers just touching the strings instead of fully pressing them. This gives the sound a percussive noise-like sound that still maintains part of the original pitch. It is notated with cross noteheads; this is demonstrated in Section 8.4.5 [Special noteheads], page 185.

7.6 Bagpipe

7.6.1 Bagpipe definitions
LilyPond contains special definitions for music for the Scottish highland bagpipe; to use them, add

```lilypond
\include "bagpipe.ly"
```

at the top of your input file. This lets you add the special gracenotes common to bagpipe music with short commands. For example, you could write `\taor` instead of

```lilypond
\grace { \small G32[ d G e] }
```

`bagpipe.ly` also contains pitch definitions for the bagpipe notes in the appropriate octaves, so you do not need to worry about `\relative` or `\transpose`.

```lilypond
\include "bagpipe.ly"
{ \grg G4 \grg a \grg b \grg c \grg d \grg e \grg f \grg A g A }
```
Bagpipe music nominally uses the key of D Major (even though that isn’t really true). However, since that is the only key that can be used, the key signature is normally not written out. To set this up correctly, always start your music with \hideKeySignature. If you for some reason want to show the key signature, you can use \showKeySignature instead.

Some modern music use cross fingering on c and f to flatten those notes. This can be indicated by cflat or fflat. Similarly, the piobaireachd high g can be written gflat when it occurs in light music.

7.6.2 Bagpipe example

This is what the well known tune Amazing Grace looks like in bagpipe notation.

```latex
\include "bagpipe.ly"
\layout {
   indent = 0.0\cm
   \context { \Score \remove "Bar_number_engraver" }
}
\header {
   title = "Amazing Grace"
   meter = "Hymn"
   arranger = "Trad. arr."
}
{
   \hideKeySignature
   \time 3/4
   \grg \partial 4 a8. d16
   \slurd d2 \grg f8[ e32 d16.]
   \grg f2 \grg f8 e
   \thrwd d2 \grg b4
   \grG a2 \grg a8. d16
   \slurd d2 \grg f8[ e32 d16.]
   \grg f2 \grg e8. f16
   \dblA A2 \grg A4
   \grg A2 f8. A16
   \grg A2 \hdbl f8[ e32 d16.]
   \grg f2 \grg f8 e
   \thrwd d2 \grg b4
   \grG a2 \grg a8. d16
   \slurd d2 \grg f8[ e32 d16.]
   \grg f2 e4
   \thrwd d2.
   \slurd d2
   \bar "."
}
```

Amazing Grace

Hymn

Trad. arr.
7.7 Ancient notation

Support for ancient notation includes features for mensural notation and Gregorian Chant notation. There is also limited support for figured bass notation.

Many graphical objects provide a style property, see
- Section 7.7.1 [Ancient note heads], page 130,
- Section 7.7.2 [Ancient accidentals], page 130,
- Section 7.7.3 [Ancient rests], page 131,
- Section 7.7.4 [Ancient clefs], page 131,
- Section 7.7.5 [Ancient flags], page 133,
- Section 7.7.6 [Ancient time signatures], page 134.

By manipulating such a grob property, the typographical appearance of the affected graphical objects can be accommodated for a specific notation flavor without the need for introducing any new notational concept.

In addition to the standard articulation signs described in section Section 6.5.1 [Articulations], page 78, specific articulation signs for ancient notation are provided.
- Section 7.7.7 [Ancient articulations], page 135

Other aspects of ancient notation can not that easily be expressed in terms of just changing a style property of a graphical object or adding articulation signs. Some notational concepts are introduced specifically for ancient notation,
- Section 7.7.8 [Custodes], page 135,
- Section 7.7.9 [Divisiones], page 136,
- Section 7.7.10 [Ligatures], page 137.

If this all is too much of documentation for you, and you just want to dive into typesetting without worrying too much about the details on how to customize a context, you may have a look at the predefined contexts. Use them to set up predefined style-specific voice and staff contexts, and directly go ahead with the note entry,
- Section 7.7.11 [Gregorian Chant contexts], page 144,
- Section 7.7.12 [Mensural contexts], page 145.

There is limited support for figured bass notation which came up during the baroque period.
- Section 7.7.14 [Figured bass], page 146

Here are all suptopics at a glance:
### 7.7.1 Ancient note heads

For ancient notation, a note head style other than the default style may be chosen. This is accomplished by setting the style property of the `NoteHead` object to baroque, neomensural, mensural or petrucci. The baroque style differs from the default style only in using a square shape for \breve note heads. The neomensural style differs from the baroque style in that it uses rhomboidal heads for whole notes and all smaller durations. Stems are centered on the note heads. This style is particularly useful when transcribing mensural music, e.g., for the incipit. The mensural style produces note heads that mimic the look of note heads in historic printings of the 16th century. Finally, the petrucci style also mimicks historic printings, but uses bigger note heads.

The following example demonstrates the neomensural style

```latex
\set Score.skipBars = ##t
\override NoteHead #'style = #'neomensural
a' \longa a' \breve a'1 a'2 a'4 a'8 a'16
```

When typesetting a piece in Gregorian Chant notation, the `Gregorian_ligature_engraver` will automatically select the proper note heads, so there is no need to explicitly set the note head style. Still, the note head style can be set, e.g., to vaticana_punctum to produce punctum neumes. Similarly, a `Mensural_ligature_engraver` is used to automatically assemble mensural ligatures. See Section 7.7.10 [Ligatures], page 137 for how ligature engravers work.

#### See also

Examples: `input/regression/note-head-style.ly` gives an overview over all available note head styles.

### 7.7.2 Ancient accidentals

Use the style property of grob `Accidental` to select ancient accidentals. Supported styles are mensural, vaticana, hufnagel, and medicaea.

```latex
\set Score.skipBars = ##t
\override NoteHead #'style = #'neomensural
a' \longa a' \breve a'1 a'2 a'4 a'8 a'16
```

As shown, not all accidentals are supported by each style. When trying to access an unsupported accidental, LilyPond will switch to a different style, as demonstrated in `input/test/ancient-accidentals.ly`.

Similarly to local accidentals, the style of the key signature can be controlled by the style property of the `KeySignature` grob.

#### See also

In this manual: Section 6.1.2 [Pitches], page 51, Section 6.1.3 [Cautionary accidentals], page 53 and Section 9.1.1 [Automatic accidentals], page 191 give a general introduction of the use of accidentals. Section 6.3.2 [Key signature], page 64 gives a general introduction of the use of key signatures.

Program reference: `KeySignature`.

Examples: `input/test/ancient-accidentals.ly`. 
7.7.3 Ancient rests

Use the `style` property of grob `Rest` to select ancient rests. Supported styles are `classical`, `neomensural`, and `mensural`. `classical` differs from the default style only in that the quarter rest looks like a horizontally mirrored 8th rest. The `neomensural` style suits well for, e.g., the incipit of a transcribed mensural piece of music. The `mensural` style finally mimics the appearance of rests as in historic prints of the 16th century.

The following example demonstrates the `neomensural` style:

\set Score.skipBars = ##t
\override Rest #'style = #'neomensural
r\longa r\breve r1 r2 r4 r8 r16

There are no 32th and 64th rests specifically for the mensural or neo-mensural style. Instead, the rests from the default style will be taken. See `input/test/rests.ly` for a chart of all rests.

There are no rests in Gregorian Chant notation; instead, it uses Section 7.7.9 [Divisiones], page 136.

See also

In this manual: Section 6.1.6 [Rests], page 53 gives a general introduction into the use of rests.

7.7.4 Ancient clefs

LilyPond supports a variety of clefs, many of them ancient.

The following table shows all ancient clefs that are supported via the `\clef` command. Some of the clefs use the same glyph, but differ only with respect to the line they are printed on. In such cases, a trailing number in the name is used to enumerate these clefs. Still, you can manually force a clef glyph to be typeset on an arbitrary line, as described in Section 6.3.1 [Clef], page 63. The note printed to the right side of each clef in the example column denotes the c' with respect to that clef.

<table>
<thead>
<tr>
<th>Description</th>
<th>Supported Clefs</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>modern style mensural C clef</td>
<td>neomensural-c1, neomensural-c2, neomensural-c3, neomensural-c4</td>
<td></td>
</tr>
<tr>
<td>petrucci style mensural C clefs, for use on different staff lines</td>
<td>petrucci-c1, petrucci-c2, petrucci-c3, petrucci-c4,</td>
<td></td>
</tr>
<tr>
<td>(the examples show the 2nd staff line C clef)</td>
<td>petrucci-c5</td>
<td></td>
</tr>
</tbody>
</table>
petrucci style mensural F clef

petrucci style mensural G clef

historic style mensural C clef

historic style mensural F clef

historic style mensural G clef

Editio Vaticana style do clef

Editio Vaticana style fa clef

Editio Medicaea style do clef
Modern style means “as is typeset in contemporary editions of transcribed mensural music”.

Petrucci style means “inspired by printings published by the famous engraver Petrucci (1466-1539)”.

Historic style means “as was typeset or written in historic editions (other than those of Petrucci)”.

Editio XXX style means “as is/was printed in Editio XXX”.

Petrucci used C clefs with differently balanced left-side vertical beams, depending on which staff line it is printed.

See also
In this manual: see Section 6.3.1 [Clef], page 63.

Bugs
The mensural g clef is mapped to the Petrucci g clef.

7.7.5 Ancient flags
Use the flag-style property of grob Stem to select ancient flags. Besides the default flag style, only the mensural style is supported

\override Stem #'flag-style = #'mensural
\override Stem #'thickness = #1.0
\override NoteHead #'style = #'mensural
\autoBeamOff

c'8 d'8 e'8 f'8 c'16 d'16 e'16 f'16 c''32 d'32 e'32 f'32 s8
c''8 d''8 e''8 f''8 c''16 d''16 e''16 f''16 c''32 d''32 e''32 f''32
Note that the innermost flare of each mensural flag always is vertically aligned with a staff line.

There is no particular flag style for neo-mensural notation. Hence, when typesetting the incipit of a transcribed piece of mensural music, the default flag style should be used. There are no flags in Gregorian Chant notation.

**Bugs**

The attachment of ancient flags to stems is slightly off due to a change in early 2.3.x.

Vertically aligning each flag with a staff line assumes that stems always end either exactly on or exactly in the middle between two staff lines. This may not always be true when using advanced layout features of classical notation (which however are typically out of scope for mensural notation).

### 7.7.6 Ancient time signatures

There is limited support for mensural time signatures. The glyphs are hard-wired to particular time fractions. In other words, to get a particular mensural signature glyph with the \time n/m command, n and m have to be chosen according to the following table

\begin{verbatim}
\time 4/4 \time 2/2 \time 6/4 \time 6/8
\time 3/2 \time 3/4 \time 9/4 \time 9/8
\time 4/8 \time 2/4
\end{verbatim}

Use the **style** property of grob **TimeSignature** to select ancient time signatures. Supported styles are **neomensural** and **mensural**. The above table uses the **neomensural** style. This style is appropriate for the incipit of transcriptions of mensural pieces. The **mensural** style mimics the look of historical printings of the 16th century.

The following examples show the differences in style,
See also
This manual: Section 6.3.3 [Time signature], page 65 gives a general introduction to the use of time signatures.

Bugs
Ratios of note durations do not change with the time signature. For example, the ratio of 1 brevis = 3 semibrevis (tempus perfectum) must be made by hand, by setting

\[ \text{breveTP} = \#(\text{ly:make-duration} -1 0 3 2) \]

\{ c\text{\breveTP} f1 \}

This sets \text{breveTP} to \( \frac{3}{2} \) times \( 2 = 3 \) times a whole note.

The old 6/8 symbol (an alternate symbol for 6/8) is not addressable with \texttt{\time}. Use a \texttt{\markup} instead.

7.7.7 Ancient articulations
In addition to the standard articulation signs described in section Section 6.5.1 [Articulations], page 78, articulation signs for ancient notation are provided. These are specifically designed for use with notation in Editio Vaticana style.

\include "gregorian-init.ly"
\score {
\new VaticanaVoice {
\override Staff.StaffSymbol #'color = #red
\override Staff.LedgerLineSpanner #'color = #red
\override TextScript #'font-family = #'typewriter
\override TextScript #'font-shape = #'upright
\override Script #'padding = #-0.1
a4\ictus_"ictus" s1
a4\circulus_"circulus" s1
a4\semicirculus_"semicirculus" s1 s
a4\accentus_"accentus" s1
\[ a4_"\text{episem}" \text{\episemInitium} \text{\pes} b \text{\flexa} a \text{\episemFinis} \]
}

\text{ictus} \text{circulus} \text{semicirculus} \text{accentus} \text{episem}

Bugs
Some articulations are vertically placed too closely to the corresponding note heads.

7.7.8 Custodes
A \textit{custos} (plural: \textit{custodes}; Latin word for ‘guard’) is a symbol that appears at the end of a staff. It anticipates the pitch of the first note(s) of the following line thus helping the performer to manage line breaks during performance.
Custodes were frequently used in music notation until the 17th century. Nowadays, they have survived only in a few particular forms of musical notation such as contemporary editions of Gregorian chant like the editio vaticana. There are different custos glyphs used in different flavors of notational style.

For typesetting custodes, just put a Custos_engraver into the Staff context when declaring the \layout block, as shown in the following example

\layout {
\context {
\Staff
\consists Custos_engraver
Custos \override #'style = #'mensural
}
}

The result looks like this

\[\text{\includegraphics[width=0.3\textwidth]{custodes.mensural.u1/noteheads.s0/clefs.G/timesig.C44}}\]

The custos glyph is selected by the style property. The styles supported are vaticana, medicaea, hufnagel, and mensural. They are demonstrated in the following fragment

\text{\includegraphics[width=0.6\textwidth]{vaticana.medicaea.hufnagel.mensural}}

See also

Program reference: Custos.

Examples: ‘input/regression/custos.ly’.

7.7.9 Divisiones

A divisio (plural: divisiones; Latin word for ‘division’) is a staff context symbol that is used to structure Gregorian music into phrases and sections. The musical meaning of divisio minima, divisio maior, and divisio maxima can be characterized as short, medium, and long pause, somewhat like the breathmarks from Section 6.5.4 [Breath marks], page 83. The finalis sign not only marks the end of a chant, but is also frequently used within a single antiphonal/responsorial chant to mark the end of each section.

To use divisiones, include the file ‘gregorian-init.ly’. It contains definitions that you can apply by just inserting \divisioMinima, \divisioMaior, \divisioMaxima, and \finalis at proper places in the input. Some editions use virgula or caesura instead of divisio minima. Therefore, ‘gregorian-init.ly’ also defines \virgula and \caesura

\text{\includegraphics[width=0.5\textwidth]{divisio minimadivisio maior/divisio maxima}}
Predefined commands
\virgula, \caesura, \divisioMinima, \divisioMaior, \divisioMaxima, \finalis.

See also
In this manual: Section 6.5.4 [Breath marks], page 83.
Program reference: BreathingSign.
Examples: ‘input/test/divisiones.ly’.

7.7.10 Ligatures
A ligature is a graphical symbol that represents at least two distinct notes. Ligatures originally appeared in the manuscripts of Gregorian chant notation to denote ascending or descending sequences of notes.

Ligatures are entered by enclosing them in \[ and \]. Some ligature styles may need additional input syntax specific for this particular type of ligature. By default, the LigatureBracket engraver just puts a square bracket above the ligature

\transpose c c' {
    \[ g c a f d' \]
    a g f
    \[ e f a g \]
}

To select a specific style of ligatures, a proper ligature engraver has to be added to the Voice context, as explained in the following subsections. Only white mensural ligatures are supported with certain limitations.

Bugs
Ligatures need special spacing that has not yet been implemented. As a result, there is too much space between ligatures most of the time, and line breaking often is unsatisfactory. Also, lyrics do not correctly align with ligatures.

Accidentals must not be printed within a ligature, but instead need to be collected and printed in front of it.

Augmentum dots within ligatures are not handled correctly.

The syntax still uses the deprecated infix style \[ music expr \]. For consistency reasons, it will eventually be changed to postfix style note\[ ... note\]. Alternatively, the file ‘gregorian-init.ly’ can be included; it provides a scheme function

\ligature music expr

with the same effect and is believed to be stable.
7.7.10.1 White mensural ligatures

There is limited support for white mensural ligatures.

To engrave white mensural ligatures, in the layout block put the \texttt{Mensural_ligature_engraver} into the \texttt{Voice} context, and remove the \texttt{Ligature_bracket_engraver}, like this

\begin{verbatim}
\layout {
\context {
    \Voice
    \remove Ligature_bracket_engraver
    \consists Mensural_ligature_engraver
}
}
\end{verbatim}

There is no additional input language to describe the shape of a white mensural ligature. The shape is rather determined solely from the pitch and duration of the enclosed notes. While this approach may take a new user a while to get accustomed to, it has the great advantage that the full musical information of the ligature is known internally. This is not only required for correct MIDI output, but also allows for automatic transcription of the ligatures.

For example,

\begin{verbatim}
\set Score.timing = ##f
\set Score.defaultBarType = "empty"
\override NoteHead #'style = #'neomensural
\override Staff.TimeSignature #'style = #'neomensural
\clef "petrucci-g"
\[ c'\maxima g \]
\s4
\[ d\longa c\breve f e d \]
\s4
\[ c'\maxima d'\longa \]
\s4
\[ e'1 a g\breve \]
\end{verbatim}

\begin{figure}[h]
\centering
\includegraphics[width=\textwidth]{example.png}
\caption{Example of white mensural ligatures.}
\end{figure}

Without replacing \texttt{Ligature_bracket_engraver} with \texttt{Mensural_ligature_engraver}, the same music transcribes to the following

\begin{verbatim}
\set Score.timing = ##f
\set Score.defaultBarType = "empty"
\override NoteHead #'style = #'neomensural
\override Staff.TimeSignature #'style = #'neomensural
\clef "petrucci-g"
\[ c'\maxima g \]
\s4
\[ d\longa c\breve f e d \]
\s4
\[ c'\maxima d'\longa \]
\s4
\[ e'1 a g\breve \]
\end{verbatim}

\begin{figure}[h]
\centering
\includegraphics[width=\textwidth]{example2.png}
\caption{Example of ligatures with \texttt{Ligature_bracket_engraver}.}
\end{figure}

\subsection*{Bugs}

The invisible rests (\texttt{s4}) in the example are used to compensate for the poor horizontal spacing.
### 7.7.10.2 Gregorian square neumes ligatures

There is limited support for Gregorian square neumes notation (following the style of the Editio Vaticana). Core ligatures can already be typeset, but essential issues for serious typesetting are still lacking, such as (among others) horizontal alignment of multiple ligatures, lyrics alignment and proper handling of accidentals.

The following table contains the extended neumes table of the 2nd volume of the Antiphonale Romanum (*Liber Hymnarius*), published 1983 by the monks of Solesmes.

<table>
<thead>
<tr>
<th>Neuma aut Neumarum Elementa</th>
<th>Figurae Rectae</th>
<th>Figurae Liquescentes Auctae</th>
<th>Figurae Liquescentes Deminutae</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Punctum</td>
<td>a b</td>
<td>c d e f</td>
<td></td>
</tr>
<tr>
<td></td>
<td>* *</td>
<td>* *</td>
<td></td>
</tr>
<tr>
<td>2. Virga</td>
<td>g</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>*\prime</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. Apostropha vel Stropha</td>
<td>h i</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>*</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Oriscus</td>
<td>j</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>*</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
5. Clivis vel Flexa

6. Podatus vel Pes

7. Pes Quassus

8. Quilisma Pes

9. Podatus Initio Debilis
10. Torculus

\[
\begin{array}{ccc}
y & z & A \\
\end{array}
\]

11. Torculus Initio Debilis

\[
\begin{array}{ccc}
B & C & D \\
\end{array}
\]

12. Porrectus

\[
\begin{array}{ccc}
E & F & G \\
\end{array}
\]

13. Climacus

\[
\begin{array}{ccc}
H & I & J \\
\end{array}
\]

14. Scandicus

\[
\begin{array}{ccc}
K & L & M \\
\end{array}
\]

15. Salicus

\[
\begin{array}{ccc}
N & O \\
\end{array}
\]
16. Trigonus

\[
\text{P}
\]

Unlike most other neumes notation systems, the input language for neumes does not reflect the typographical appearance, but is designed to focus on musical meaning. For example, \[ a \pes b \flexa g \] produces a Torculus consisting of three Punctum heads, while \[ a \flexa g \pes b \] produces a Porrectus with a curved flexa shape and only a single Punctum head. There is no command to explicitly typeset the curved flexa shape; the decision of when to typeset a curved flexa shape is based on the musical input. The idea of this approach is to separate the musical aspects of the input from the notation style of the output. This way, the same input can be reused to typeset the same music in a different style of Gregorian chant notation.

The following table shows the code fragments that produce the ligatures in the above neumes table. The letter in the first column in each line of the below table indicates to which ligature in the above table it refers. The second column gives the name of the ligature. The third column shows the code fragment that produces this ligature, using g, a, and b as example pitches.

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Input Language</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>Punctum</td>
<td>[ b ]</td>
</tr>
<tr>
<td>b</td>
<td>Punctum Inclinatum</td>
<td>[ \inclinatum b ]</td>
</tr>
<tr>
<td>c</td>
<td>Punctum Auctum Ascendens</td>
<td>[ \auctum \ascendens b ]</td>
</tr>
<tr>
<td>d</td>
<td>Punctum Auctum Descendens</td>
<td>[ \auctum \descendens b ]</td>
</tr>
<tr>
<td>e</td>
<td>Punctum Inclinatum Auctum</td>
<td>[ \inclinatum \auctum b ]</td>
</tr>
<tr>
<td>f</td>
<td>Punctum Inclinatum Parvum</td>
<td>[ \inclinatum \deminutum b ]</td>
</tr>
<tr>
<td>g</td>
<td>Virga</td>
<td>[ \virga b ]</td>
</tr>
<tr>
<td>h</td>
<td>Stropha</td>
<td>[ \stropha b ]</td>
</tr>
<tr>
<td>i</td>
<td>Stropha Aucta</td>
<td>[ \stropha \auctum b ]</td>
</tr>
<tr>
<td>j</td>
<td>Oriscus</td>
<td>[ \oriscus b ]</td>
</tr>
<tr>
<td>k</td>
<td>Clivis vel Flexa</td>
<td>[ b \flexa g ]</td>
</tr>
<tr>
<td>l</td>
<td>Clivis Aucta Descendens</td>
<td>[ b \flexa \auctum \descendens g ]</td>
</tr>
<tr>
<td>m</td>
<td>Clivis Aucta Ascendens</td>
<td>[ b \flexa \auctum \ascendens g ]</td>
</tr>
<tr>
<td>n</td>
<td>Cephalicus</td>
<td>[ b \flexa \deminutum g ]</td>
</tr>
<tr>
<td>o</td>
<td>Podatus vel Pes</td>
<td>[ g \pes b ]</td>
</tr>
<tr>
<td>p</td>
<td>Pes Auctus Descendens</td>
<td>[ g \text{pes} \text{auctum} \text{descendens} b ]</td>
</tr>
<tr>
<td>q</td>
<td>Pes Auctus Ascendens</td>
<td>[ g \text{pes} \text{auctum} \text{ascendens} b ]</td>
</tr>
<tr>
<td>r</td>
<td>Epiphonus</td>
<td>[ g \text{pes} \text{deminutum} b ]</td>
</tr>
<tr>
<td>s</td>
<td>Pes Quassus</td>
<td>[ \text{oriscus} g \text{pes} \text{virga} b ]</td>
</tr>
<tr>
<td>t</td>
<td>Pes Quassus Auctus Descendens</td>
<td>[ \text{oriscus} g \text{pes} \text{auctum} \text{descendens} b ]</td>
</tr>
<tr>
<td>u</td>
<td>Quilisma Pes</td>
<td>[ \text{quilisma} g \text{pes} b ]</td>
</tr>
<tr>
<td>v</td>
<td>Quilisma Pes Auctus Descendens</td>
<td>[ \text{quilisma} g \text{pes} \text{auctum} \text{descendens} b ]</td>
</tr>
<tr>
<td>w</td>
<td>Pes Initio Debilis</td>
<td>[ \text{deminutum} g \text{pes} b ]</td>
</tr>
<tr>
<td>x</td>
<td>Pes Auctus Descendens Initio Debilis</td>
<td>[ \text{deminutum} g \text{pes} \text{auctum} \text{descendens} b ]</td>
</tr>
<tr>
<td>y</td>
<td>Torculus</td>
<td>[ a \text{pes} b \text{flexa} g ]</td>
</tr>
<tr>
<td>z</td>
<td>Torculus Auctus Descendens</td>
<td>[ a \text{pes} b \text{flexa} \text{auctum} \text{descendens} g ]</td>
</tr>
<tr>
<td>A</td>
<td>Torculus Diminutus</td>
<td>[ a \text{pes} b \text{flexa} \text{deminutum} g ]</td>
</tr>
<tr>
<td>B</td>
<td>Torculus Initio Debilis</td>
<td>[ \text{deminutum} a \text{pes} b \text{flexa} g ]</td>
</tr>
<tr>
<td>C</td>
<td>Torculus Auctus Descendens Initio Debilis</td>
<td>[ \text{deminutum} a \text{pes} b \text{flexa} \text{auctum} \text{descendens} g ]</td>
</tr>
<tr>
<td>D</td>
<td>Torculus Diminutus Initio Debilis</td>
<td>[ \text{deminutum} a \text{pes} b \text{flexa} \text{deminutum} g ]</td>
</tr>
<tr>
<td>E</td>
<td>Porrectus</td>
<td>[ a \text{flexa} g \text{pes} b ]</td>
</tr>
<tr>
<td>F</td>
<td>Porrectus Auctus Descendens</td>
<td>[ a \text{flexa} g \text{pes} \text{auctum} \text{descendens} b ]</td>
</tr>
<tr>
<td>G</td>
<td>Porrectus Diminutus</td>
<td>[ a \text{flexa} g \text{pes} \text{deminutum} b ]</td>
</tr>
<tr>
<td>H</td>
<td>Climacus</td>
<td>[ \text{virga} b \text{inclinatum} a \text{inclinatum} g ]</td>
</tr>
<tr>
<td>I</td>
<td>Climacus Auctus</td>
<td>[ \text{virga} b \text{inclinatum} a \text{inclinatum} \text{auctum} g ]</td>
</tr>
<tr>
<td>J</td>
<td>Climacus Diminutus</td>
<td>[ \text{virga} b \text{inclinatum} a \text{inclinatum} \text{deminutum} g ]</td>
</tr>
<tr>
<td>K</td>
<td>Scandicus</td>
<td>[ g \text{pes} a \text{virga} b ]</td>
</tr>
<tr>
<td>L</td>
<td>Scandicus Auctus Descendens</td>
<td>[ g \text{pes} a \text{pes} \text{auctum} \text{descendens} b ]</td>
</tr>
<tr>
<td>M</td>
<td>Scandicus Diminutus</td>
<td>[ g \text{pes} a \text{pes} \text{deminutum} b ]</td>
</tr>
<tr>
<td>N</td>
<td>Salicus</td>
<td>[ g \text{oriscus} a \text{pes} \text{virga} b ]</td>
</tr>
</tbody>
</table>
The ligatures listed above mainly serve as a limited, but still representative pool of Gregorian ligature examples. Virtually, within the ligature delimiters \[ and \], any number of heads may be accumulated to form a single ligature, and head prefixes like \pes, \flexa, \virga, \inclinatum, etc. may be mixed in as desired. The use of the set of rules that underlies the construction of the ligatures in the above table is accordingly extrapolated. This way, infinitely many different ligatures can be created.

### Predefined commands

The following head prefixes are supported

\virga, \stropha, \inclinatum, \auctum, \descendens, \ascendens, \oriscus, \quilisma, \deminutum, \cavum, \linea.

Head prefixes can be accumulated, though restrictions apply. For example, either \descendens or \ascendens can be applied to a head, but not both to the same head.

Two adjacent heads can be tied together with the \pes and \flexa infix commands for a rising and falling line of melody, respectively.

### 7.7.11 Gregorian Chant contexts

The predefined VaticanaVoiceContext and VaticanaStaffContext can be used to engrave a piece of Gregorian Chant in the style of the Editio Vaticana. These contexts initialize all relevant context properties and grob properties to proper values, so you can immediately go ahead entering the chant, as the following excerpt demonstrates

```latex
\include "gregorian-init.ly"
\score {
<<
\new VaticanaVoice = "cantus" {
  \override Staff.StaffSymbol #'color = #red
  \override Staff.LedgerLineSpanner #'color = #red
  \override Score.BarNumber #'transparent = ##t {
    \[ c\melisma c' \flexa a \]
    \[ a \flexa \deminutum g\melismaEnd \]
    f \divisioMinima
    \[ f\melisma \pes a c' \pes d'\melismaEnd \]
    c' \divisioMinima \break
    \[ c'\melisma c' \flexa a \]
    \[ a \flexa \deminutum g\melismaEnd \] f \divisioMinima
  }
}
\new Lyrics \lyricsto "cantus" {
  Sanctus, Sanctus, Sanctus
}
>>
}
```

Sanctus, Sanctus,
7.7.12 Mensural contexts

The predefined \texttt{MensuralVoiceContext} and \texttt{MensuralStaffContext} can be used to engrave a piece in mensural style. These contexts initialize all relevant context properties and grob properties to proper values, so you can immediately go ahead entering the chant, as the following excerpt demonstrates

\begin{verbatim}
\score { <<
\new MensuralVoice = "discantus" \transpose c c' { 
\override Score.BarNumber #'transparent = ##t { 
c'\melisma bes a g\melismaEnd 
f\breve 
[ f\melisma a c'\breve d'\melismaEnd ] 
c'\longa 
c'\breve\melisma a1 g1\melismaEnd 
fis\longa"\signumcongruentiae 
} }
\new Lyrics \lyricsto "discantus" { 
San -- ctus, San -- ctus, San -- ctus 
}
>> }
\end{verbatim}

7.7.13 Musica ficta accidentals

In European music from before about 1600, singers were often expected to chromatically alter notes at their own initiative. This is called “Musica Ficta”. In modern transcriptions, these accidentals are usually printed over the note.

Support for such suggested accidentals is included, and can be switched on by setting \texttt{suggestAccidentals} to true.
Chapter 7: Instrument-specific notation

7.7.14 Figured bass

LilyPond has support for figured bass

\begin{verbatim}
\new Voice { \clef bass \dis4 c d ais g fis}
\new FiguredBass \figuremode {
  < 6 >4 < 7\+ >8 < 6+ [_!] >
  < 6 >4 <6 5 [3+] >
  < _ >4 < 6 5/>4
}
\end{verbatim}

The support for figured bass consists of two parts: there is an input mode, introduced by \texttt{\figuremode}, where you can enter bass figures as numbers, and there is a context called \texttt{FiguredBass} that takes care of making \texttt{BassFigure} objects.

In figures input mode, a group of bass figures is delimited by < and >. The duration is entered after the >

\begin{verbatim}
<4 6>
\end{verbatim}

Accidentals are added when you append -, !, and + to the numbers. A plus sign is added when you append \texttt{\+}, and diminished fifths and sevenths can be obtained with \texttt{5/} and \texttt{7/}.

\begin{verbatim}
<4- 6+ 7!> <5++> <3--> <7/> x <6\+ 5/>
\end{verbatim}
Spaces may be inserted by using \_. Brackets are introduced with [ and ]. You can also include text strings and text markups, see Section 8.1.6 [Overview of text markup commands], page 156.

\begin{verbatim}
< [4 6] 8 \_[! 12] > < 5 \markup { \number 6 \super (1) } >
\end{verbatim}

It is also possible to use continuation lines for repeated figures,

\begin{verbatim}
<< \new Staff {
   \clef bass
   c4 c c
}
\figures {
   \set useBassFigureExtenders = ##t
   <4 6> <3 6> <3 7>
}
>>
\end{verbatim}

In this case, the extender lines always replace existing figures.

The FiguredBass context doesn’t pay attention to the actual bass line. As a consequence, you may have to insert extra figures to get extender lines below all notes, and you may have to add \! to avoid getting an extender line, e.g.

\begin{verbatim}
<< \new Staff {
   \clef bass
   c4 c c
}
\figures {
   \set useBassFigureExtenders = ##t
   <4 6> r8
} >>
\end{verbatim}

Accidentals and plus signs can appear before or after the numbers, depending on the figuredBassAlterationDirection and figuredBassPlusDirection properties.
Although the support for figured bass may superficially resemble chord support, it is much simpler. The `figuremode` mode simply stores the numbers and `FiguredBass` context prints them as entered. There is no conversion to pitches and no realizations of the bass are played in the MIDI file.

Internally, the code produces markup texts. You can use any of the markup text properties to override formatting. For example, the vertical spacing of the figures may be set with `baseline-skip`.

**See also**

Program reference: `NewBassFigure`, `BassFigureAlignment`, `BassFigureLine`, `BassFigureBracket`, and `BassFigureContinuation` objects and `FiguredBass` context.

## 7.8 Other instrument specific notation

This section includes extra information for writing for instruments.

### 7.8.1 Artificial harmonics (strings)

Artificial harmonics are notated with a different notehead style. They are entered by marking the harmonic pitch with `harmonic`.

```
< c g' \harmonic > 4
```
8 Advanced notation

This chapter deals with rarely-used and advanced notation.

8.1 Text

This section explains how to include text (with various formatting) in your scores.

To write non-ascii text (such as characters from other languages), simply insert the characters directly into the lilypond file. The file must be saved as UTF-8. For more information, see Section 10.1.4 [Text encoding], page 212.

8.1.1 Text scripts

It is possible to place arbitrary strings of text or Section 8.1.4 [Text markup], page 152 above or below notes by using a string \text"text\". By default, these indications do not influence the note spacing, but by using the command \fatText, the widths will be taken into account

\fatText \text{longtext} \fatText \text{longlongtext}

To prevent text from influencing spacing, use \emptyText.

More complex formatting may also be added to a note by using the markup command,

\markup { \text{bla} \text{bold} \text{bla} }

The \markup is described in more detail in Section 8.1.4 [Text markup], page 152.

Predefined commands

\fatText, \emptyText.

Commonly tweaked properties

Checking to make sure that text scripts and lyrics are within the margins is a relatively large computational task. To speed up processing, lilypond does not perform such calculations by default; to enable it, use

\override Score.PaperColumn #'keep-inside-line = ##t

See also

In this manual: Section 8.1.4 [Text markup], page 152.

Program reference: TextScript.
8.1.2 Text spanners

Some performance indications, e.g., rallentando or accelerando, are written as text and are extended over many measures with dotted lines. Such texts are created using text spanners; attach \startTextSpan and \stopTextSpan to the first and last notes of the spanner.

The string to be printed, as well as the style, is set through object properties

\begin{verbatim}
c1 \textSpannerDown \override TextSpanner #'edge-text = #'("rall " . "")
c2\startTextSpan b c\stopTextSpan a \\
break
\textSpannerUp \override TextSpanner #'edge-text = #(cons (markup #:italic "rit" ) "")
c2\startTextSpan b c\stopTextSpan a
\end{verbatim}

Predefined commands
textSpannerUp, textSpannerDown, textSpannerNeutral.

Commonly tweaked properties
To print a solid line, use

\begin{verbatim}
\override TextSpanner #'dash-fraction = #'()
\end{verbatim}

See also
Program reference: TextSpanner.
Examples: ‘input/regression/text-spanner.ly’.

8.1.3 Text marks

The \mark command is primarily used for Section 8.2.3 [Rehearsal marks], page 169, but it can also be used to put signs like coda, segno, and fermata on a bar line. Use \markup to access the appropriate symbol

\begin{verbatim}
c1 \mark \markup { \musicglyph #"scripts.ufermata" }
c1
\end{verbatim}
\mark is only typeset above the top stave of the score. If you specify the \mark command at a bar line, the resulting mark is placed above the bar line. If you specify it in the middle of a bar, the resulting mark is positioned between notes. If it is specified before the beginning of a score line, it is placed before the first note of the line. Finally, if the mark occurs at a line break, the mark will be printed at the beginning of the next line. If there is no next line, then the mark will not be printed at all.

Commonly tweaked properties

To print the mark at the end of the current line, use

\override Score.RehearsalMark
  #'break-visibility = #begin-of-line-invisible
\mark

\mark is often useful for adding text to the end of bar. In such cases, changing the #'self-alignment is very useful

\override Score.RehearsalMark
  #'break-visibility = #begin-of-line-invisible
  c1 c c4 c c c
\once \override Score.RehearsalMark #'self-alignment-X = #right
\mark "D.S. al Fine"

Text marks may be aligned with notation objects other than bar lines,

\relative {
  c1
  \key cis \major
  \clef alto
  \override Score.RehearsalMark #'break-align-symbol = #'key-signature
  \mark "on key"
  cis
  \key ces \major
  \override Score.RehearsalMark #'break-align-symbol = #'clef
  \clef treble
  \mark "on clef"
  ces
  \override Score.RehearsalMark #'break-align-symbol = #'time-signature
  \key d \minor
  \clef tenor
  \time 3/4
  \mark "on time"
  c
}

\mark "on key" \mark "on clef" \mark "on time"
Although text marks are normally only printed above the topmost staff, you may alter this to print them on every staff,

\{ 
  \new Score \with { 
    \remove "Mark_engraver"
  }
  \begin{new Staff \with { 
    \consists "Mark_engraver"
  }
    \{ c'1 \mark "foo" c' \}
  \end{new Staff} 
\}

\noteheads.s0 /clefs.G /timesig.C44
\markup { c' \text { foo } } 
\markup { c'' \text { foo } }

See also

Program reference: \texttt{RehearsalMark}.

8.1.4 Text markup

Use \texttt{\markup} to typeset text. Commands are entered with the backslash \texttt{\}. To enter \texttt{\} and \texttt{#}, use double quotation marks.

\begin{align*}
  c1' \& \markup { \text { hello } } \\
  c1 _ \markup { \text { hi there } } \\
  c1' \& \markup { \text { hi } \textbf { bold } \text { there, is } \textit { anyone home? } } \\
  c1 _ \markup { \textit { \textbf { \special { weird } } \#characters } } \\
\end{align*}

\noteheads.s0 /noteheads.s0 /clefs.G /clefs.G /timesig.C44
\markup { \text { hello } } \\
\markup { hi there, is anyone home? } \\
\markup { hi there \special { weird } \#characters }

See Section 8.1.6 [Overview of text markup commands], page 156 for a list of all commands.

\texttt{\markup} is primarily used for \texttt{TextScripts}, but it can also be used anywhere text is called in \texttt{lilypond}

\begin{align*}
  \header { \texttt { title = \markup { \textbf { foo } \textit { bar! } } } } \\
  \score { 
    \relative c' { 
      \override Score.RehearsalMark 
  } \\
\end{align*}
foo bar!

Text can also be placed on its own, away from any \score block. This is primarily used in a \book (see Section 10.6 [Multiple movements], page 231).
Here is some text.
The markup in the example demonstrates font switching commands. The command \bold and \italic apply to the first following word only; to apply a command to more than one word, enclose the words with braces,

\markup { \bold { hi there } }

For clarity, you can also do this for single arguments, e.g.,

\markup { is \italic { anyone } home }

In markup mode you can compose expressions, similar to mathematical expressions, XML documents, and music expressions. You can stack expressions grouped vertically with the command \column. Similarly, \center-align aligns texts by their center lines:

\begin{verbatim}
c1^\markup { \column { a bbbb \line { c d } } }
c1^\markup { \center-align { a bbbb c } }
c1^\markup { \line { a b c } }
\end{verbatim}

\begin{verbatim}
a a
bbbbbbbb

\begin{music}
c d c a b c
\end{music}
\end{verbatim}

Lists with no previous command are not kept distinct. The expression

\begin{verbatim}
\center-align { { a b } { c d } }
\end{verbatim}

is equivalent to

\begin{verbatim}
\center-align { a b c d }
\end{verbatim}

To keep lists of words distinct, please use quotes " or the \line command

\begin{verbatim}
c4^\markup{ \center-align { on three lines } }
c4^\markup{ \center-align { "all one line" } }
c4^\markup{ \center-align { { on three lines } } }
c4^\markup{ \center-align { \line { on one line } } }
\end{verbatim}

\begin{verbatim}
on on
three three
\begin{music}
lines all one line lines on one line
\end{music}
\end{verbatim}

Markups can be stored in variables and these variables may be attached to notes, like

\begin{verbatim}
allegro = \markup { \bold \large { Allegro } }
{ a^\allegro b c d }
\end{verbatim}

Some objects have alignment procedures of their own, which cancel out any effects of alignments applied to their markup arguments as a whole. For example, the \RehearsalMark is horizontally centered, so using \mark \markup { \left-align .. } has no effect.

In addition, vertical placement is performed after creating the text markup object. If you wish to move an entire piece of markup, you need to use the \hspace #0.\hphantom{0}


Some situations (such as dynamic marks) have preset font-related properties. If you are creating text in such situations, it is advisable to cancel those properties with `normal-text`. See Section 8.1.6 [Overview of text markup commands], page 156 for more details.

**See also**

This manual: Section 8.1.6 [Overview of text markup commands], page 156.

Program reference: `TextScript`.

Init files: ‘scm/new-markup.scm’.

**Bugs**

Kerning or generation of ligatures is only done when the TeX backend is used. In this case, LilyPond does not account for them so texts will be spaced slightly too wide.

Syntax errors for markup mode are confusing.

### 8.1.5 Nested scores

It is possible to nest music inside markups, by adding a `\score` block to a markup expression. Such a score must contain a `\layout` block.

```latex
\relative {
  \c4 \markup {
    \score {
      \relative { c4 d e f }
      \layout { }
    }
  }
  e f
}
```

### 8.1.6 Overview of text markup commands

The following commands can all be used inside `\markup { }`. 

```latex
\fatText
\once \override TextScript #'padding = #3
\c'4 \markup { \hspace #0 \raise #1.5 raised }
```
\arrow-head\texttt{axis} (integer) \texttt{direction} (direction) \texttt{filled} (boolean)
produce an arrow head in specified direction and axis. Use the filled head if \texttt{filled} is specified.

\beam\texttt{width} (number) \texttt{slope} (number) \texttt{thickness} (number)
Create a beam with the specified parameters.

\bigger\texttt{arg} (markup)
Increase the font size relative to current setting

\bold\texttt{arg} (markup)
Switch to bold font-series

\box\texttt{arg} (markup)
Draw a box round \texttt{arg}. Looks at \texttt{thickness}, \texttt{box-padding} and \texttt{font-size} properties to determine line thickness and padding around the markup.

\bracket\texttt{arg} (markup)
Draw vertical brackets around \texttt{arg}.

\bracketed-y-column\texttt{indices} (list) \texttt{args} (list of markups)
Make a column of the markups in \texttt{args}, putting brackets around the elements marked in \texttt{indices}, which is a list of numbers.

\caps\texttt{arg} (markup)
Set \texttt{font-shape} to \texttt{caps}.

\center-align\texttt{args} (list of markups)
Put \texttt{args} in a centered column.

\char\texttt{num} (integer)
Produce a single character, e.g. \texttt{\char #65} produces the letter ’A’.

\circle\texttt{arg} (markup)
Draw a circle around \texttt{arg}. Use \texttt{thickness}, \texttt{circle-padding} and \texttt{font-size} properties to determine line thickness and padding around the markup.

\column\texttt{args} (list of markups)
Stack the markups in \texttt{args} vertically. The property \texttt{baseline-skip} determines the space between each markup in \texttt{args}.

\combine\texttt{m1} (markup) \texttt{m2} (markup)
Print two markups on top of each other.

\dir-column\texttt{args} (list of markups)
Make a column of \texttt{args}, going up or down, depending on the setting of the \#’direction\ layout property.

\doubleflat
Draw a double flat symbol.

\doublesharp
Draw a double sharp symbol.

\draw-circle\texttt{radius} (number) \texttt{thickness} (number) \texttt{fill} (boolean)
A circle of radius \texttt{radius}, thickness \texttt{thickness} and optionally filled.

\dynamic\texttt{arg} (markup)
Use the dynamic font. This font only contains s, f, m, z, p, and r. When producing phrases, like “piü f”, the normal words (like “piü”) should be done in a different font. The recommend font for this is bold and italic
\epsfile axis (number) size (number) file-name (string)
  Inline an EPS image. The image is scaled along axis to size.

\fill-line markups (list of markups)
  Put markups in a horizontal line of width line-width. The markups are
  spaced/flushed to fill the entire line. If there are no arguments, return an empty
  stencil.

\filled-box xext (pair of numbers) yext (pair of numbers) blot (number)
  Draw a box with rounded corners of dimensions xext and yext. For example,
  \filled-box #'(-.3 . 1.8) #'(-.3 . 1.8) #0
  create a box extending horizontally from -0.3 to 1.8 and vertically from -0.3 up to
  1.8, with corners formed from a circle of diameter 0 (ie sharp corners).

\finger arg (markup)
  Set the argument as small numbers.

\flat
  Draw a flat symbol.

\fontsize increment (number) arg (markup)
  Add increment to the font-size. Adjust baseline skip accordingly.

\fraction arg1 (markup) arg2 (markup)
  Make a fraction of two markups.

\fret-diagram definition-string (string)
  Example
  \markup \fret-diagram #'s:0.75;6-x;5-x;4-o;3-2;2-3;1-2;'
  for fret spacing 3/4 of staff space, D chord diagram
  Syntax rules for definition-string:
  − Diagram items are separated by semicolons.
  − Possible items:
    • s:number – set the fret spacing of the diagram (in staff spaces). Default 1
    • t:number – set the line thickness (in staff spaces). Default 0.05
    • h:number – set the height of the diagram in frets. Default 4
    • w:number – set the width of the diagram in strings. Default 6
    • f:number – set fingering label type (0 = none, 1 = in circle on string, 2 =
      below string) Default 0
    • d:number – set radius of dot, in terms of fret spacing. Default 0.25
    • p:number – set the position of the dot in the fret space. 0.5 is centered; 1
      is on lower fret bar, 0 is on upper fret bar. Default 0.6
    • c:string1-string2-fret – include a barre mark from string1 to string2 on fret
    • string-fret – place a dot on string at fret. If fret is o, string is identified as
      open. If fret is x, string is identified as muted.
    • string-fret-fingering – place a dot on string at fret, and label with fingering
      as defined by f: code.
    − Note: There is no limit to the number of fret indications per string.

\fret-diagram-terse definition-string (string)
  Make a fret diagram markup using terse string-based syntax.
  Example
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\markup \fret-diagram-terse "#\"x;x;o;2;3;2;\"

for a D chord diagram.

Syntax rules for definition-string:

- Strings are terminated by semicolons; the number of semicolons is the number of strings in the diagram.
- Mute strings are indicated by "x".
- Open strings are indicated by "o".
- A number indicates a fret indication at that fret.
- If there are multiple fret indicators desired on a string, they should be separated by spaces.
- Fingerings are given by following the fret number with a ",-", followed by the finger indicator, e.g. 3-2 for playing the third fret with the second finger.
- Where a barre indicator is desired, follow the fret (or fingering) symbol with "-(" to start a barre and ")-" to end the barre.

\fret-diagram-verbose marking-list (list)

Make a fret diagram containing the symbols indicated in marking-list

For example,

\markup \fret-diagram #\'((mute 6) (mute 5) (open 4)
  (place-fret 3 2) (place-fret 2 3) (place-fret 1 2))

will produce a standard D chord diagram without fingering indications.

Possible elements in marking-list:

\(\text{(mute string-number)}\)
- Place a small 'x' at the top of string string-number

\(\text{(open string-number)}\)
- Place a small 'o' at the top of string string-number

\(\text{(barre start-string end-string fret-number)}\)
- Place a barre indicator (much like a tie) from string start-string to string end-string at fret fret-number

\(\text{(place-fret string-number fret-number finger-value)}\)
- Place a fret playing indication on string string-number at fret fret-number with an optional fingering label finger-value. By default, the fret playing indicator is a solid dot. This can be changed by setting the value of the variable dot-color. If the finger part of the place-fret element is present, finger-value will be displayed according to the setting of the variable finger-code. There is no limit to the number of fret indications per string.

\fromproperty symbol (symbol)
- Read the symbol from property settings, and produce a stencil from the markup contained within. If symbol is not defined, it returns an empty markup

\general-align axis (integer) dir (number) arg (markup)
- Align arg in axis direction to the dir side.

\halign dir (number) arg (markup)
- Set horizontal alignment. If dir is -1, then it is left-aligned, while +1 is right. Values in between interpolate alignment accordingly.

\hbracket arg (markup)
- Draw horizontal brackets around arg.
\hcenter-in length (number) arg (markup)
Center arg horizontally within a box of extending length/2 to the left and right.

\hcenter arg (markup)
Align arg to its X center.

\hspace amount (number)
This produces a invisible object taking horizontal space.

\markup { A \hspace #2.0 B }
will put extra space between A and B, on top of the space that is normally inserted before elements on a line.

\huge arg (markup)
Set font size to +2.

\italic arg (markup)
Use italic font-shape for arg.

\justify-field symbol (symbol)
\justify args (list of markups)
Like wordwrap, but with lines stretched to justify the margins. Use \override 
#'(line-width . X) to set line-width, where X is the number of staff spaces.

\justify-string arg (string)
Justify a string. Paragraphs may be separated with double newlines

\large arg (markup)
Set font size to +1.

\left-align arg (markup)
Align arg on its left edge.

\line args (list of markups)
Put args in a horizontal line. The property word-space determines the space between each markup in args.

\lookup glyph-name (string)
Lookup a glyph by name.

\lower amount (number) arg (markup)
Lower arg, by the distance amount. A negative amount indicates raising, see also \raise.

\magnify sz (number) arg (markup)
Set the font magnification for the its argument. In the following example, the middle
A will be 10% larger:

A \magnify #1.1 { A } A

Note: magnification only works if a font-name is explicitly selected. Use \fontsize otherwise.

\markalphabet num (integer)
Make a markup letter for num. The letters start with A to Z and continues with double letters.

\markletter num (integer)
Make a markup letter for num. The letters start with A to Z (skipping I), and continues with double letters.

\medium arg (markup)
Switch to medium font-series (in contrast to bold).
\texttt{\textbackslash musicglyph \texttt{glyph-name} (string)}

This is converted to a musical symbol, e.g. \texttt{\textbackslash musicglyph \#"accidentals.0"} will select the natural sign from the music font. See user manual, The Feta font for a complete listing of the possible glyphs.

\texttt{\textbackslash natural}

Draw a natural symbol.

\texttt{\textbackslash normal-size-sub \texttt{arg} (markup)}

Set \texttt{arg} in subscript, in a normal font size.

\texttt{\textbackslash normal-size-super \texttt{arg} (markup)}

Set \texttt{arg} in superscript with a normal font size.

\texttt{\textbackslash normal-text \texttt{arg} (markup)}

Set all font related properties (except the size) to get the default normal text font, no matter what font was used earlier.

\texttt{\textbackslash normalsize \texttt{arg} (markup)}

Set font size to default.

\texttt{\textbackslash note-by-number \texttt{log} (number) \texttt{dot-count} (number) \texttt{dir} (number)}

Construct a note symbol, with stem. By using fractional values for \texttt{dir}, you can obtain longer or shorter stems.

\texttt{\textbackslash note \texttt{duration} (string) \texttt{dir} (number)}

This produces a note with a stem pointing in \texttt{dir} direction, with the \texttt{duration} for the note head type and augmentation dots. For example, \texttt{\textbackslash note \#"4." \#-0.75} creates a dotted quarter note, with a shortened down stem.

\texttt{\textbackslash null}

An empty markup with extents of a single point

\texttt{\textbackslash number \texttt{arg} (markup)}

Set font family to \texttt{number}, which yields the font used for time signatures and fingerings. This font only contains numbers and some punctuation. It doesn’t have any letters.

\texttt{\textbackslash on-the-fly \texttt{procedure} (symbol) \texttt{arg} (markup)}

Apply the \texttt{procedure} markup command to \texttt{arg}. \texttt{procedure} should take a single argument.

\texttt{\textbackslash override \texttt{new-prop} (pair) \texttt{arg} (markup)}

Add the first argument in to the property list. Properties may be any sort of property supported by \texttt{font-interface} and \texttt{text-interface}, for example

\texttt{\textbackslash override \#'(font-family . married) "bla"}

\texttt{\textbackslash pad-around \texttt{amount} (number) \texttt{arg} (markup)}

Add padding \texttt{amount} all around \texttt{arg}.

\texttt{\textbackslash pad-markup \texttt{padding} (number) \texttt{arg} (markup)}

Add space around a markup object.

\texttt{\textbackslash pad-to-box \texttt{x-ext} (pair of numbers) \texttt{y-ext} (pair of numbers) \texttt{arg} (markup)}

Make \texttt{arg} take at least \texttt{x-ext}, \texttt{y-ext} space

\texttt{\textbackslash pad-x \texttt{amount} (number) \texttt{arg} (markup)}

Add padding \texttt{amount} around \texttt{arg} in the X-direction.
\postscript str (string)

This inserts str directly into the output as a PostScript command string. Due to technicalities of the output backends, different scales should be used for the \TeX and PostScript backend, selected with \-f.

For the \TeX backend, the following string prints a rotated text:

\begin{verbatim}
0 0 moveto /ecrm10 findfont 1.75 scalefont setfont 90 rotate (hello) show
\end{verbatim}

The magical constant 1.75 scales from LilyPond units (staff spaces) to \TeX dimensions.

For the postscript backend, use the following:

\begin{verbatim}
gsave /ecrm10 findfont 10.0 output-scale div scalefont setfont 90 rotate (hello) show grestore
\end{verbatim}

\put-adjacent arg1 (markup) axis (integer) dir (direction) arg2 (markup)

Put arg2 next to arg1, without moving arg1.

\raise amount (number) arg (markup)

Raise arg, by the distance amount. A negative amount indicates lowering, see also \lower.

\begin{verbatim}
c1\markup { C \small \raise #1.0 \bold { "9/7+" }}
\end{verbatim}

The argument to \raise is the vertical displacement amount, measured in (global) staff spaces. \raise and \super raise objects in relation to their surrounding markups.

If the text object itself is positioned above or below the staff, then \raise cannot be used to move it, since the mechanism that positions it next to the staff cancels any shift made with \raise. For vertical positioning, use the padding and/or extra-offset properties.

\right-align arg (markup)

Align arg on its right edge.

\roman arg (markup)

Set font family to roman.

\sans arg (markup)

Switch to the sans serif family.

\score score (unknown)

Inline an image of music.

\semiflat

Draw a semiflat.

\semisharp

Draw a semi sharp symbol.

\sesquiflat

Draw a 3/2 flat symbol.
\sesquisharp
Draw a 3/2 sharp symbol.

\sharp
Draw a sharp symbol.

\simple str (string)
A simple text string; \markup { foo } is equivalent with \markup { \simple #"foo" }.

\slashed-digit num (integer)
A feta number, with slash. This is for use in the context of figured bass notation

\small arg ( markup )
Set font size to -1.

\smallCaps text ( markup )
Turn text, which should be a string, to small caps.
\markup { \smallCaps "Text between double quotes" }

\smaller arg ( markup )
Decrease the font size relative to current setting

\stencil stil (unknown)
Stencil as markup

\strut
Create a box of the same height as the space in the current font.

\sub arg ( markup )
Set arg in subscript.

\super arg ( markup )
Raising and lowering texts can be done with \super and \sub:
c1^\markup { E \"=\" mc \super "2" }

\teeny arg ( markup )
Set font size to -3.

\text arg ( markup )
Use a text font instead of music symbol or music alphabet font.

\tiny arg ( markup )
Set font size to -2.

\translate offset (pair of numbers) arg (markup)
This translates an object. Its first argument is a cons of numbers
A \translate #(cons 2 -3) { B C } D
This moves ‘B C’ 2 spaces to the right, and 3 down, relative to its surroundings.
This command cannot be used to move isolated scripts vertically, for the same reason
that \raise cannot be used for that.

\transparent arg ( markup )
Make the argument transparent
\triangle filled (boolean)
A triangle, filled or not

\typewriter arg (markup)
Use font-family typewriter for arg.

\upright arg (markup)
Set font shape to upright. This is the opposite of italic.

\vcenter arg (markup)
Align arg to its Y center.

\verbatim-file name (string)
Read the contents of a file, and include verbatimly

\whiteout arg (markup)
Provide a white underground for arg

\with-color color (list) arg (markup)
Draw arg in color specified by color

\with-dimensions x (pair of numbers) y (pair of numbers) arg (markup)
Set the dimensions of arg to x and y.

\with-url url (string) arg (markup)
Add a link to URL url around arg. This only works in the PDF backend.

\wordwrap-field symbol (symbol)
\wordwrap args (list of markups)
Simple wordwrap. Use \override #'(line-width . X) to set line-width, where X is the number of staff spaces.

\wordwrap-string arg (string)
Wordwrap a string. Paragraphs may be separated with double newlines

8.1.7 Font selection

By setting the object properties described below, you can select a font from the preconfigured font families. LilyPond has default support for the feta music fonts. Text fonts are selected through Pango/FontConfig. The serif font defaults to New Century Schoolbook, the sans and typewriter to whatever the Pango installation defaults to.

- \font-encoding is a symbol that sets layout of the glyphs. This should only be set to select different types of non-text fonts, e.g.
  \fetaBraces for piano staff braces, \fetaMusic the standard music font, including ancient glyphs, \fetaDynamic for dynamic signs and \fetaNumber for the number font.
- \font-family is a symbol indicating the general class of the typeface. Supported are \roman (Computer Modern), \sans, and \typewriter.
- \font-shape is a symbol indicating the shape of the font. There are typically several font shapes available for each font family. Choices are italic, caps, and upright.
- \font-series is a symbol indicating the series of the font. There are typically several font series for each font family and shape. Choices are medium and bold.

Fonts selected in the way sketched above come from a predefined style sheet. If you want to use a font from outside the style sheet, then set the \font-name property,

\{ 
  \override Staff.TimeSignature #'font-name = #'"Charter"
  \override Staff.TimeSignature #'font-size = #2
  \time 3/4
\}
Any font can be used, as long as it is available to Pango/FontConfig.

The size of the font may be set with the `font-size` property. The resulting size is taken relative to the `text-font-size` as defined in the \paper block.

It is also possible to change the default font family for the entire document. This is done by calling the `make-pango-font-tree` from within the \paper block. The function takes names for the font families to use for roman, sans serif and monospaced text. For example,

```
\paper {
    myStaffSize = #20

    #(define fonts
        (make-pango-font-tree "Times New Roman"
            "Nimbus Sans"
            "Luxi Mono"
            (/ myStaffSize 20)))
    }

    { c'\markup { roman: foo \sans bla \typewriter bar } }
```

See also

Examples: ‘input/regression/font-family-override.ly’.

### 8.1.8 New dynamic marks

It is possible to print new dynamic marks or text that should be aligned with dynamics. Use `make-dynamic-script` to create these marks. Note that the dynamic font only contains the characters f,m,p,r,s and z.

Some situations (such as dynamic marks) have preset font-related properties. If you are creating text in such situations, it is advisable to cancel those properties with `normal-text`. See Section 8.1.6 [Overview of text markup commands], page 156 for more details.

```
sfzp = #(make-dynamic-script "sfzp")
\relative c' {
    c4 c c\sfzp c
}
```
It is also possible to print dynamics in round parenthesis or square brackets. These are often used for adding editorial dynamics.

\begin{verbatim}
 rndf = \markup{ \center-align \{ \line \{ \bold{\italic (} \dynamic f \bold{\italic )} \}} }
 boxf = \markup{ \bracket { \dynamic f } }
 { c'1_{\text{rndf}} c'1_{\text{boxf}} }
\end{verbatim}

8.2 Preparing parts
This section describes various notation that are useful for preparing individual parts.

8.2.1 Multi measure rests
Rests for one full measure (or many bars) are entered using ‘R’. It is specifically meant for full bar rests and for entering parts: the rest can expand to fill a score with rests, or it can be printed as a single multi-measure rest. This expansion is controlled by the property \texttt{Score.skipBars}. If this is set to true, empty measures will not be expanded, and the appropriate number is added automatically

\begin{verbatim}
 \time 4/4 r1 | R1 | R1*2 \time 3/4 R2. \time 2/4 R2 \time 4/4
 \set Score.skipBars = ##t R1*17 R1*4
\end{verbatim}

The 1 in R1 is similar to the duration notation used for notes. Hence, for time signatures other than 4/4, you must enter other durations. This can be done with augmentation dots or fractions

\begin{verbatim}
 \set Score.skipBars = ##t
 \time 3/4
 R2. | R2.*2
 \time 13/8
 R1*13/8
 R1*13/8*12 |
 \time 10/8 R4*5*4 |
\end{verbatim}
An R spanning a single measure is printed as either a whole rest or a breve, centered in the measure regardless of the time signature.

If there are only a few measures of rest, LilyPond prints “church rests” (a series of rectangles) in the staff. To replace that with a simple rest, use `MultiMeasureRest.expand-limit`.

```lilypond
\set Score.skipBars = ##t
R1*2 | R1*5 | R1*9
\override MultiMeasureRest #'expand-limit = 1
R1*2 | R1*5 | R1*9
```

![Musical notation example](image)

Texts can be added to multi-measure rests by using the `note-markup` syntax Section 8.1.4 [Text markup], page 152. A variable (`\fermataMarkup`) is provided for adding fermatas.

```lilypond
\set Score.skipBars = ##t
\time 3/4
R2.*10\markup { \italic "ad lib." }
R2.\fermataMarkup
```

![Musical notation example](image)

Warning! This text is created by `MultiMeasureRestText`, not `TextScript`.

```lilypond
\override TextScript #'padding = #5
R1^"low"
\override MultiMeasureRestText #'padding = #5
R1^"high"
```

![Musical notation example](image)

If you want to have text on the left end of a multi-measure rest, attach the text to a zero-length skip note, i.e.,

```lilypond
s1^0"Allegro"
```

![Musical notation example](image)

**See also**

Program reference: `MultiMeasureRestMusicGroup`, `MultiMeasureRest`.  
The layout object `MultiMeasureRestNumber` is for the default number, and `MultiMeasureRestText` for user specified texts.
Bugs
It is not possible to use fingerings (e.g., R1-4) to put numbers over multi-measure rests. And the pitch of multi-measure rests (or staff-centered rests) can not be influenced.

There is no way to automatically condense multiple rests into a single multi-measure rest. Multi-measure rests do not take part in rest collisions.

Be careful when entering multi-measure rests followed by whole notes. The following will enter two notes lasting four measures each

\[ R1\ast4 \text{ cis cis} \]

When \textit{skipBars} is set, the result will look OK, but the bar numbering will be off.

8.2.2 Metronome marks
Metronome settings can be entered as follows

\[ \texttt{\textbackslash tempo duration = per-minute} \]

In the MIDI output, they are interpreted as a tempo change. In the layout output, a metronome marking is printed

\[ \texttt{\textbackslash tempo 8.\textasciitilde120 c^\prime1} \]

\[ \begin{align*}
\text{\smaller \general-align #Y #DOWN \note #"16." #1} \\
\text{\smaller \general-align #Y #DOWN \note #"8" #1}
\end{align*} \]

Commonly tweaked properties
To change the tempo in the MIDI output without printing anything, make the metronome marking invisible

\[ \texttt{\textbackslash once \textbackslash override Score.MetronomeMark #'transparent = ##t} \]

To print other metronome markings, use these markup commands

\[ \text{c4\textasciitilde\textbackslash markup \{ \}
\text{ \smaller \general-align #Y #DOWN \note #"16." #1} \\
\text{ \smaller \general-align #Y #DOWN \note #"8" #1}
\text{ \}} \]

\[ \begin{align*}
\text{\smaller \general-align #Y #DOWN \note #"16." #1} \\
\text{\smaller \general-align #Y #DOWN \note #"8" #1}
\end{align*} \]

See Section 8.1.4 [Text markup], page 152 for more details.

See also
Program reference: \texttt{MetronomeMark}. 
Bugs

Collisions are not checked. If you have notes above the top line of the staff (or notes with articulations, slurs, text, etc), then the metronome marking may be printed on top of musical symbols. If this occurs, increase the padding of the metronome mark to place it further away from the staff.

\override Score.MetronomeMark #'padding = #2.5

8.2.3 Rehearsal marks

To print a rehearsal mark, use the \mark command

\mark \default
\mark \default
\mark \default
\mark #8
\mark \default
\mark \default

The letter 'I' is skipped in accordance with engraving traditions. If you wish to include the letter 'I', then use

\set Score.markFormatter = #format-mark-alphabet

The mark is incremented automatically if you use \mark \default, but you can also use an integer argument to set the mark manually. The value to use is stored in the property \rehearsalMark.

The style is defined by the property \markFormatter. It is a function taking the current mark (an integer) and the current context as argument. It should return a markup object. In the following example, \markFormatter is set to a canned procedure. After a few measures, it is set to function that produces a boxed number.

\set Score.markFormatter = #format-mark-numbers
\mark \default
\mark \default
\set Score.markFormatter = #format-mark-box-numbers
\mark \default
\mark \default
\mark \default
\mark \default
\mark \default
\mark \default

The file 'scm/translation-functions.scm' contains the definitions of format-mark-numbers (the default format), format-mark-box-numbers, format-mark-letters and format-mark-box-letters. These can be used as inspiration for other formatting functions.

You may use \mark-barnumbers, format-mark-box-barnumbers, and \mark-circle-barnumbers to get bar numbers instead of incremented numbers or letters.
See also

Program reference: RehearsalMark.

Init files: ‘scm/translation-functions.scm’ contains the definition of format-mark-numbers and format-mark-letters. They can be used as inspiration for other formatting functions.

Examples: ‘input/regression/rehearsal-mark-letter.ly’,
‘input/regression/rehearsal-mark-number.ly’.

8.2.4 Bar numbers

Bar numbers are printed by default at the start of the line. The number itself is stored in the currentBarNumber property, which is normally updated automatically for every measure.

Bar numbers can be typeset at regular intervals instead of at the beginning of each line. This is illustrated in the following example, whose source is available as ‘input/test/bar-number-regular-interval.ly’

\relative c' {
    \set Score.markFormatter = #(lambda (mark context)
        (make-bold-markup
        (make-box-markup
            (number->string (ly:context-property context
                'currentBarNumber))))))

    c1 \bar "||" \mark \default c1 c1 \mark \default c1 \bar "."
}

Bar numbers can be manually changed by setting the Staff.currentBarNumber property

\relative c' {
    \repeat unfold 4 {c4 c c c} \break
    \set Score.currentBarNumber = #50
    \repeat unfold 4 {c4 c c c}
}

Bar numbers can be typeset manually by tweaking the markFormatter property

\relative c' {
    \set Score.markFormatter
    = #(lambda (mark context)
        (make-bold-markup
        (make-box-markup
            (number->string (ly:context-property context
                'currentBarNumber))))))

    c1 \bar "||" \mark \default c1 c1 \mark \default c1 \bar "."
}

Bar numbers can be manually changed by setting the Staff.currentBarNumber property

\relative c' {
    \repeat unfold 4 {c4 c c c} \break
    \set Score.currentBarNumber = #50
    \repeat unfold 4 {c4 c c c}
}

Bar numbers can be typeset manually by tweaking the markFormatter property

\relative c' {
    \set Score.markFormatter
    = #(lambda (mark context)
        (make-bold-markup
        (make-box-markup
            (number->string (ly:context-property context
                'currentBarNumber))))))

    c1 \bar "||" \mark \default c1 c1 \mark \default c1 \bar "."
}

Bar numbers can be manually changed by setting the Staff.currentBarNumber property

\relative c' {
    \repeat unfold 4 {c4 c c c} \break
    \set Score.currentBarNumber = #50
    \repeat unfold 4 {c4 c c c}
}
Bar numbers can be removed entirely by removing the Bar number engraver from the score.

\layout {
  \context {
    \Score
    \remove "Bar_number_engraver"
  }
}
\{ 
  c4 c c c \break
  c4 c c c
}\}

See also

Program reference: BarNumber.


Bugs

Bar numbers can collide with the StaffGroup bracket, if there is one at the top. To solve this, the padding property of BarNumber can be used to position the number correctly.

8.2.5 Instrument names

In an orchestral score, instrument names are printed at the left side of the staves.

This can be achieved by setting Staff.instrument and Staff.instr. This will print a string before the start of the staff. For the first staff, instrument is used, for the following ones, instr is used.

\set Staff.instrument = "Ploink "
\set Staff.instr = "Plk "
c1
\break
c''

Ploink
You can also use markup texts to construct more complicated instrument names, for example
\set Staff.instrument = \markup {
column { "Clarinettii"
\line { "in B" \smaller \flat } }
c''1
}

Clarinetti in B♭

If you wish to center the instrument names, you must center all of them
{ <<
\new Staff {
\set Staff.instrument = \markup {
\center-align { "Clarinettii"
\line { "in B" \smaller \flat } }
c''1
}
\new Staff {
\set Staff.instrument = \markup{ \center-align { Vibraphone }}
c''1
}
>>
}

Clarinetti in B♭

For longer instrument names, it may be useful to increase the *indent* setting in the \layout block.

To center instrument names while leaving extra space to the right,
\new StaffGroup \relative c'
<<
\new Staff {
\set Staff.instrument
= \markup { \hcenter-in #10 "blabla" }
c1 c1
}
\new Staff {
\set Staff.instrument
= \markup { \hcenter-in #10 "blo" }
c1 c1
}
>>
8.2.6 Instrument transpositions

The key of a transposing instrument can also be specified. This applies to many wind instruments, for example, clarinets (B-flat, A, and E-flat), horn (F) and trumpet (B-flat, C, D, and E-flat).

The transposition is entered after the keyword \transposition

\transposition bes  %% B-flat clarinet

This command sets the property instrumentTransposition. The value of this property is used for MIDI output and quotations. It does not affect how notes are printed in the current staff. To change the printed output, see Section 6.2.3 [Transpose], page 59.

The pitch to use for \transposition should correspond to the real sound heard when a c' written on the staff is played by the transposing instrument. For example, when entering a score in concert pitch, typically all voices are entered in C, so they should be entered as

clarinet = {
    \transposition c'
    ...
}
saxophone = {
    \transposition c'
    \transposition d'
    c'4"in D"
    ...
    \transposition g'
    c'4"in G"
    ...
}

8.2.7 Ottava brackets

‘Ottava’ brackets introduce an extra transposition of an octave for the staff. They are created by invoking the function set-octavation
The \texttt{set-octavation} function also takes -1 (for 8va bassa) and 2 (for 15ma) as arguments. Internally the function sets the properties \texttt{ottavation} (e.g., to "8va") and \texttt{centralCPosition}. For overriding the text of the bracket, set \texttt{ottavation} after invoking \texttt{set-octavation}, i.e.,

\begin{verbatim}
{  
  #(set-octavation 1)
  \set Staff.ottavation = #'"8"
  c'''}
\end{verbatim}

See also

Program reference: \texttt{OttavaBracket}.


Bugs

\texttt{set-octavation} will get confused when clef changes happen during an octavation bracket.

8.2.8 Different editions from one source

The \texttt{\tag} command marks music expressions with a name. These tagged expressions can be filtered out later. With this mechanism it is possible to make different versions of the same music source.

In the following example, we see two versions of a piece of music, one for the full score, and one with cue notes for the instrumental part

\begin{verbatim}
c1 <<
\tag #'part <<
R1 \\ {  
  \set fontSize = #-1  
  c4_"cue" f2 g4 }
}>>
\tag #'score R1 >>
\end{verbatim}
The same can be applied to articulations, texts, etc.: they are made by prepending `-\tag #your-tag`
to an articulation, for example,
c1-\tag #'part ^4
This defines a note with a conditional fingering indication.

By applying the `\keepWithTag` and `\removeWithTag` commands, tagged expressions can be filtered. For example,

```latex
<< the music \keepWithTag #'score the music \keepWithTag #'part the music >>
```

would yield

![Music notation example](image)

The arguments of the `\tag` command should be a symbol (such as `#'score` or `#'part`), followed by a music expression. It is possible to put multiple tags on a piece of music with multiple `\tag` entries,

```latex
\tag #'original-part \tag #'transposed-part ...
```

### See also
Examples: `input/regression/tag-filter.ly`.

### Bugs
Multiple rests are not merged if you create the score with both tagged sections.

## 8.3 Orchestral music

Orchestral music involves some special notation, both in the full score and the individual parts. This section explains how to tackle some common problems in orchestral music.

### 8.3.1 Automatic part combining

Automatic part combining is used to merge two parts of music onto a staff. It is aimed at typesetting orchestral scores. When the two parts are identical for a period of time, only one is shown. In places where the two parts differ, they are typeset as separate voices, and stem directions are set automatically. Also, solo and a due parts are identified and can be marked.

The syntax for part combining is
The following example demonstrates the basic functionality of the part combiner: putting parts on one staff, and setting stem directions and polyphony.

\new Staff \partcombine
\relative g' { g g a( b) c c r r }
\relative g' { g g r4 r e e g g }

The first g appears only once, although it was specified twice (once in each part). Stem, slur, and tie directions are set automatically, depending whether there is a solo or unisono. The first part (with context called one) always gets up stems, and ‘Solo’, while the second (called two) always gets down stems and ‘Solo II’.

If you just want the merging parts, and not the textual markings, you may set the property printPartCombineTexts to false.

\new Staff <<
\set Staff.printPartCombineTexts = ##f
\partcombine
\relative g' { g a( b) r }
\relative g' { g r4 r f }
>>

To change the text that is printed for solos or merging, you may set the soloText, soloIIText, and aDueText properties.

\new Staff <<
\set Score.soloText = #"ichi"
\set Score.soloIIText = #"ni"
\set Score.aDueText = #"tachi"
\partcombine
\relative g' { g4 g a( b) r }
\relative g' { g4 g r r f }
>>

Both arguments to \partcombine will be interpreted as \Voice contexts. If using relative octaves, \relative should be specified for both music expressions, i.e.,

\partcombine
\relative ... musicexpr1
\relative ... musicexpr2

A \relative section that is outside of \partcombine has no effect on the pitches of musicexpr1 and musicexpr2.
See also

Bugs
When printPartCombineTexts is set, when the two voices play the same notes on and off, the part combiner may typeset a2 more than once in a measure.

\partcombine cannot be inside \times.
\partcombine cannot be inside \relative.

Internally, the \partcombine interprets both arguments as Voices named one and two, and then decides when the parts can be combined. Consequently, if the arguments switch to differently named Voice contexts, the events in those will be ignored.

8.3.2 Hiding staves
In orchestral scores, staff lines that only have rests are usually removed; this saves some space. This style is called ‘French Score’. For Lyrics, ChordNames and FiguredBass, this is switched on by default. When the lines of these contexts turn out empty after the line-breaking process, they are removed.

For normal staves, a specialized Staff context is available, which does the same: staves containing nothing (or only multi-measure rests) are removed. The context definition is stored in \RemoveEmptyStaffContext variable. Observe how the second staff in this example disappears in the second line

\layout {
  \context { \RemoveEmptyStaffContext }
}

{\relative c' <<
  \new Staff { e4 f g a \break c1 }
  \new Staff { c4 d e f \break R1 }
}
Another application is making ossia sections, i.e., alternative melodies on a separate piece of staff, with help of a Frenched staff. See ‘input/test/ossia.ly’ for an example.

### 8.3.3 Quoting other voices

With quotations, fragments of other parts can be inserted into a part directly. Before a part can be quoted, it must be marked especially as quotable. This is done with the \addquote command.

\addquote name music

Here, name is an identifying string. The music is any kind of music. Here is an example of \addquote:

\addquote clarinet \relative c' {
  f4 fis g gis
}

This command must be entered at toplevel, i.e., outside any music blocks.

After calling \addquote, the quotation may then be done with \quoteDuring or \cueDuring,

\quoteDuring #"name music

During a part, a piece of music can be quoted with the \quoteDuring command.

\quoteDuring #"clarinet" { s2. }

This would cite three quarter notes (the duration of s2.) of the previously added clarinet voice.

More precisely, it takes the current time-step of the part being printed, and extracts the notes at the corresponding point of the \addquote voice. Therefore, the argument to \addquote should be the entire part of the voice to be quoted, including any rests at the beginning.

Quotations take into account the transposition of both source and target instruments, if they are specified using the \transposition command.

\addquote clarinet \relative c' {
  \transposition bes
  f4 fis g gis
}

{ e'8 f'8 \quoteDuring #"clarinet" { s2 }
}

The type of events that are present in cue notes can be trimmed with the quotedEventTypes property. The default value is \(\text{note-event rest-event}\), which means that only notes and rests of the cued voice end up in the \quoteDuring. Setting

\set Staff.quotedEventTypes =
  '#(note-event articulation-event dynamic-event)

will quote notes (but no rests), together with scripts and dynamics.
Bugs

Only the contents of the first \texttt{Voice} occurring in an \texttt{\addquote} command will be considered for quotation, so \texttt{music} can not contain \texttt{\new} and \texttt{\context Voice} statements that would switch to a different \texttt{Voice}.

Quoting grace notes is broken and can even cause LilyPond to crash.

See also

In this manual: Section 8.2.6 [Instrument transpositions], page 173.

Examples: \texttt{'input/regression/quote.ly'} \texttt{'input/regression/quote-transposition.ly'}

Program reference: \texttt{QuoteMusic}.

8.3.4 Formatting cue notes

The previous section deals with inserting notes from another voice. There is a more advanced music function called \texttt{\cueduring}, which makes formatting cue notes easier.

The syntax is

\begin{verbatim}
\cueduring \texttt{name} \texttt{updown} \texttt{music}
\end{verbatim}

This will insert notes from the part \texttt{name} into a \texttt{Voice} called \texttt{cue}. This happens simultaneously with \texttt{music}, which usually is a rest. When the cue notes start, the staff in effect becomes polyphonic for a moment. The argument \texttt{updown} determines whether the cue notes should be notated as a first or second voice.

\begin{verbatim}
smaller = {
  \set fontSize = #-2
  \override Stem #'length-fraction = #0.8
  \override Beam #'thickness = #0.384
  \override Beam #'length-fraction = #0.8
}
\addquote clarinet \relative {
  R1*20
  r2 r8 c f f
}
\new Staff \relative <<
  \% setup a context for cue notes.
  \new Voice = "cue" { \smaller \skip 1*21 }
  \set Score.skipBars = ##t
  \new Voice {
    R1*20
    \cueduring #$clarinet" #1 {
      R1
    }
    g4 g2.
  }
\end{verbatim}
Here are a couple of hints for successful cue notes:

- Cue notes have smaller font sizes.
- The cued part is marked with the instrument playing the cue.
- When the original part takes over again, this should be marked with the name of the original instrument.

Any other changes introduced by the cued part should also be undone. For example, if the cued instrument plays in a different clef, the original clef should be stated once again.

### 8.3.5 Aligning to cadenzas

In an orchestral context, cadenzas present a special problem: when constructing a score that includes a cadenza, all other instruments should skip just as many notes as the length of the cadenza, otherwise they will start too soon or too late.

A solution to this problem are the functions `mmrest-of-length` and `skip-of-length`. These Scheme functions take a piece of music as argument, and generate a `\skip` or multi-rest, exactly as long as the piece. The use of `mmrest-of-length` is demonstrated in the following example.

```plaintext
cadenza = \relative c' {
    c4 d8 << { e f g } \ \ { d4. } >>
    g4 f2 g4 g
}

\new GrandStaff <<
\new Staff { \cadenza c'4 }
\new Staff {
    #(ly:export (mmrest-of-length cadenza))
    c'4
}
>>
```

### 8.4 Contemporary notation

In the 20th century, composers have greatly expanded the musical vocabulary. With this expansion, many innovations in musical notation have been tried. The book “Music Notation in the 20th century” by Kurt Stone gives a comprehensive overview (see Appendix A [Literature list], page 265).

This section describes notation that does not fit into traditional notation categories, such as pitches, tuplet beams, and articulation. For contemporary notation that fits into traditional notation categories, such as microtones, nested tuplet beams, and unusual fermatas, please see those sections of the documentation.
8.4.1 Polymetric notation

Double time signatures are not supported explicitly, but they can be faked. In the next example, the markup for the time signature is created with a markup text. This markup text is inserted in the TimeSignature grob. See also ‘input/test/compound-time.ly’).

\% create 2/4 + 5/8

\tsMarkup =\{markup {
\override #'(baseline-skip . 2) \number {
\column { "2" "4" }
\lower #1 "+"
\bracket \column { "5" "8" }
}
}\
\}

\{\override Staff.TimeSignature #'stencil = #ly:text-interface::print
\override Staff.TimeSignature #'text = \tsMarkup
\time 3/2
c'2 \bar ":" c'4 c'4.\}

Each staff can also have its own time signature. This is done by moving the Timing translater to the Staff context.

\layout {
\context { \Score
\remove "Timing_translator"
\remove "Default_bar_line_ engraver"
}
\context {
\Staff
\consists "Timing_translator"
\consists "Default_bar_line_ engraver"
}
}

Now, each staff has its own time signature.

<<<\new Staff {
\time 3/4
c4 c c | c c c |
}
\new Staff {
\time 2/4
c4 c | c c | c c
}
\new Staff {
\time 3/8
A different form of polymetric notation is where note lengths have different values across staves.

This notation can be created by setting a common time signature for each staff but replacing it manually using \( \text{timeSignatureFraction} \) to the desired fraction. Then the printed durations in each staff are scaled to the common time signature. The latter is done with \( \text{compressMusic} \), which is used similar to \( \text{x} \), but does not create a tuplet bracket. The syntax is

\[
\text{\textbackslash compressMusic}\ #')(\text{numerator} . \text{denominator}) \text{ musicexpr}
\]

In this example, music with the time signatures of \( 3/4 \), \( 9/8 \), and \( 10/8 \) are used in parallel. In the second staff, shown durations are multiplied by \( 2/3 \), so that \( 2/3 \times 9/8 = 3/4 \), and in the third staff, shown durations are multiplied by \( 3/5 \), so that \( 3/5 \times 10/8 = 3/4 \).

\[
\text{relative c'}\ {\ll}
\text{new Staff}\ {\{}
\text{time} \ 3/4
\quad c4 \ c \quad | \quad c \ c \ c \ |
\}
\text{new Staff}\ {\{}
\text{time} \ 3/4
\quad \text{set Staff.timeSignatureFraction = #')(9 . 8)}
\text{compressMusic}\ #')(2 . 3)
\quad \text{repeat unfold 6} \ {\{} \ c8[ c \ c] \ }
\}
\text{new Staff}\ {\{}
\text{time} \ 3/4
\quad \text{set Staff.timeSignatureFraction = #')(10 . 8)}
\text{compressMusic}\ #')(3 . 5)\ {\{}
\quad \text{repeat unfold 2} \ {\{} \ c8[ c \ c] \ }
\quad \text{repeat unfold 2} \ {\{} \ c8[ c] \ }
\quad | \quad c4. c4. \times 2/3 \ {\{} \ c8 \ c \ c \ } \ c4
\}
\}
\]
Bugs
When using different time signatures in parallel, the spacing is aligned vertically, but bar lines distort the regular spacing.

8.4.2 Time administration
Time is administered by the `Time_signature_engraver`, which usually lives in the `Score` context. The bookkeeping deals with the following variables:

- `currentBarNumber`:
  The measure number.

- `measureLength`:
  The length of the measures in the current time signature. For a 4/4 time this is 1, and for 6/8 it is 3/4.

- `measurePosition`:
  The point within the measure where we currently are. This quantity is reset to 0 whenever it exceeds `measureLength`. When that happens, `currentBarNumber` is incremented.

- `timing`:
  If set to true, the above variables are updated for every time step. When set to false, the engraver stays in the current measure indefinitely.

Timing can be changed by setting any of these variables explicitly. In the next example, the 4/4 time signature is printed, but `measureLength` is set to 5/4. After a while, the measure is shortened by 1/8, by setting `measurePosition` to 7/8 at 2/4 in the measure, so the next bar line will fall at 2/4 + 3/8. The 3/8 arises because 5/4 normally has 10/8, but we have manually set the measure position to be 7/8 and 10/8 - 7/8 = 3/8.

\[
\text{\begin{verbatim}
\set Score.measureLength = #(ly:make-moment 5 4)
c1 c4
c1 c4
c4 c4
\set Score.measurePosition = #(ly:make-moment 7 8)
b8 b b
\text{c4 c1}
\end{verbatim}}
\]

As the example illustrates, `ly:make-moment n m` constructs a duration of n/m of a whole note. For example, `ly:make-moment 1 8` is an eighth note duration and `ly:make-moment 7 16` is the duration of seven sixteenths notes.
8.4.3 Proportional notation

Notes can be spaced proportional to their time-difference by assigning a duration to proportionalNotationDuration

```
<<
    \set Score.proportionalNotationDuration = #(ly:make-moment 1 16)
    \new Staff { c8[ c c c c c] c4 c2 r2 }
    \new Staff { c2 \times 2/3 { c8 c c } c4 c1 }
>>
```

8.4.4 Clusters

A cluster indicates a continuous range of pitches to be played. They can be denoted as the envelope of a set of notes. They are entered by applying the function `makeClusters` to a sequence of chords, e.g.,

```
\makeClusters { <c e> <b f'> }
```

The following example (from `input/regression/cluster.ly`) shows what the result looks like:

Ordinary notes and clusters can be put together in the same staff, even simultaneously. In such a case no attempt is made to automatically avoid collisions between ordinary notes and clusters.
8.4.5 Special noteheads

Different noteheads are used by various instruments for various meanings – crosses are used for “parlato” with vocalists, stopped notes on guitar; diamonds are used for harmonics on string instruments, etc. There is a shorthand (\harmonic) for diamond shapes; the other notehead styles are produced by tweaking the property

\override NoteHead #'style = #'cross
\revert NoteHead #'style
\once \override Voice.Beam #'positions = #'(0 . 0.5)
\new Staff <<
\new Voice
{
  \stemUp
  \override Voice.Beam #'positions = #'(0 . 0.5)
  c8[ c c c c ]
}
\new Voice {
  \stemUp
  \override Voice.Beam #'positions = #'(0 . -0.5)
  c[ c c c c ]
}
>>

To see all notehead styles, please see ‘input/regression/note-head-style.ly’.

8.4.6 Feathered beams

 Feathered beams are not supported natively, but they can be faked by forcing two beams to overlap. Here is an example,

\new Staff <<
\new Voice
{
  \stemUp
  \once \override Voice.Beam #'positions = #'(0 . 0.5)
  c8[ c c c c ]
}
\new Voice {
  \stemUp
  \once \override Voice.Beam #'positions = #'(0 . -0.5)
  c[ c c c c ]
}
>>
8.4.7 Improvisation

Improvisation is sometimes denoted with slashed note heads. Such note heads can be created by adding a `Pitch_squash_engraver` to the `Staff` or `Voice` context. Then, the following command

\set squashedPosition = #0
\override NoteHead #'style = #'slash

switches on the slashes.

There are shortcuts `\improvisationOn` (and an accompanying `\improvisationOff`) for this command sequence. They are used in the following example

\new Staff \with {
  \consists Pitch_squash_engraver
} \transpose c c' {
  e8 e g a a16(bes)(a8) g \improvisationOn
  e8
  ~e2~e8 f4 fis8
  ~fis2 \improvisationOff a16(bes) a8 g e
}

8.5 Educational use

With the amount of control that LilyPond offers, one can make great teaching tools in addition to great musical scores.

8.5.1 Balloon help

Elements of notation can be marked and named with the help of a square balloon. The primary purpose of this feature is to explain notation.

The following example demonstrates its use.

\new Voice {
  \applyOutput {
    #(add-balloon-text 'NoteHead "heads, or tails?"
      '(1 . -3))
    c8
  }
}

The function `add-balloon-text` takes the name of a grob, the label to print, and the position where to put the label relative to the object. In the above example, the text “heads or tails?” ends 3 spaces below and 1 space to the right of the marked head.
8.5.2 Blank music sheet

A blank music sheet can be produced also by using invisible notes, and removing `Bar_number_ engraver`.

```
emptymusic = { 
    \repeat unfold 2 % Change this for more lines. 
    { s1\break }
    \bar "|." 
}
\new Score \with { 
    \override TimeSignature #'transparent = ##t 
    defaultBarType = "" 
    \remove Bar_number_engraver 
} << 
\new Staff \emptymusic 
\new TabStaff \emptymusic 
>>
```

8.5.3 Hidden notes

Hidden (or invisible or transparent) notes can be useful in preparing theory or composition exercises.

```
c4 d4 
\hideNotes 
e4 f4 
\unHideNotes 
g4 a
```

8.5.4 Shape note heads

In shape note head notation, the shape of the note head corresponds to the harmonic function of a note in the scale. This notation was popular in the 19th century American song books.

Shape note heads can be produced by setting \aikenHeads or \sacredHarpHeads, depending on the style desired.

\aikenHeads
c8 d4 e8 a2 g1
\sacredHarpHeads
c8 d4. e8 a2 g1

Shapes are determined on the step in the scale, where the base of the scale is determined by the \key command

Shape note heads are implemented through the \shapeNoteStyles property. Its value is a vector of symbols. The k-th element indicates the style to use for the k-th step of the scale. Arbitrary combinations are possible, e.g.

\set shapeNoteStyles = ##(cross triangle fa #f mensural xcircle diamond)
c8 d4. e8 a2 g1

8.5.5 Easy Notation note heads

The ‘easy play’ note head includes a note name inside the head. It is used in music for beginners

\setEasyHeads
c'2 e'4 f' | g'1

The command \setEasyHeads overrides settings for the \NoteHead object. To make the letters readable, it has to be printed in a large font size. To print with a larger font, see Section 10.5.1 [Setting global staff size], page 223.

Predefined commands

\setEasyHeads
8.5.6 Analysis brackets

Brackets are used in musical analysis to indicate structure in musical pieces. LilyPond supports a simple form of nested horizontal brackets. To use this, add the `Horizontal_bracket_engraver` to `Staff` context. A bracket is started with `\startGroup` and closed with `\stopGroup`

```lilypond
\score {
  \relative c'' {
    \startGroup\startGroup
    c4\stopGroup
    c4\startGroup
    \stopGroup\stopGroup
  }
  \layout {
    \context {
      \Staff \consists "Horizontal_bracket_engraver"
    }
  }
}
```

![Example notation with brackets]

See also

Program reference: `HorizontalBracket`.

Examples: `input/regression/note-group-bracket.ly`.

8.5.7 Coloring objects

Individual objects may be assigned colors. You may use the color names listed in the Section C.3 [List of colors], page 270.

```lilypond
\override NoteHead #'color = #red
c4 c
\override NoteHead #'color = #(x11-color 'LimeGreen)
d
\override Stem #'color = #blue
e
```

![Example notation with colored objects]

The full range of colors defined for X11 can be accessed by using the scheme function `x11-color`. The function takes one argument that can be a symbol

```lilypond
\override Beam #'color = #(x11-color 'MediumTurquoise)
```

or a string

```lilypond
\override Beam #'color = #(x11-color "MediumTurquoise")
```

The first form is quicker to write and is more efficient. However, using the second form it is possible to access X11 colors by the multi-word form of its name.
\override Beam #'color = #(x11-color "medium turqoise")

If x11-color cannot make sense of the parameter then the color returned defaults to black. It should be obvious from the final score that something is wrong.

This example illustrates the use of x11-color. Notice that the stem color remains black after being set to (x11-color 'Boggle), which is deliberate nonsense.

\set Staff.instrument = \markup {
    \with-color #(x11-color 'navy) "Clarinet"
}
\time 2/4
\override NoteHead #'color = #(x11-color "LimeGreen")

\override Stem #'color = #(x11-color 'Boggle)

{gis'' a''
\override Beam #'color = #(x11-color "medium turqoise")
gis'' a''
\override NoteHead #'color = #(x11-color "LimeGreen")
gis'' a''
\override Stem #'color = #(x11-color 'Boggle)
gis'' a''
}

See also

Appendix: Section C.3 [List of colors], page 270.

Bugs

Not all x11 colors are distinguishable in a web browser. For web use normal colors are recommended.

An x11 color is not necessarily exactly the same shade as a similarly named normal color.

Notes in a chord cannot be colored with \override; use \tweak instead. See Section 9.3.5 [Objects connected to the input], page 208 for details.

8.5.8 Parentheses

Objects may be parenthesized by prefixing \parenthesize to the music event, <
c \parenthesize d
\parenthesize g
>4-\parenthesize -. 

Clarinet
9 Changing defaults

The purpose of LilyPond’s design is to provide the finest output quality as a default. Nevertheless, it may happen that you need to change this default layout. The layout is controlled through a large number of proverbial “knobs and switches.” This chapter does not list each and every knob. Rather, it outlines what groups of controls are available and explains how to lookup which knob to use for a particular effect.

The controls available for tuning are described in a separate document, the Program reference manual. That manual lists all different variables, functions and options available in LilyPond. It is written as a HTML document, which is available on-line (http://lilypond.org/doc/v2.8/Documentation/user/lilypond-internals/), but is also included with the LilyPond documentation package.

There are four areas where the default settings may be changed:

- Automatic notation: changing the automatic creation of notation elements. For example, changing the beaming rules.
- Output: changing the appearance of individual objects. For example, changing stem directions or the location of subscripts.
- Context: changing aspects of the translation from music events to notation. For example, giving each staff a separate time signature.
- Global layout: changing the appearance of the spacing, line breaks, and page dimensions. These modifications are discussed in Chapter 10 [Global issues], page 210.

Internally, LilyPond uses Scheme (a LISP dialect) to provide infrastructure. Overriding layout decisions in effect accesses the program internals, which requires Scheme input. Scheme elements are introduced in a .ly file with the hash mark #.\footnote{Appendix B [Scheme tutorial], page 266 contains a short tutorial on entering numbers, lists, strings, and symbols in Scheme.}

9.1 Automatic notation

This section describes how to change the way that accidentals and beams are automatically displayed.

9.1.1 Automatic accidentals

Common rules for typesetting accidentals have been placed in a function. This function is called as follows

\[(\text{set-accidental-style} \ '\text{STYLE} \ #('\text{CONTEXT}#))\]

The function can take two arguments: the name of the accidental style, and an optional argument that denotes the context that should be changed. If no context name is supplied, Staff is the default, but you may wish to apply the accidental style to a single Voice instead.

The following accidental styles are supported

- **default**: This is the default typesetting behavior. It corresponds to 18th century common practice: Accidentals are remembered to the end of the measure in which they occur and only on their own octave.

- **voice**: The normal behavior is to remember the accidentals on Staff-level. This variable, however, typesets accidentals individually for each voice. Apart from that, the rule is similar to default.

As a result, accidentals from one voice do not get canceled in other voices, which is often an unwanted result.
The voice option should be used if the voices are to be read solely by individual musicians. If the staff is to be used by one musician (e.g., a conductor) then modern or modern-cautionary should be used instead.

**modern**  This rule corresponds to the common practice in the 20th century. This rule prints the same accidentals as default, but temporary accidentals also are canceled in other octaves. Furthermore, in the same octave, they also get canceled in the following measure

```
#(set-accidental-style 'modern)
cis' c'' cis'2 | c'' c'
```

**modern-cautionary**  This rule is similar to modern, but the “extra” accidentals (the ones not typeset by default) are typeset as cautionary accidentals. They are printed in reduced size or with parentheses

```
#(set-accidental-style 'modern-cautionary)
cis' c'' cis'2 | c'' c'
```

**modern-voice**  This rule is used for multivoice accidentals to be read both by musicians playing one voice and musicians playing all voices. Accidentals are typeset for each voice, but they are canceled across voices in the same Staff.

**modern-voice-cautionary**  This rule is the same as modern-voice, but with the extra accidentals (the ones not typeset by voice) typeset as cautionaries. Even though all accidentals typeset by default are typeset by this variable, some of them are typeset as cautionaries.

**piano**  This rule reflects 20th century practice for piano notation. Very similar to modern but accidentals also get canceled across the staves in the same GrandStaff or PianoStaff.
piano-cautionary

Same as #(set-accidental-style 'piano) but with the extra accidentals typeset as cautionaries.

no-reset

This is the same as default but with accidentals lasting “forever” and not only until the next measure

#(set-accidental-style 'no-reset)
c1 cis cis c

forget

This is sort of the opposite of no-reset: Accidentals are not remembered at all—and hence all accidentals are typeset relative to the key signature, regardless of what was before in the music

#(set-accidental-style 'forget)
\key d\major c4 c cis cis d d dis dis

See also


Bugs

Simultaneous notes are considered to be entered in sequential mode. This means that in a chord the accidentals are typeset as if the notes in the chord happen one at a time, in the order in which they appear in the input file. This is a problem when accidentals in a chord depend on each other, which does not happen for the default accidental style. The problem can be solved by manually inserting ! and ? for the problematic notes.

9.1.2 Setting automatic beam behavior

In normal time signatures, automatic beams can start on any note but can only end in a few positions within the measure: beams can end on a beat, or at durations specified by the properties in autoBeamSettings. The properties in autoBeamSettings consist of a list of rules for where beams can begin and end. The default autoBeamSettings rules are defined in ‘scm/auto-beam.scm’.

In order to add a rule to the list, use

#(override-auto-beam-setting '(be p q n m) a b [context])

- be is either "begin" or "end".
- p/q is the duration of the note for which you want to add a rule. A beam is considered to have the duration of its shortest note. Set p and q to '*' to have this apply to any beam.
- n/m is the time signature to which this rule should apply. Set n and m to '*' to have this apply in any time signature.
- a/b is the position in the bar at which the beam should begin/end.
• context is optional, and it specifies the context at which the change should be made. The default is 'Voice. #(score-override-auto-beam-setting '(A B C D) E F) is equivalent to #(override-auto-beam-setting '(A B C D) E F 'Score).

For example, if automatic beams should always end on the first quarter note, use

#(override-auto-beam-setting '(end * * * *) 1 4)

You can force the beam settings to only take effect on beams whose shortest note is a certain duration

\time 2/4
#(override-auto-beam-setting '(end 1 16 * *) 1 16)
a16 a a a a a a a |
a32 a a a a16 a a a a a |

You can force the beam settings to only take effect in certain time signatures

\time 5/8
#(override-auto-beam-setting '(end * * 5 8) 2 8)
c8 c d d d
\time 4/4
e8 e f f e e d d
\time 5/8
c8 c d d d

You can also remove a previously set beam-ending rule by using

#(revert-auto-beam-setting '(be p q n m) a b [context])

be, p, q, n, m, a, b and context are the same as above. Note that the default rules are specified in ‘scm/auto-beam.scm’, so you can revert rules that you did not explicitly create.
The rule in a revert-auto-beam-setting statement must exactly match the original rule. That is, no wildcard expansion is taken into account.

\time 1/4
\measurelength{16}
\measureposition{1}
\saytext{(override-auto-beam-setting '(end 1 16 1 4) 1 8)}
a16 a a a
\measurelength{8}
\measureposition{1}
\saytext{(revert-auto-beam-setting '(end 1 16 * *) 1 8) \% this won't revert it!}
a a a a
\measurelength{8}
\measureposition{1}
\saytext{(revert-auto-beam-setting '(end 1 16 1 4) 1 8) \% this will}
a a a a

If automatic beams should end on every quarter in 5/4 time, specify all endings
\measurelength{8}
\measureposition{1}
\saytext{(override-auto-beam-setting '(end * * * *) 1 4 'Staff)}
\measurelength{4}
\measureposition{1}
\saytext{(override-auto-beam-setting '(end * * * *) 1 2 'Staff)}
\measurelength{4}
\measureposition{3}
\saytext{(override-auto-beam-setting '(end * * * *) 3 4 'Staff)}
\measurelength{4}
\measureposition{5}
\saytext{(override-auto-beam-setting '(end * * * *) 5 4 'Staff)}
\ldots

The same syntax can be used to specify beam starting points. In this example, automatic beams can only end on a dotted quarter note
\measurelength{8}
\measureposition{3}
\saytext{(override-auto-beam-setting '(end * * * *) 3 8)}
\measurelength{4}
\measureposition{1}
\saytext{(override-auto-beam-setting '(end * * * *) 1 2)}
\measurelength{8}
\measureposition{7}
\saytext{(override-auto-beam-setting '(end * * * *) 7 8)}

In 4/4 time signature, this means that automatic beams could end only on 3/8 and on the fourth beat of the measure (after 3/4, that is 2 times 3/8, has passed within the measure).

If beams are used to indicate melismata in songs, then automatic beaming should be switched off with \autoBeamOff.

**Predefined commands**
\autoBeamOff, \autoBeamOn.

**Bugs**
If a score ends while an automatic beam has not been ended and is still accepting notes, this last beam will not be typeset at all. The same holds polyphonic voices, entered with << ... >>>. If a polyphonic voice ends while an automatic beam is still accepting notes, it is not typeset.

**9.2 Interpretation contexts**
When music is printed, a lot of notational elements must be added to the input. For example, compare the input and output of the following example:
\measurelength{4}
\measureposition{1}
\saytext{cis4 cis2. g4}
The input is rather sparse, but in the output, bar lines, accidentals, clef, and time signature are added. LilyPond interprets the input. During this step, the musical information is inspected in time order, similar to reading a score from left to right. While reading the input, the program remembers where measure boundaries are, and which pitches require explicit accidentals. This information can be presented on several levels. For example, the effect of an accidental is limited to a single staff, while a bar line must be synchronized across the entire score.

Within LilyPond, these rules and bits of information are grouped in Contexts. Some examples of contexts are Voice, Staff, and Score. They are hierarchical, for example: a Staff can contain many Voices, and a Score can contain many Staff contexts.

Each context has the responsibility for enforcing some notation rules, creating some notation objects and maintaining the associated properties. For example, the Voice context may introduce an accidental and then the Staff context maintains the rule to show or suppress the accidental for the remainder of the measure. The synchronization of bar lines is handled at Score context.

However, in some music we may not want the bar lines to be synchronized – consider a polymetric score in 4/4 and 3/4 time. In such cases, we must modify the default settings of the Score and Staff contexts.

For very simple scores, contexts are created implicitly, and you need not be aware of them. For larger pieces, such as anything with more than one staff, they must be created explicitly to make sure that you get as many staves as you need, and that they are in the correct order. For typesetting pieces with specialized notation, it can be useful to modify existing or to define new contexts.

A complete description of all available contexts is in the program reference, see Translation ⇒ Context.

9.2.1 Creating contexts
For scores with only one voice and one staff, contexts are created automatically. For more complex scores, it is necessary to create them by hand. There are three commands that do this.

- The easiest command is \new, and it also the quickest to type. It is prepended to a music expression, for example

\new type music expression

where type is a context name (like Staff or Voice). This command creates a new context, and starts interpreting the music expression with that.

A practical application of \new is a score with many staves. Each part that should be on its own staff, is preceded with \new Staff.

<<
   \new Staff { c4 c }
   \new Staff { d4 d }
>>

The \new command may also give a name to the context,


\texttt{\new\ type = id\ music}

However, this user specified name is only used if there is no other context already earlier with the same name.

- Like \texttt{\new}, the \texttt{\context} command also directs a music expression to a context object, but gives the context an explicit name. The syntax is

\texttt{\context\ type = id\ music}

This form will search for an existing context of type \texttt{type} called \texttt{id}. If that context does not exist yet, a new context with the specified name is created. This is useful if the context is referred to later on. For example, when setting lyrics the melody is in a named context

\texttt{\context\ Voice = "tenor" \music}

so the texts can be properly aligned to its notes,

\texttt{\new\ Lyrics \lyricsto "tenor"\ lyrics}

Another possible use of named contexts is funneling two different music expressions into one context. In the following example, articulations and notes are entered separately,

\begin{verbatim}
music = \{ c4 c4 \}
arts = \{ s4-. s4-- \}
\end{verbatim}

They are combined by sending both to the same \texttt{Voice} context,

\begin{verbatim}
<<
\new Staff \context\ Voice = "A" \music
\context\ Voice = "A" \arts
>>
\end{verbatim}

\begin{music}
\new\ Staff\ \context\ Voice = "A"\ music
\context\ Voice = "A"\ arts
\end{music}

With this mechanism, it is possible to define an Urtext (original edition), with the option to put several distinct articulations on the same notes.

- The third command for creating contexts is

\texttt{\context\ type\ music}

This is similar to \texttt{\context} with = \texttt{id}, but matches any context of type \texttt{type}, regardless of its given name.

This variant is used with music expressions that can be interpreted at several levels. For example, the \texttt{\applyOutput} command (see Section 11.3.2 [Running a function on all layout objects], page 242). Without an explicit \texttt{\context}, it is usually applied to \texttt{Voice}

\texttt{\applyOutput\ %function\ % apply to Voice}

To have it interpreted at the \texttt{Score} or \texttt{Staff} level use these forms

\begin{verbatim}
\context\ Score \applyOutput\ %function
\context\ Staff \applyOutput\ %function
\end{verbatim}

9.2.2 Changing context properties on the fly

Each context can have different \texttt{properties}, variables contained in that context. They can be changed during the interpretation step. This is achieved by inserting the \texttt{\set} command in the music,

\texttt{\set\ context.prop = #value}

For example,
This command skips measures that have no notes. The result is that multi-rests are condensed. The value assigned is a Scheme object. In this case, it is \texttt{#t}, the boolean \texttt{True} value.

If the \texttt{context} argument is left out, then the current bottom-most context (typically \texttt{ChordNames}, \texttt{Voice}, or \texttt{Lyrics}) is used. In this example,

\begin{verbatim}
c8 c c c\set autoBeaming = ##f c8 c c c
\end{verbatim}

the \texttt{context} argument to \texttt{\set} is left out, so automatic beaming is switched off in the current \texttt{Voice}. Note that the bottom-most context does not always contain the property that you wish to change – for example, attempting to set the \texttt{skipBars} property (of the bottom-most context, in this case \texttt{Voice}) will have no effect.

\begin{verbatim}
R1\*2 \set skipBars = ##t R1\*2
\end{verbatim}

Contexts are hierarchical, so if a bigger context was specified, for example \texttt{Staff}, then the change would also apply to all \texttt{Voices} in the current stave. The change is applied ‘on-the-fly’, during the music, so that the setting only affects the second group of eighth notes.

There is also an \texttt{\unset} command,

\begin{verbatim}
\unset context.prop
\end{verbatim}

which removes the definition of \texttt{prop}. This command removes the definition only if it is set in context, so

\begin{verbatim}
\set Staff.autoBeaming = ##f
\end{verbatim}

introduces a property setting at \texttt{Staff} level. The setting also applies to the current \texttt{Voice}. However,

\begin{verbatim}
\unset Voice.autoBeaming
\end{verbatim}

do not have any effect. To cancel this setting, the \texttt{\unset} must be specified on the same level as the original \texttt{\set}. In other words, undoing the effect of \texttt{Staff.autoBeaming = ##f} requires

\begin{verbatim}
\unset Staff.autoBeaming
\end{verbatim}

Like \texttt{\set}, the \texttt{context} argument does not have to be specified for a bottom context, so the two statements
\set Voice.autoBeaming = ##t
\set autoBeaming = ##t

are equivalent.

Settings that should only apply to a single time-step can be entered with \once, for example in

\once \set fontSize = #4.7
\c4
\c4
\c4
\c4
\c4
\c4
\c4
\c4
\c4
\c4

the property fontSize is unset automatically after the second note.

A full description of all available context properties is in the program reference, see Translation ⇒ Tunable context properties.

### 9.2.3 Modifying context plug-ins

Notation contexts (like Score and Staff) not only store properties, they also contain plug-ins called “engravers” that create notation elements. For example, the Voice context contains a Note_head_engraver and the Staff context contains a Key_signature_engraver.

For a full a description of each plug-in, see Program reference ⇒ Translation ⇒ Engravers. Every context described in Program reference ⇒ Translation ⇒ Context. lists the engravers used for that context.

It can be useful to shuffle around these plug-ins. This is done by starting a new context with \new or \context, and modifying it,

\new context \with {
  \consists ...
  \consists ...
  \remove ...
  \remove ...
  etc.
}

{ . . . music . . }

where the ... should be the name of an engraver. Here is a simple example which removes Time_signature_engraver and Clef_engraver from a Staff context,

\new Staff {
  f2 g
}
\new Staff \with {
  \remove "Time_signature_engraver"
  \remove "Clef_engraver"
} {
  f2 g2
}
In the second staff there are no time signature or clef symbols. This is a rather crude method of making objects disappear since it will affect the entire staff. This method also influences the spacing, which may or may not be desirable. A more sophisticated method of blanking objects is shown in Section 5.2 [Common tweaks], page 47.

The next example shows a practical application. Bar lines and time signatures are normally synchronized across the score. This is done by the Timing_translator and Default_bar_line_engraver. This plug-in keeps an administration of time signature, location within the measure, etc. By moving the engraver from Score to Staff context, we can have a score where each staff has its own time signature.

\new Score \with {
  \remove "Timing_translator"
  \remove "Default_bar_line_engraver"
} <<
\new Staff \with {
  \consists "Timing_translator"
  \consists "Default_bar_line_engraver"
} {
  \time 3/4
  c4 c c c c c
}
\new Staff \with {
  \consists "Timing_translator"
  \consists "Default_bar_line_engraver"
} {
  \time 2/4
  c4 c c c c c
}
\new Staff \with {
  \consists "Timing_translator"
  \consists "Default_bar_line_engraver"
} {
  \time 3/4
  c4 c c c c c
}
\new Staff \with {
  \consists "Timing_translator"
  \consists "Default_bar_line_engraver"
} {
  \time 2/4
  c4 c c c c c
}

9.2.4 Layout tunings within contexts

Each context is responsible for creating certain types of graphical objects. The settings used for printing these objects are also stored by context. By changing these settings, the appearance of objects can be altered.

The syntax for this is
\override context.name #'property = #value

Here name is the name of a graphical object, like Stem or NoteHead, and property is an internal variable of the formatting system (‘grob property’ or ‘layout property’). The latter is a symbol, so it must be quoted. The subsection Section 9.3.1 [Constructing a tweak], page 205 explains what to fill in for name, property, and value. Here we only discuss the functionality of this command.

The command
\override Staff.Stem #'thickness = #4.0
makes stems thicker (the default is 1.3, with staff line thickness as a unit). Since the command specifies Staff as context, it only applies to the current staff. Other staves will keep their normal appearance. Here we see the command in action:

\once \override Stem #'thickness = #4.0

The \override command changes the definition of the Stem within the current Staff. After the command is interpreted all stems are thickened.

Analogous to \set, the context argument may be left out, causing it to default to Voice, and adding \once applies the change during one timestep only

\once \override Stem #'thickness = #4.0

The \override must be done before the object is started. Therefore, when altering Spanner objects such as slurs or beams, the \override command must be executed at the moment when the object is created. In this example,

\override Slur #'thickness = #3.0
\override Beam #'thickness = #0.6
the slur is fatter but the beam is not. This is because the command for \texttt{Beam} comes after the \texttt{Beam} is started, so it has no effect.

Analogous to \texttt{\unset}, the \texttt{\revert} command for a context undoes an \texttt{\override} command; like with \texttt{\unset}, it only affects settings that were made in the same context. In other words, the \texttt{\revert} in the next example does not do anything.

\begin{verbatim}
\override Voice.Stem #'thickness = #4.0
\revert Staff.Stem #'thickness
\end{verbatim}

Some tweakable options are called “subproperties” and reside inside properties. To tweak those, use commands of the form

\begin{verbatim}
\override context.name #'property #'subproperty = #value
\end{verbatim}

such as

\begin{verbatim}
\override Stem #'details #'beamed-lengths = #'(4 4 3)
\end{verbatim}

See also

Internals: OverrideProperty, RevertProperty, PropertySet, Backend, and All layout objects.

Bugs

The back-end is not very strict in type-checking object properties. Cyclic references in Scheme values for properties can cause hangs or crashes, or both.

9.2.5 Changing context default settings

The adjustments of the previous subsections (Section 9.2.2 [Changing context properties on the fly], page 197, Section 9.2.3 [Modifying context plug-ins], page 199, and Section 9.2.4 [Layout tunings within contexts], page 200) can also be entered separately from the music in the \texttt{\layout} block.

\begin{verbatim}
\layout {
  ...
  \context {
    \Staff
      \set fontSize = #-2
      \override Stem #'thickness = #4.0
      \remove "Time_signature_engraver"
  }
}
\end{verbatim}

Here \texttt{\Staff} takes the existing definition for context \texttt{Staff} from the identifier \texttt{\Staff}. The statements

\begin{verbatim}
\set fontSize = #-2
\override Stem #'thickness = #4.0
\remove "Time_signature_engraver"
\end{verbatim}

affect all staves in the score. Other contexts can be modified analogously.

The \texttt{\set} keyword is optional within the \texttt{\layout} block, so

\begin{verbatim}
\context {
  ...
  fontSize = #-2
}
\end{verbatim}

will also work.
Bugs

It is not possible to collect context changes in a variable and apply them to a `\context` definition by referring to that variable.

The `\RemoveEmptyStaffContext` will overwrite your current `\Staff` settings. If you wish to change the defaults for a staff which uses `\RemoveEmptyStaffContext`, you must do so after calling `\RemoveemptyStaffContext`, i.e.

\[ \layout { \context { \RemoveEmptyStaffContext \override Stem #'thickness = #4.0 } } \]

9.2.6 Defining new contexts

Specific contexts, like `Staff` and `Voice`, are made of simple building blocks. It is possible to create new types of contexts with different combinations of engraver plug-ins.

The next example shows how to build a different type of `Voice` context from scratch. It will be similar to `Voice`, but only prints centered slash noteheads. It can be used to indicate improvisation in jazz pieces,

```
|\stände|\ständen]|\ständen|\ständen|\ständen|\ständen|
```

while playing :)

These settings are defined within a `\context` block inside a `\layout` block,

\[ \layout { \context { ... } } \]

In the following discussion, the example input shown should go on the ... in the previous fragment.

First the context’s name is defined. Instead of `Voice` it will be called `ImproVoice`,

\[ \name ImproVoice \]

Since it is similar to the `Voice`, we want commands that work on (existing) `Voices` to remain working. This is achieved by giving the new context an alias `Voice`,

\[ \alias Voice \]

The context will print notes, and instructive texts

\[ \consists Note_heads_engraver \]
\[ \consists Text_engraver \]

but only on the center line,

\[ \consists Pitch_squash_engraver \]
\[ \text{squashedPosition} = \#0 \]

The `Pitch_squash_engraver` modifies note heads (created by `Note_heads_engraver`) and sets their vertical position to the value of `squashedPosition`, in this case 0, the center line.

The notes look like a slash, and have no stem,
\override NoteHead #'style = #'slash
\override Stem #'transparent = ##t

All these plug-ins have to cooperate, and this is achieved with a special plug-in, which must be marked with the keyword \type. This should always be Engraver_group,

\type "Engraver_group"

Put together, we get

\context {
\name ImproVoice
\type "Engraver_group"
\consists "Note_heads_engraver"
\consists "Text_engraver"
\consists Pitch_sqush_engraver
\squashedPosition = #0
\override NoteHead #'style = #'slash
\override Stem #'transparent = ##t
\alias Voice
}

Contexts form hierarchies. We want to hang the ImproVoice under Staff, just like normal Voices. Therefore, we modify the Staff definition with the \accepts command,

\context {
\Staff
\accepts ImproVoice
}

The opposite of \accepts is \denies, which is sometimes needed when reusing existing context definitions.

Putting both into a \layout block, like

\layout {
\context {
\name ImproVoice
...
}
\context {
\Staff
\accepts "ImproVoice"
}
}

Then the output at the start of this subsection can be entered as

\relative c' {
a4 d8 bes8
\new ImproVoice {
\c4"ad lib" \c
\c4 \c"undress"
\c \c_"while playing :)
}
a1}
}
9.3 The \override command

In the previous section, we have already touched on a command that changes layout details: the \override command. In this section, we will look in more detail at how to use the command in practice.

9.3.1 Constructing a tweak

Commands which change output generally look like

\override Voice.Stem #'thickness = #3.0

This means that we must determine these bits of information:

- the context: here Voice.
- the layout object: here Stem.
- the layout property: here thickness.
- a sensible value: here 3.0.

Some tweakable options are called “subproperties” and reside inside properties. To tweak those, use commands in the form

\override Stem #'details #'beamed-lengths = #'(4 4 3)

We demonstrate how to glean this information from the notation manual and the program reference.

9.3.2 Navigating the program reference

Suppose we want to move the fingering indication in the fragment below:

\begin{verbatim}
\texttt{c-2} \\\\texttt{\stemUp} \\
\texttt{f}
\end{verbatim}

If you visit the documentation on fingering instructions (in Section 6.5.2 [Fingering instructions], page 80), you will notice:

See also

Program reference: Fingering.

Follow the link to Fingering. At the top of the page, you will see

Fingering objects are created by: Fingering_engraver and New_fingering_engraver.

By clicking around in the program reference, we can follow the flow of information within the program, following links like this:

- Fingering: Fingering objects are created by: Fingering_engraver
- Fingering_engraver: Music types accepted: fingering-event
- fingering-event: Music event type fingering-event is in Music expressions named FingerEvent

This path goes against the flow of information in the program: it starts from the output, and ends at the input event. You could also start at an input event, and read with the flow of information, eventually ending up at the output object(s).
The program reference can also be browsed like a normal document. It contains chapters on Music definitions and Translation, and the Backend. Every chapter lists all the definitions used and all properties that may be tuned.

9.3.3 Layout interfaces

The HTML page that we found in the previous section describes the layout object called Fingering. Such an object is a symbol within the score. It has properties that store numbers (like thicknesses and directions), but also pointers to related objects. A layout object is also called a Grob, which is short for Graphical Object. For more details about Grobs, see grob-interface.

The page for Fingering lists the definitions for the Fingering object. For example, the page says

padding (dimension, in staff space):
0.5

which means that the number will be kept at a distance of at least 0.6 of the note head.

Each layout object may have several functions as a notational or typographical element. For example, the Fingering object has the following aspects

- Its size is independent of the horizontal spacing, unlike slurs or beams.
- It is a piece of text. Granted, it is usually a very short text.
- That piece of text is typeset with a font, unlike slurs or beams.
- Horizontally, the center of the symbol should be aligned to the center of the notehead.
- Vertically, the symbol is placed next to the note and the staff.
- The vertical position is also coordinated with other superscript and subscript symbols.

Each of these aspects is captured in so-called interfaces, which are listed on the Fingering page at the bottom

This object supports the following interfaces: item-interface, self-alignment-interface, side-position-interface, text-interface, text-script-interface, font-interface, finger-interface, and grob-interface.

Clicking any of the links will take you to the page of the respective object interface. Each interface has a number of properties. Some of them are not user-serviceable ("Internal properties"), but others can be modified.

We have been talking of the Fingering object, but actually it does not amount to much. The initialization file (see Section 5.3 [Default files], page 49) ‘scm/define-grobs.scm’ shows the soul of the ‘object’:

```
(Fingering
  . ((padding . 0.5)
     (avoid-slur . around)
     (slur-padding . 0.2)
     (staff-padding . 0.5)
     (self-alignment-X . 0)
     (self-alignment-Y . 0)
     (script.priority . 100)
     (stencil . ,ly:text-interface::print)
     (direction . ,ly:script-interface::calc-direction)
     (font-encoding . fetaNumber)
     (font-size . -5) ; don’t overlap when next to heads.
     (meta . ((class . Item))
```
As you can see, the `Fingering` object is nothing more than a bunch of variable settings, and the webpage in the Program Reference is directly generated from this definition.

### 9.3.4 Determining the grob property

Recall that we wanted to change the position of the 2 in

\[ c-2 \quad \\text{\textbackslash stemUp} \quad f \]

Since the 2 is vertically positioned next to its note, we have to meddle with the interface associated with this positioning. This is done using `side-position-interface`. The page for this interface says

`side-position-interface`

Position a victim object (this one) next to other objects (the support). The property `direction` signifies where to put the victim object relative to the support (left or right, up or down?)

Below this description, the variable `padding` is described as

`padding` (dimension, in staff space)

Add this much extra space between objects that are next to each other.

By increasing the value of `padding`, we can move the fingering away from the notehead. The following command inserts 3 staff spaces of white between the note and the fingering:

\once \override Voice.Fingering #'padding = #3

Inserting this command before the Fingering object is created, i.e., before `c2`, yields the following result:

\once \override Voice.Fingering #'padding = #3
c-2
\textbackslash stemUp
f

In this case, the context for this tweak is `Voice`. This fact can also be deduced from the program reference, for the page for the `Fingering_engraver` plug-in says

`Fingering_engraver` is part of contexts: ... Voice
9.3.5 Objects connected to the input

In some cases, it is possible to take a short-cut for tuning graphical objects. For objects that result directly from a piece of the input, you can use the `\tweak` function, for example

```
\tweak #'color #red d
g\tweak #'duration-log #1 a>
```

As you can see, properties are set directly in the objects directly, without mentioning the grob name or context where this should be applied.

This technique only works for objects that are directly connected to an event from the input, for example

- note heads, caused by chord-pitch (i.e., notes inside a chord).
- articulation signs, caused by articulation instructions.

It notably does not work for stems and accidentals (these are caused by note heads, not by music events) or clefs (these are not caused by music inputs, but rather by the change of a property value).

There are very few objects which are directly connected to output. A normal note (like `c4`) is not directly connected to output, so

```
\tweak #'color #red c4
```

will not change color. See Section 11.1.5 [Displaying music expressions], page 237 for details.

9.3.6 Difficult tweaks

There are a few classes of difficult adjustments.

- One type of difficult adjustment is the appearance of spanner objects, such as slur and tie. Initially, only one of these objects is created, and they can be adjusted with the normal mechanism. However, in some cases the spanners cross line breaks. If this happens, these objects are cloned. A separate object is created for every system that it is in. These are clones of the original object and inherit all properties, including `\override`.

In other words, an `\override` always affects all pieces of a broken spanner. To change only one part of a spanner at a line break, it is necessary to hook into the formatting process. The `after-line-breaking` callback contains the Scheme procedure that is called after the line breaks have been determined, and layout objects have been split over different systems.

In the following example, we define a procedure `my-callback`. This procedure

- determines if we have been split across line breaks
- if yes, retrieves all the split objects
- checks if we are the last of the split objects
• if yes, it sets extra-offset.

This procedure is installed into Tie, so the last part of the broken tie is translated up.

```lilypond
#(define (my-callback grob)
  (let* (
    ; have we been split?
    (orig (ly:grob-original grob))

    ; if yes, get the split pieces (our siblings)
    (siblings (if (ly:grob? orig)
                (ly:spanner-broken-into orig) '() )))

    (if (and (>= (length siblings) 2)
             (eq? (car (last-pair siblings)) grob))
        (ly:grob-set-property! grob 'extra-offset '(-2 . 5)))))

\relative c'' {
  \override Tie #'after-line-breaking =
  #my-callback
c1 ~ \break c2 ~ c
}
```

When applying this trick, the new `after-line-breaking` callback should also call the old one `after-line-breaking`, if there is one. For example, if using this with Hairpin, `ly:hairpin::after-line-breaking` should also be called.

• Some objects cannot be changed with `\override` for technical reasons. Examples of those are `NonMusicalPaperColumn` and `PaperColumn`. They can be changed with the `\outputProperty` function, which works similar to `\once \override`, but uses a different syntax,

```lilypond
\outputProperty
  #'"Score.NonMusicalPaperColumn" % Grob name
  '#'"line-break-system-details" % Property name
  '#'((next-padding . 20)) % Value
```
Chapter 10: Global issues

This section deals with general lilypond issues, rather than specific notation.

10.1 Input files

The main format of input for LilyPond are text files. By convention, these files end with “.ly”.

10.1.1 File structure (introduction)

A basic example of a lilypond input file is

```ly
\version "2.8.0"
\score {
   % this is a single music expression;
   % all the music goes in here.
   \header {}
   \layout {}
   \midi{}
}
```

There are many variations of this basic pattern, but this example serves as a useful starting place.

The major part of this manual is concerned with entering various forms of music in LilyPond. However, many music expressions are not valid input on their own, for example, a .ly file containing only a note

```ly
c'4
```

will result in a parsing error. Instead, music should be inside other expressions, which may be put in a file by themselves. Such expressions are called toplevel expressions. The next section enumerates them all.

10.1.2 File structure

A .ly file contains any number of toplevel expressions, where a toplevel expression is one of the following

- An output definition, such as `\paper`, `\midi`, and `\layout`. Such a definition at the toplevel changes the default settings for the block entered.
- A direct scheme expression, such as `#(set-default-paper-size "a7" 'landscape)` or `#(ly:set-option 'point-and-click #f)`.
- A `\header` block. This sets the global header block. This is the block containing the definitions for book-wide settings, like composer, title, etc.
- An `\addquote` statement. See Section 8.3.3 [Quoting other voices], page 178 for more information.
- A `\score` block. This score will be collected with other toplevel scores, and combined as a single `\book`.

This behavior can be changed by setting the variable `toplevel-score-handler` at toplevel. The default handler is defined in the init file `scm/lily.scm`.

The `\score` must begin with a music expression, and may contain only one music expression.

- A `\book` block logically combines multiple movements (i.e., multiple `\score` blocks) in one document. If there are a number of `\scores`, a single output file will be created in which all movements are concatenated.

This behavior can be changed by setting the variable `toplevel-book-handler` at toplevel. The default handler is defined in the init file `scm/lily.scm`.
• A compound music expression, such as
  \{ c'4 d' e'2 \}

This will add the piece in a \score and format it in a single book together with all other toplevel \scores and music expressions. In other words, a file containing only the above music expression will be translated into

\book {
  \score {
    \new Staff {
      \new Voice {
        \{ c'4 d' e'2 \}
      }
    }
  }
  \layout { }
  \header { }
}

This behavior can be changed by setting the variable toplevel-music-handler at toplevel. The default handler is defined in the init file ‘scm/lily.scm’.

• A markup text, a verse for example

\markup {
  2. The first line verse two.
}

Markup texts are rendered above, between or below the scores or music expressions, wherever they appear.

• An identifier, such as

foo = \{ c4 d e d \}

This can be used later on in the file by entering \foo. The name of an identifier should have alphabetic characters only; no numbers, underscores or dashes.

The following example shows three things that may be entered at toplevel

\layout {
  \% movements are non-justified by default
  ragged-right = ##t
}

\header {
  title = "Do-re-mi"
}

\{ c'4 d' e2 \}

At any point in a file, any of the following lexical instructions can be entered:

• \version
• \include
• \renameinput

10.1.3 Including LilyPond files

A large project may be split up into separate files. To refer to another file, use

\include "otherfile.ly"
The line \include "file.ly" is equivalent to pasting the contents of file.ly into the current file at the place where you have the \include. For example, for a large project you might write separate files for each instrument part and create a “full score” file which brings together the individual instrument files.

The initialization of LilyPond is done in a number of files that are included by default when you start the program, normally transparent to the user. Run lilypond --verbose to see a list of paths and files that Lily finds.

Files placed in directory ‘PATH/TO/share/lilypond/VERSION/ly/’ (where VERSION is in the form “2.6.1”) are on the path and available to \include. Files in the current working directory are available to \include, but a file of the same name in LilyPond’s installation takes precedence. Files are available to \include from directories in the search path specified as an option when invoking lilypond --include=DIR which adds DIR to the search path.

The \include statement can use full path information, but with the Unix convention "/" rather than the DOS/Windows "\". For example, if 'stuff.ly' is located one directory higher than the current working directory, use

\include "../stuff.ly"

10.1.4 Text encoding

LilyPond uses the Pango library to format multi-lingual texts, and does not perform any input-encoding conversions. This means that any text, be it title, lyric text, or musical instruction containing non-ASCII characters, must be utf-8. The easiest way to enter such text is by using a Unicode-aware editor and saving the file with utf-8 encoding. Most popular modern editors have utf-8 support, for example, vim, Emacs, jEdit, and GEdit do.

Depending on the fonts installed, the following fragment shows Hebrew and Cyrillic lyrics,

The \TeX backend does not handle encoding specially at all. Strings in the input are put in the output as-is. Extents of text items in the \TeX backend, are determined by reading a file created via the ‘\texstr’ backend,
lilypond -b texstr input/les-nereides.ly
latex les-nereides.texstr

The last command produces 'les-nereides.textmetrics', which is read when you execute
lilypond -b tex input/les-nereides.ly

Both 'les-nereides.texstr' and 'les-nereides.tex' need suitable LaTeX wrappers to load appropriate LaTeX packages for interpreting non-ASCII strings.

To use a Unicode escape sequence, use

#(ly:export (ly:wide-char->utf-8 #x2014))

See also
‘input/regression/utf-8.ly’

10.2 A single music expression

A \score must contain a single music expression. However, this music expression may be of any size. Recall that music expressions may be included inside other expressions to form larger expressions. All of these examples are single music expressions; note the curly braces { } or angle brackets << >> at the beginning and ending of the music.

{ c'4 c' c' c' }
{ { c'4 c' c' c'}
 { d'4 d' d' d'}
}

<<

\new Staff { c'4 c' c' c' }
\new Staff { d'4 d' d' d' }

>>

{ \new GrandStaff <<
 \new StaffGroup <<
 \new Staff { \flute }
 \new Staff { \oboe }
 >>
 \new StaffGroup <<
 \new Staff { \violinI }
 \new Staff { \violinII }
 >>
 >>
}
10.3 Titles and headers

Almost all printed music includes a title and the composer’s name; some pieces include a lot more information.

10.3.1 Creating titles

Titles are created for each \score block, and over a \book.

The contents of the titles are taken from the \header blocks. The header block for a book supports the following

- **dedication**
  The dedicatee of the music, centered at the top of the first page.

- **title**
  The title of the music, centered just below the dedication.

- **subtitle**
  Subtitle, centered below the title.

- **subsubtitle**
  Subsubtitle, centered below the subtitle.

- **poet**
  Name of the poet, flush-left below the subtitle.

- **composer**
  Name of the composer, flush-right below the subtitle.

- **meter**
  Meter string, flush-left below the poet.

- **opus**
  Name of the opus, flush-right below the composer.

- **arranger**
  Name of the arranger, flush-right below the opus.

- **instrument**
  Name of the instrument, centered below the arranger. Also centered at the top of pages (other than the first page).

- **piece**
  Name of the piece, flush-left below the instrument.

- **breakbefore**
  This forces the title to start on a new page (set to $##t$ or $##f$).

- **copyright**
  Copyright notice, centered at the bottom of the first page. To insert the copyright symbol, see Section 10.1.4 [Text encoding], page 212.

- **tagline**
  Centered at the bottom of the last page.

Here is a demonstration of the fields available. Note that you may use any Section 8.1.4 [Text markup], page 152 commands in the header.

```lily
\paper {
  line-width = 9.0\cm
  paper-height = 10.0\cm
}
\book {
  \header {
    dedication = "dedicated to me"
    title = \markup \center-align { "Title first line" "Title second line, longer" }
    subtitle = "the subtitle,"
    subsubtitle = (string-append "subsubtitle LilyPond version " (lilypond-version))
  }
```
poet = "Poet"
composer = \markup { center-align { "composer" small "(1847-1973)" } }
texttranslator = "Text Translator"
meter = \markup { teeny "m" tiny "e" normalsize "t" large "e" huge "r" }
arranger = \markup { fontsize #8.5 "a" \fontsize #2.5 "r" \fontsize #-2.5 "r" \fontsize #-5.3 "a" \fontsize #7.5 "nger" }
instrument = \markup { bold italic "instrument" }
piece = "Piece"
}\
\score { 
  \header { 
    piece = "piece1"
    opus = "opus1"
  } 
}\
\markup { and now... 
} 
\score { 
  \header { 
    piece = "piece2"
    opus = "opus2"
  } 
}

dedicated to me

Title first line
Title second line, longer
the subtitle,
subsubtitle LilyPond version 2.8.8
Poet instrument composer

meter arranger

(1847-1973)
As demonstrated before, you can use multiple \header blocks. When same fields appear in different blocks, the latter is used. Here is a short example.

\header {
  composer = "Composer"
}
\header {
  piece = "Piece"
}
\score {
  \new Staff { c'4 }
  \header {
    piece = "New piece"  % overwrite previous one
  }

If you define the \header inside the \score block, then normally only the piece and opus headers will be printed. Note that the music expression must come before the \header.

\score {
  { c'4 }
\header {
  title = "title" % not printed
  piece = "piece"
  opus = "opus"
}
}

\paper{
  printallheaders=##t
}

10.3.2 Custom titles

A more advanced option is to change the definitions of the following variables in the \paper block. The init file ‘ly/titling-init.ly’ lists the default layout.

bookTitleMarkup
  This is the title put over an entire \book block. Typically, it has the composer and the title of the piece.

scoreTitleMarkup
  This is the title put over a \score block within a \book. Typically, it has the name of the movement (piece field).

oddHeaderMarkup
  This is the page header for odd-numbered pages.

evenHeaderMarkup
  This is the page header for even-numbered pages. If unspecified, the odd header is used instead.
  By default, headers are defined such that the page number is on the outside edge, and the instrument is centered.

oddFooterMarkup
  This is the page footer for odd-numbered pages.
This is the page footer for even-numbered pages. If unspecified, the odd header is used instead.

By default, the footer has the copyright notice on the first, and the tagline on the last page.

The following definition will put the title flush left, and the composer flush right on a single line.

```latex
\paper {
  \bookTitleMarkup = \markup {
    \fill-line {
      \fromproperty #'header:title
      \fromproperty #'header:composer
    }
  }
}
```

Bugs

The `breakbefore=##t` header requires that there is a `piece` header as well. It may be used as a normal header, or left blank (""") as in the example above, but it must be present.

10.4 Paper and pages

This section deals with the display of music on physical paper.

10.4.1 Paper size

To change the paper size, there are two commands,

```latex
#(set-default-paper-size "a4")
\paper {
  #(set-paper-size "a4")
}
```

The first command sets the size of all pages. The second command sets the size of the pages that the \paper block applies to – if the \paper block is at the top of the file, then it will apply to all pages. If the \paper block is inside a \book, then the paper size will only apply to that book.

Support for the following paper sizes are included by default, a6, a5, a4, a3, legal, letter, 11x17 (also known as tabloid).

Extra sizes may be added by editing the definition for `paper-alist` in the initialization file `scm/paper.scm`.

If the symbol `landscape` is supplied as an argument to `set-default-paper-size`, the pages will be rotated by 90 degrees, and wider line widths will be set correspondingly.

```latex
#(set-default-paper-size "a6" 'landscape)
```

Setting the paper size will adjust a number of \paper variables (such as margins). To use a particular paper size with altered \paper variables, set the paper size before setting the variables.

10.4.2 Page formatting

LilyPond will do page layout, set margins, and add headers and footers to each page.

To graphically display the dimensions of properties that may be altered for page formatting, use
\paper {
  \annotate-spacing = ##t
}

All units dimensions are measured in staff spaces. The pairs \((a, b)\) are intervals, where \(a\) is the lower edge and \(b\) the upper edge of the interval.

The default layout responds to the following settings in the \texttt{\paper} block.

\textbf{first-page-number} \\
The value of the page number of the first page. Default is \(1\).

\textbf{print-first-page-number} \\
If set to \texttt{true}, will print the page number in the first page. Default is \texttt{false}.

\textbf{print-page-number} \\
If set to \texttt{false}, page numbers will not be printed.

\textbf{paper-width} \\
The width of the page.

\textbf{paper-height} \\
The height of the page.

\textbf{top-margin} \\
Margin between header and top of the page.

\textbf{bottom-margin} \\
Margin between footer and bottom of the page.

\textbf{left-margin} \\
Margin between the left side of the page and the beginning of the music.

\textbf{line-width} \\
The length of the systems.

\textbf{head-separation} \\
Distance between the top-most music system and the page header.

\textbf{foot-separation} \\
Distance between the bottom-most music system and the page footer.

Distance from the top of the printable area to the center of the first staff. This only works for staves which are vertically small. Big staves are set with the top of their bounding box aligned to the top of the printable area.

\textbf{ragged-bottom} \\
If set to \texttt{true}, systems will not be spread vertically across the page. This does not affect the last page.

This should be set to \texttt{true} for pieces that have only two or three systems per page, for example orchestral scores.

\textbf{ragged-last-bottom} \\
If set to \texttt{false}, systems will be spread vertically to fill the last page.

Pieces that amply fill two pages or more should have this set to \texttt{true}.

\textbf{system-count} \\
This variable, if set, specifies into how many lines a score should be broken.
between-system-space
This dimension determines the distance between systems. It is the ideal distance between the center of the bottom staff of one system and the center of the top staff of the next system.

Increasing this will provide a more even appearance of the page at the cost of using more vertical space.

between-system-padding
This dimension is the minimum amount of white space that will always be present between the bottom-most symbol of one system, and the top-most of the next system.

Increasing this will put systems whose bounding boxes almost touch farther apart.

horizontal-shift
All systems (including titles and system separators) are shifted by this amount to the right. Page markup, such as headers and footers are not affected by this. The purpose of this variable is to make space for instrument names at the left.

after-title-space
Amount of space between the title and the first system.

before-title-space
Amount of space between the last system of the previous piece and the title of the next.

between-title-space
Amount of space between consecutive titles (e.g., the title of the book and the title of a piece).

printallheaders
Setting this to #t will print all headers for each \score in a \book. Normally only the piece and opus \headers are printed.

systemSeparatorMarkup
This contains a markup object, which will be inserted between systems. This is often used for orchestral scores.

The markup command \slashSeparator is provided as a sensible default, for example
Example:

\paper{
  paper-width = 2\cm
  top-margin = 3\cm
  bottom-margin = 3\cm
  ragged-last-bottom = ##t
}

You can also define these values in Scheme. In that case \textit{mm}, \textit{in}, \textit{pt}, and \textit{cm} are variables defined in \texttt{paper-defaults.ly} with values in millimeters. That’s why the value has to be multiplied in the example

\paper {
  #(define bottom-margin (* 2 cm))
}

The default footer is empty, except for the first page, where the \texttt{copyright} field from \texttt{header} is inserted, and the last page, where \texttt{tagline} from \texttt{header} is added. The default tagline is “Music engraving by LilyPond (version)”.

The header and footer are created by the functions \texttt{make-footer} and \texttt{make-header}, defined in \texttt{paper}. The default implementations are in \texttt{ly/paper-defaults.ly} and \texttt{ly/titling-init.ly}.

The page layout itself is done by two functions in the \texttt{paper} block, \texttt{page-music-height} and \texttt{page-make-stencil}. The former tells the line-breaking algorithm how much space can be spent on a page, the latter creates the actual page given the system to put on it.

**Bugs**

The option \texttt{right-margin} is defined but doesn’t set the right margin yet. The value for the right margin has to be defined adjusting the values of \texttt{left-margin} and \texttt{line-width}.

The default page header puts the page number and the \texttt{instrument} field from the \texttt{header} block on a line.

The titles (from the \texttt{header{}} section) are treated as a system, so \texttt{ragged-bottom} and \texttt{ragged-last-bottom} will add space between the titles and the first system of the score.

### 10.5 Music layout

This section deals with the manner in which the music is printed within the boundaries defined by the \texttt{paper} block.

The global paper layout is determined by three factors: the page layout, the line breaks, and the spacing. These all influence each other. The choice of spacing determines how densely each system of music is set. This influences where line breaks are chosen, and thus ultimately, how many pages a piece of music takes.

Globally spoken, this procedure happens in three steps: first, flexible distances (“springs”) are chosen, based on durations. All possible line breaking combinations are tried, and the one with the best results – a layout that has uniform density and requires as little stretching or cramping as possible – is chosen.

After spacing and linebreaking, the systems are distributed across pages, taking into account the size of the page, and the size of the titles.

\footnote{Nicely printed parts are good PR for us, so please leave the tagline if you can.}
10.5.1 Setting global staff size

To set the global staff size, use \texttt{set-global-staff-size}.

\begin{verbatim}
\%(set-global-staff-size 14)
\end{verbatim}

This sets the global default size to 14pt staff height and scales all fonts accordingly.

The Feta font provides musical symbols at eight different sizes. Each font is tuned for a different staff size: at a smaller size the font becomes heavier, to match the relatively heavier staff lines. The recommended font sizes are listed in the following table:

<table>
<thead>
<tr>
<th>font name</th>
<th>staff height (pt)</th>
<th>staff height (mm)</th>
<th>use</th>
</tr>
</thead>
<tbody>
<tr>
<td>feta11</td>
<td>11.22</td>
<td>3.9</td>
<td>pocket scores</td>
</tr>
<tr>
<td>feta13</td>
<td>12.60</td>
<td>4.4</td>
<td></td>
</tr>
<tr>
<td>feta14</td>
<td>14.14</td>
<td>5.0</td>
<td></td>
</tr>
<tr>
<td>feta16</td>
<td>15.87</td>
<td>5.6</td>
<td></td>
</tr>
<tr>
<td>feta18</td>
<td>17.82</td>
<td>6.3</td>
<td>song books</td>
</tr>
<tr>
<td>feta20</td>
<td>20</td>
<td>7.0</td>
<td>standard parts</td>
</tr>
<tr>
<td>feta23</td>
<td>22.45</td>
<td>7.9</td>
<td></td>
</tr>
<tr>
<td>feta26</td>
<td>25.2</td>
<td>8.9</td>
<td></td>
</tr>
</tbody>
</table>

These fonts are available in any sizes. The context property \texttt{fontSize} and the layout property \texttt{staff-space} (in StaffSymbol) can be used to tune the size for individual staves. The sizes of individual staves are relative to the global size.

See also

This manual: Section 10.5.2 [Selecting notation font size], page 223.

10.5.2 Selecting notation font size

The easiest method of setting the font size of any context, is by setting the \texttt{fontSize} property.

\begin{verbatim}
c8
\set fontSize = #-4
c f
\set fontSize = #3
g
\end{verbatim}

It does not change the size of variable symbols, such as beams or slurs.

Internally, the \texttt{fontSize} context property will cause the \texttt{font-size} property to be set in all layout objects. The value of \texttt{font-size} is a number indicating the size relative to the standard size for the current staff height. Each step up is an increase of approximately 12\% of the font size. Six steps is exactly a factor two. The Scheme function \texttt{magstep} converts a \texttt{font-size} number to a scaling factor.
LilyPond has fonts in different design sizes. The music fonts for smaller sizes are chubbier, while the text fonts are relatively wider. Font size changes are achieved by scaling the design size that is closest to the desired size. The standard font size (for font-size equals 0), depends on the standard staff height. For a 20pt staff, a 10pt font is selected.

The font-size property can only be set on layout objects that use fonts. These are the ones supporting the font-interface layout interface.

Predefined commands
The following commands set fontSize for the current voice:
\tiny, \small, \normalsize.

10.5.3 Score layout
While \paper contains settings that relate to the page formatting of the whole document, \layout contains settings for score-specific layout.

\layout {
  \indent = 2.0\,cm
  \context { \Staff
    \override VerticalAxisGroup #'minimum-Y-extent = #'(-6 . 6)
  }
  \context { \Voice
    \override TextScript #'padding = #1.0
    \override Glissando #'thickness = #3
  }
}

See also
This manual: Section 9.2.5 [Changing context default settings], page 202

10.5.4 Vertical spacing
The height of each system is determined automatically. To prevent systems from bumping into each other, some minimum distances are set. By changing these, you can put staves closer together, and thus put more systems onto one page.

Normally staves are stacked vertically. To make staves maintain a distance, their vertical size is padded. This is done with the property minimum-Y-extent. When applied to a VerticalAxisGroup, it controls the size of a horizontal line, such as a staff or a line of lyrics. minimum-Y-extent takes a pair of numbers, so if you want to make it smaller than its default #'(-4 . 4) then you could set

\override Staff.VerticalAxisGroup #'minimum-Y-extent = #'(-3 . 3)

This sets the vertical size of the current staff to 3 staff spaces on either side of the center staff line. The value (-3 . 3) is interpreted as an interval, where the center line is the 0, so the first
number is generally negative. The staff can be made larger at the bottom by setting it to \((-6.4)\).

The spacing of staves in a system may also be tuned per system. This is done with the command

\[\text{
overrideProperty

"Score.NonMusicalPaperColumn"

#'line-break-system-details

'#((alignment-extra-space . 15))
\]

at the line break before the system to be changed. The distance 15 is distributed over all staves that have a fixed distance alignment. For example,

\[\text{\includegraphics{example_10-1.png}}\]

The distance for alignment-extra-space may also be negative.

To change the amount of space between systems, use between-system-space. A score with only one staff is still considered to have systems, so setting between-system-space will be much more useful than changing minimum-Y-extent of a Staff context.

\[\text{\paper { \between-system-space = 10\mm}}\]

If you simply want to tell LilyPond “fit as much as possible onto these pages, then expand to fill any available space on the pages,” then use the following

\[\text{\paper { \between-system-padding = #1

ragged-bottom=##f

ragged-last-bottom=##f}}\]

The vertical spacing on a page can also be changed for each system individually. Some examples are found in the example file ‘input/regression//page-spacing.ly’.

When setting annotate-spacing in the \paper block LilyPond will graphically indicate the dimensions of properties that may be set for page spacing,

\[\text{\#(set-default-paper-size "a7" 'landscape)

\paper { \annotate-spacing = ##t }}\]

\[\text{\includegraphics{example_10-2.png}}\]
All units dimensions are measured in staff spaces. The pairs \((a, b)\) are intervals, where \(a\) is the lower edge and \(b\) the upper edge of the interval.

**See also**

Internals: Vertical alignment of staves is handled by the `VerticalAlignment` object. The context parameters specifying the vertical extent are described in connection with the `Axis_group_engraver`.


### 10.5.5 Vertical spacing of piano staves

The distance between staves of a `PianoStaff` cannot be computed during formatting. Rather, to make cross-staff beaming work correctly, that distance has to be fixed beforehand.

The distance of staves in a `PianoStaff` is set with the `forced-distance` property of the `VerticalAlignment` object, created in `PianoStaff`.

It can be adjusted as follows

```latex
\new PianoStaff \with { 
  \override VerticalAlignment #'forced-distance = #7 
} { 
  \relative c'' { 
    \new Staff { c1 } 
    \new Staff { c } 
  } 
}
```

This would bring the staves together at a distance of 7 staff spaces, measured from the center line of each staff.

The difference is demonstrated in the following example,

```latex
\relative c' { 
  \new PianoStaff \with { 
    \override VerticalAlignment #'forced-distance = #7 
  } { 
    \new Staff { c1 } 
    \new Staff { c } 
  } 
}
```

```latex
\new PianoStaff { c } 
\new Staff { c } 
\new Staff { c }
```

This would bring the staves together at a distance of 7 staff spaces, measured from the center line of each staff.
It is also possible to change the distance between for each system individually. This is done by including the command
\overrideProperty
  #"Score.NonMusicalPaperColumn"
  #'line-break-system-details
  '#((fixed-alignment-extra-space . 15))

at the line break before the system to be changed. The distance 15 is distributed over all staves that have a fixed distance alignment. For example,

The distance for fixed-alignment-extra-space may also be negative.

See also

10.5.6 Horizontal Spacing

The spacing engine translates differences in durations into stretchable distances ("springs") of differing lengths. Longer durations get more space, shorter durations get less. The shortest durations get a fixed amount of space (which is controlled by shortest-duration-space in the SpacingSpanner object). The longer the duration, the more space it gets; doubling a duration adds a fixed amount (this amount is controlled by spacing-increment) of space to the note.

For example, the following piece contains lots of half, quarter, and 8th notes; the eighth note is followed by 1 note head width (NHW). The quarter note is followed by 2 NHW, the half by 3 NHW, etc.

\[\text{c2 c4. c8 c4. c8 c4. c8 c8}
\text{c8 c4 c4 c4}\]

Normally, spacing-increment is set to 1.2 staff space, which is approximately the width of a note head, and shortest-duration-space is set to 2.0, meaning that the shortest note gets 2.4 staff space (2.0 times the spacing-increment) of horizontal space. This space is counted from the left edge of the symbol, so the shortest notes are generally followed by one NHW of space.
If one would follow the above procedure exactly, then adding a single 32nd note to a score that uses 8th and 16th notes, would widen up the entire score a lot. The shortest note is no longer a 16th, but a 32nd, thus adding 1 NHW to every note. To prevent this, the shortest duration for spacing is not the shortest note in the score, but rather the one which occurs most frequently.

The most common shortest duration is determined as follows: in every measure, the shortest duration is determined. The most common shortest duration is taken as the basis for the spacing, with the stipulation that this shortest duration should always be equal to or shorter than an 8th note. The shortest duration is printed when you run lilypond with the \texttt{--verbose} option.

These durations may also be customized. If you set the \texttt{common-shortest-duration} in \texttt{SpacingSpanner}, then this sets the base duration for spacing. The maximum duration for this base (normally an 8th), is set through \texttt{base-shortest-duration}.

Notes that are even shorter than the common shortest note are followed by a space that is proportional to their duration relative to the common shortest note. So if we were to add only a few 16th notes to the example above, they would be followed by half a NHW:

\begin{verbatim}
c2 c4. c8 c4. c16[ c] c4. c8 c8 c4 c4 c4
\end{verbatim}

In the introduction (see Section 1.1 [Engraving], page 2), it was explained that stem directions influence spacing. This is controlled with the \texttt{stem-spacing-correction} property in the \texttt{NoteSpacing} object. These are generated for every \texttt{Voice} context. The \texttt{StaffSpacing} object (generated in \texttt{Staff} context) contains the same property for controlling the stem/bar line spacing. The following example shows these corrections, once with default settings, and once with exaggerated corrections:

\begin{verbatim}
\new Score \with {
  \override SpacingSpanner #'uniform-stretching = ##t
} <<
\new Staff{
  \times 4/5 {
    c8 c8 c8 c8 c8
  }
  c8 c8 c8 c8
}
\new Staff{
  c8 c8 c8 c8
  \times 4/5 {
\end{verbatim}

Proportional notation is supported; see Section 8.4.3 [Proportional notation], page 184.

By default, spacing in tuplets depends on various non-duration factors (such as accidentals, clef changes, etc). To disregard such symbols and force uniform equal-duration spacing, use \texttt{Score.SpacingSpanner #'uniform-stretching}. This property can only be changed at the beginning of a score,
When `strict-note-spacing` is set, notes are spaced without regard for clefs, bar lines, and grace notes,

\[\texttt{\override Score.SpacingSpanner \#'strict-note-spacing = \#t} \]
\[\texttt{\new Staff \{ c8[ c \clef alto c \grace \{ c16[ c] \} c8 c c\} c32[ c32] \}}\]

See also

Internals: SpacingSpanner, NoteSpacing, StaffSpacing, SeparationItem, and SeparatingGroupSpanner.

Bugs

Spacing is determined on a score wide basis. If you have a score that changes its character (measured in durations) halfway during the score, the part containing the longer durations will be spaced too widely.

There is no convenient mechanism to manually override spacing. The following work-around may be used to insert extra space into a score.

\[\texttt{\once \override Score.SeparationItem \#'padding = \#1} \]

No work-around exists for decreasing the amount of space.

10.5.7 Line length

The most basic settings influencing the spacing are `indent` and `line-width`. They are set in the `\layout` block. They control the indentation of the first line of music, and the lengths of the lines.

If `ragged-right` is set to true in the `\layout` block, then systems ends at their natural horizontal length, instead of being spread horizontally to fill the whole line. This is useful for short fragments, and for checking how tight the natural spacing is.

The option `ragged-last` is similar to `ragged-right`, but only affects the last line of the piece. No restrictions are put on that line. The result is similar to formatting text paragraphs. In a paragraph, the last line simply takes its natural horizontal length.
10.5.8 Line breaking

Line breaks are normally computed automatically. They are chosen so that lines look neither cramped nor loose, and that consecutive lines have similar density.

Occasionally you might want to override the automatic breaks; you can do this by specifying \break. This will force a line break at this point. Line breaks can only occur at places where there are bar lines. If you want to have a line break where there is no bar line, you can force an invisible bar line by entering \bar "". Similarly, \noBreak forbids a line break at a point.

For line breaks at regular intervals use \break separated by skips and repeated with \repeat:

\<\ \\repeat \ unfold \ 7 \ { \\
\  \ s1 \ \noBreak \ s1 \ \noBreak \\
\  \ s1 \ \noBreak \ s1 \ \break \\}
\>the \ real \ music

This makes the following 28 measures (assuming 4/4 time) be broken every 4 measures, and only there.

Predefined commands

\break, and \noBreak.

See also

Internals: BreakEvent.

A linebreaking configuration can now be saved as a .ly file automatically. This allows vertical alignments to be stretched to fit pages in a second formatting run. This is fairly new and complicated; see ‘input/regression/page-layout-twopass.ly’ for details.

Bugs

Line breaks can only occur if there is a “proper” bar line. A note which is hanging over a bar line is not proper, such as

\c4 \c2 \c2 \break \ % this does nothing
\c2 \c4 \ % a break here would work
\c4 \c2 \c4 \ \break \ % as does this break
\c4 \c2 \c4

\noteheads.s1
\noteheads.s2
clidefs.G /noteheads.s2/timesig.C44
\noteheads.s1 /noteheads.s1/noteheads.s1
\noteheads.s2/noteheads.s2
clidefs.G/noteheads.s1 /noteheads.s2/noteheads.s2
10.5.9 Page breaking

The default page breaking may be overridden by inserting `\pageBreak` or `\noPageBreak` commands. These commands are analogous to `\break` and `\noBreak`. They should be inserted at a bar line. These commands force and forbid a page-break from happening. Of course, the `\pageBreak` command also forces a line break.

Page breaks are computed by the `page-breaking` function in the `\paper` block.

To force a new page for a new piece (in a collection of pieces or a piece in several movements), use `breakbefore` in the header.

```
\header{
  breakbefore = ##t
  piece = ""
}
```

Predefined commands

`\pageBreak` `\noPageBreak`

Bugs

The `breakbefore=##t` header requires that there is a `piece` header as well. It may be used as a normal header, or left blank (""") as in the example above, but it must be present.

10.6 Multiple movements

A document may contain multiple pieces of music and texts. Examples of these are an etude book, or an orchestral part with multiple movements. Each movement is entered with a `\score` block,

```
\score {
  ...music..
}
```

and texts are entered with a `\markup` block,

```
\markup {
  ...text..
}
```

The movements and texts are combined together in a `\book` block, like

```
\book {
  \score {
    ...
  }
  \markup {
    ...
  }
  \score {
    ...
  }
}
```

The header for each piece of music can be put inside the `\score` block. The `piece` name from the header will be printed before each movement. The title for the entire book can be put inside the `\book`, but if it is not present, the `\header` which is at the top of the file is inserted.

```
\book {
  \header {
    ...
  }
}
```
MIDI (Musical Instrument Digital Interface) is a standard for connecting and controlling digital instruments. A MIDI file is a series of notes in a number of tracks. It is not an actual sound file; you need special software to translate between the series of notes and actual sounds.

Pieces of music can be converted to MIDI files, so you can listen to what was entered. This is convenient for checking the music: octaves that are off or accidentals that were mistyped stand out very much when listening to the MIDI output.

**Bugs**

Many musically interesting effects, such as swing, articulation, slurring, etc., are not translated to midi.

The midi output allocates a channel for each staff, and one for global settings. Therefore the midi file should not have more than 15 staves (or 14 if you do not use drums). Other staves will remain silent.

Not all midi players correctly handle tempo changes in the midi output. Players that are known to work include timidity ([http://timidity.sourceforge.net/](http://timidity.sourceforge.net/)).

### 10.7.1 Creating MIDI files

To create a MIDI from a music piece of music, add a `\midi` block to a score, for example,

\score {
    ...music...
    \midi { \tempo 4=72 }
}

The tempo is specified using the `\tempo` command. In this example the tempo of quarter notes is set to 72 beats per minute.

If there is a `\midi` command in a `\score`, only MIDI will be produced. When notation is needed too, a `\layout` block must be added

\score {
    ...music...
    \midi { \tempo 4=72 }
}
Ties, dynamics, and tempo changes are interpreted. Dynamic marks, crescendi and decrescendi translate into MIDI volume levels. Dynamic marks translate to a fixed fraction of the available MIDI volume range, crescendi and decrescendi make the volume vary linearly between their two extremes. The fractions can be adjusted by `dynamicAbsoluteVolumeFunction` in `Voice` context. For each type of MIDI instrument, a volume range can be defined. This gives a basic equalizer control, which can enhance the quality of the MIDI output remarkably. The equalizer can be controlled by setting `instrumentEqualizer`, or by setting:

\[
\set \text{Staff}.\text{midiMinimumVolume} = \#0.2
\set \text{Staff}.\text{midiMaximumVolume} = \#0.8
\]

To remove dynamics from the MIDI output, insert the following lines in the `\midi{}` section:

\[
\\text{\midi{}}
\]

\[
\text{\context{}}
\]

\[
\text{\Voice}
\]

\[
\text{\remove "Dynamic_performer"}
\]

\[
\text{\remove "Span_dynamic_performer"}
\]

\[
\text{}}
\]

**Bugs**

Unterminated (de)crescendos will not render properly in the midi file, resulting in silent passages of music. The workaround is to explicitly terminate the (de)crescendo. For example,

\[
\{ a\langle b \ c \ d\!\f \}
\]

will not work properly but

\[
\{ a\langle b \ c \ d\!\!\f \}
\]

will.

### 10.7.2 MIDI block

The MIDI block is analogous to the layout block, but it is somewhat simpler. The `\midi{}` block can contain:

- a `\tempo` definition, and
- context definitions.

A number followed by a period is interpreted as a real number, so for setting the tempo for dotted notes, an extra space should be inserted, for example

\[
\text{\midi{}} \text{\tempo 4 . = 120}
\]

Context definitions follow precisely the same syntax as within the `layout` block. Translation modules for sound are called performers. The contexts for MIDI output are defined in `ly/performer-init.ly`.

### 10.7.3 MIDI instrument names

The MIDI instrument name is set by the `Staff.midiInstrument` property. The instrument name should be chosen from the list in Section C.2 [MIDI instruments], page 269.

\[
\set \text{Staff}.\text{midiInstrument} = \"glockenspiel\"
\]

...notes...

If the selected instrument does not exactly match an instrument from the list of MIDI instruments, the Grand Piano ("acoustic grand") instrument is used.
11 Interfaces for programmers

11.1 Programmer interfaces for input

11.1.1 Input variables and Scheme

The input format supports the notion of variables: in the following example, a music expression is assigned to a variable with the name \texttt{traLaLa}.

\begin{verbatim}
traLaLa = { c'4 d'4 }
\end{verbatim}

There is also a form of scoping: in the following example, the \texttt{\layout} block also contains a \texttt{traLaLa} variable, which is independent of the outer \texttt{\traLaLa}.

\begin{verbatim}
traLaLa = { c'4 d'4 }
\layout { traLaLa = 1.0 }
\end{verbatim}

In effect, each input file is a scope, and all \texttt{\header}, \texttt{\midi}, and \texttt{\layout} blocks are scopes nested inside that toplevel scope.

Both variables and scoping are implemented in the GUILE module system. An anonymous Scheme module is attached to each scope. An assignment of the form

\begin{verbatim}
traLaLa = { c'4 d'4 }
\end{verbatim}

is internally converted to a Scheme definition

\begin{verbatim}
(define traLaLa Scheme value of ...
\end{verbatim}

This means that input variables and Scheme variables may be freely mixed. In the following example, a music fragment is stored in the variable \texttt{traLaLa}, and duplicated using Scheme. The result is imported in a \texttt{\score} block by means of a second variable \texttt{twice}:

\begin{verbatim}
traLaLa = { c'4 d'4 }

#(define newLa (map ly:music-deep-copy (list traLaLa traLaLa)))
#(define twice (make-sequential-music newLa))

{ \twice }
\end{verbatim}

In the above example, music expressions can be ‘exported’ from the input to the Scheme interpreter. The opposite is also possible. By wrapping a Scheme value in the function \texttt{ly:export}, a Scheme value is interpreted as if it were entered in LilyPond syntax. Instead of defining \texttt{\twice}, the example above could also have been written as

\begin{verbatim}
... { #(ly:export (make-sequential-music (list newLa))) }
\end{verbatim}

Scheme code is evaluated as soon as the parser encounters it. To define some scheme code in a macro (to be called later), use

\begin{verbatim}
#(define (nopc)
   (ly:set-option 'point-and-click #f))

... #(nopc)
   { c'4 }
\end{verbatim}

Bugs
Mixing Scheme and LilyPond identifiers is not possible with the --safe option.
11.1.2 Internal music representation

When a music expression is parsed, it is converted into a set of Scheme music objects. The defining property of a music object is that it takes up time. Time is a rational number that measures the length of a piece of music, in whole notes.

A music object has three kinds of types:

- **music name**: Each music expression has a name, for example, a note leads to a `NoteEvent`, and `\simultaneous` leads to a `SimultaneousMusic`. A list of all expressions available is in the internals manual, under **music expressions**.

- **‘type’ or interface**: Each music name has several ‘types’ or interfaces, for example, a note is an `event`, but it is also a `note-event`, a `rhythmic-event`, and a `melodic-event`.
  
  All classes of music are listed in the internals manual, under **music classes**.

- **C++ object**: Each music object is represented by a C++ object. For technical reasons, different music objects may be represented by different C++ object types. For example, a note is an `Event` object, while `\grace` creates a `GraceMusic` object.

  We expect that distinctions between different C++ types will disappear in the future.

The actual information of a music expression is stored in properties. For example, a `NoteEvent` has `pitch` and `duration` properties that store the pitch and duration of that note. A list of all properties available is in the internals manual, under **music properties**.

A compound music expression is a music object that contains other music objects in its properties. A list of objects can be stored in the `elements` property of a music object, or a single ‘child’ music object in the `element` object. For example, `SequentialMusic` has its children in `elements`, and `GraceMusic` has its single argument in `element`. The body of a repeat is stored in the `element` property of `RepeatedMusic`, and the alternatives in `elements`.

11.1.3 Extending music syntax

The syntax of composite music expressions, like `\repeat`, `\transpose`, and `\context` follows the general form of

```
\keyword non-music-arguments music-arguments
```

Such syntax can also be defined as user code. To do this, it is necessary to create a **music function**. This is a specially marked Scheme function. For example, the music function `\applyMusic` applies a user-defined function to a music expression. Its syntax is

```
\applyMusic #func music
```

A music function is created with `ly:make-music-function`,

```
(ly:make-music-function
 (ly:make-music-function
  \applyMusic #func music
  (ly:make-music-function
   (lambda (where func music)
    (func music)))

  (list procedure? ly:music?)
)
```

The function itself takes another argument, an `Input location` object. That object is used to provide error messages with file names and line numbers. The definition is the second argument of `ly:make-music-function`. The body simply calls the function

```
(l lambda (where func music)
 (func music))
```

The above Scheme code only defines the functionality. The tag `\applyMusic` is selected by defining

```
applyMusic = #(ly:make-music-function
  (list procedure? ly:music?)
  (lambda (parser location func music))
```
A `define-music-function` macro is introduced on top of `ly:make-music-function` to ease the definition of music functions:

```
applyMusic = #(define-music-function (parser location func music)
   (procedure? ly:music?)
   (func music))
```

Examples of the use of `applyMusic` are in the next section.

See also
'ly/music-functions-init.ly'.

### 11.1.4 Manipulating music expressions

Music objects and their properties can be accessed and manipulated directly, through the `applyMusic` mechanism. The syntax for `applyMusic` is

```
applyMusic #func music
```

This means that the Scheme function `func` is called with `music` as its argument. The return value of `func` is the result of the entire expression. `func` may read and write music properties using the functions `ly:music-property` and `ly:music-set-property!`.

An example is a function that reverses the order of elements in its argument,

```
#(define (rev-music-1 m)
   (ly:music-set-property! m 'elements
   (reverse (ly:music-property m 'elements)))
   m)
```

```
\applyMusic #rev-music-1 { c'4 d'4 }
```

The use of such a function is very limited. The effect of this function is void when applied to an argument that does not have multiple children. The following function application has no effect

```
\applyMusic #rev-music-1 \grace { c4 d4 }
```

In this case, `\grace` is stored as `GraceMusic`, which has no `elements`, only a single `element`. Every generally applicable function for `applyMusic` must – like music expressions themselves – be recursive.

The following example is such a recursive function: It first extracts the `elements` of an expression, reverses them and puts them back. Then it recurses, both on `elements` and `element` children.

```
#(define (reverse-music music)
   (let* ((elements (ly:music-property music 'elements))
          (child (ly:music-property music 'element))
          (reversed (reverse elements)))
     ; set children
     (ly:music-set-property! music 'elements reversed))
```

```
\applyMusic #reverse-music #\applyMusic #rev-music-1 { c'4 d'4 }
```

```
\applyMusic #rev-music-1 { c'4 d'4 }
```

\applyMusic #rev-music-1 \grace { c4 d4 }

In this case, \grace is stored as GraceMusic, which has no elements, only a single element. Every generally applicable function for applyMusic must – like music expressions themselves – be recursive.

The following example is such a recursive function: It first extracts the elements of an expression, reverses them and puts them back. Then it recurses, both on elements and element children.

#(define (reverse-music music)
 (let* ((elements (ly:music-property music 'elements))
        (child (ly:music-property music 'element))
        (reversed (reverse elements)))
 ; set children
 (ly:music-set-property! music 'elements reversed))
Chapter 11: Interfaces for programmers

Interfaces for programmers

11.1.5 Displaying music expressions

When writing a music function, it is often instructive to inspect how a music expression is stored internally. This can be done with the music function \displayMusic.

\{ \\
\displayMusic { c'4\f } \\
\}

Conversely, displaying a music expression in LilyPond notation can be done using the music function \displayLilyMusic. For instance:

\{ \\
\displayLilyMusic \transpose c a, \{ c e g a bes \} \\
\}

will display:

\{ a, cis e fis g \}

11.1.6 Using LilyPond syntax inside Scheme

Creating music expressions in Scheme can be tedious, as they are heavily nested and the resulting Scheme code is large. For some simple tasks, this can be avoided, using common LilyPond syntax inside Scheme, with the dedicated #{ ... #} syntax.

The following two expressions give equivalent music expressions:

\texttt{mynotes = \{ \override Stem #'thickness = #4 \\
{ c'8 d' } \}}

\texttt{\(\texttt{\#(define mynotes \#\{ \override Stem #'thickness = #4 \\
{ c'8 d' } \} #))\)}

The content of #{ ... #} is enclosed in an implicit \{ ... \} block, which is parsed. The resulting music expression, a SequentialMusic music object, is then returned and usable in Scheme.
Arbitrary Scheme forms, including variables, can be used in \#{ ... #} expressions with the \$ character (\$$ can be used to produce a single \$ character). This makes the creation of simple functions straightforward. In the following example, a function setting the TextScript’s padding is defined:

```scheme
#(use-modules (ice-9 optargs))
#(define* (textpad padding #:optional once?)
   (ly:export ; this is necessary for using the expression
   ; directly inside a block
   (if once?
      \#{ \once \override TextScript #'padding = #$padding #}
      \#{ \override TextScript #'padding = #$padding #}))
{c'^"1"
#(textpad 3.0 #t) \% only once
c'^"2"
c'^"3"
#(textpad 5.0)
c'^"4"
c'^"5"}
```

Here, the variable `padding` is a number; music expression variables may also be used in a similar fashion, as in the following example:

```scheme
#(define (with-padding padding)
   (lambda (music)
      \#{ \override TextScript #'padding = #$padding
      $music
      \revert TextScript #'padding #})
{c'^"1"
 \applyMusic #(with-padding 3) { c'^"2" c'^"3" }
c'^"4"}
```

The function created by `(with-padding 3)` adds \override and \revert statements around the music given as an argument, and returns this new expression. Thus, this example is equivalent to:
This function may also be defined as a music function:

```scheme
(withPadding =
  #(define-music-function (parser location padding music) (number? ly:music?)
    #{ \override TextScript #'padding = #$padding
        $music
        \revert TextScript #'padding #})
)
```

11.2 Markup programmer interface

Markups are implemented as special Scheme functions. When applied with as arguments an output definition (\texttt{layout} or \texttt{paper}), and a list of properties and other arguments, produce a Stencil object.

11.2.1 Markup construction in Scheme

The \texttt{markup} macro builds markup expressions in Scheme while providing a LilyPond-like syntax. For example,

```scheme
(markup #:column (#:line (#:bold #:italic "hello" #:raise 0.4 "world")
    #:bigger #:line ("foo" "bar" "baz")))
```

is equivalent to:

```lilypond
\markup \column { \line { \bold \italic "hello" \raise #0.4 "world" } \bigger \line { foo bar baz } }
```

This example exposes the main translation rules between regular LilyPond markup syntax and Scheme markup syntax, which are summed up in this table:

<table>
<thead>
<tr>
<th>LilyPond</th>
<th>Scheme</th>
</tr>
</thead>
<tbody>
<tr>
<td>\markup markup1 }</td>
<td>(markup markup1)</td>
</tr>
<tr>
<td>\markup { markup1</td>
<td>(markup markup1</td>
</tr>
<tr>
<td>markup2 ... }</td>
<td>markup2 ... )</td>
</tr>
<tr>
<td>\command</td>
<td>#:command</td>
</tr>
<tr>
<td>\variable</td>
<td>variable</td>
</tr>
<tr>
<td>\center-align { ... }</td>
<td>#:center-align ( ... )</td>
</tr>
<tr>
<td>string</td>
<td>&quot;string&quot;</td>
</tr>
</tbody>
</table>
Besides, the whole scheme language is accessible inside the \texttt{markup} macro: thus, one may use function calls inside \texttt{markup} in order to manipulate character strings for instance. This proves useful when defining new markup commands (see Section 11.2.3 [Markup command definition], page 240).

\section*{Bugs}

One can not feed the \texttt{#:line} (resp. \texttt{#:center}, \texttt{#:column}) command with a variable or the result of a function call. Example:

\begin{verbatim}
(markup #:line (fun-that-returns-markups))
\end{verbatim}

is invalid. One should use the \texttt{make-line-markup} (resp., \texttt{make-center-markup} or \texttt{make-column-markup}) function instead,

\begin{verbatim}
(markup (make-line-markup (fun-that-returns-markups)) )
\end{verbatim}

\subsection*{11.2.2 How markups work internally}

In a markup like

\begin{verbatim}
\raise #0.5 "foo"
\end{verbatim}

\texttt{\raise} is actually represented by the \texttt{raise-markup} function. The markup expression is stored as

\begin{verbatim}
(list raise-markup 0.5 (list simple-markup "foo"))
\end{verbatim}

When the markup is converted to printable objects (Stencils), the \texttt{raise-markup} function is called as

\begin{verbatim}
(apply raise-markup \\
  \layout object \\
  list of property alists \\
  0.5 \\
  the "foo" markup)
\end{verbatim}

The \texttt{raise-markup} function first creates the stencil for the \texttt{foo} string, and then it raises that Stencil by 0.5 staff space. This is a rather simple example; more complex examples are in the rest of this section, and in ‘\texttt{scm/define-markup-commands.scm}’.

\subsection*{11.2.3 Markup command definition}

New markup commands can be defined with the \texttt{define-markup-command} scheme macro.

\begin{verbatim}
(define-markup-command (command-name layout props arg1 arg2 ...) \\
  (arg1-type? arg2-type? ...) \\
  ..command body..)
\end{verbatim}

The arguments signify

- \texttt{argi} \quad \text{i}th command argument
- \texttt{argi-type?} \quad a type predicate for the \text{i}th argument
- \texttt{layout} \quad the 'layout' definition
- \texttt{props} \quad a list of alists, containing all active properties.

As a simple example, we show how to add a \texttt{\smallcaps} command, which selects a small caps font. Normally, we could select the small caps font as follows:

\begin{verbatim}
\markup { \override #'(font-shape . caps) Text-in-caps }
\end{verbatim}

This selects the caps font by setting the \texttt{font-shape} property to \texttt{#'caps} for interpreting \texttt{Text-in-caps}.
To make the above available as \texttt{smallcaps} command, we have to define a function using \texttt{define-markup-command}. The command should take a single argument, of type markup. Therefore, the start of the definition should read

\begin{verbatim}
(define-markup-command (smallcaps layout props argument) (markup?))
\end{verbatim}

What follows is the content of the command: we should interpret the \texttt{argument} as a markup, i.e.,

\begin{verbatim}
(interpret-markup layout ... argument)
\end{verbatim}

This interpretation should add \texttt{'(font-shape . caps)} to the active properties, so we substitute the following for the \texttt{...} in the above example:

\begin{verbatim}
(cons (list '(font-shape . caps) ) props)
\end{verbatim}

The variable \texttt{props} is a list of alists, and we prepend to it by cons'ing a list with the extra setting.

Suppose that we are typesetting a recitative in an opera, and we would like to define a command that will show character names in a custom manner. Names should be printed with \texttt{small caps} and translated a bit to the left and top. We will define a \texttt{character} command that takes into account the necessary translation, and uses the newly defined \texttt{smallcaps} command:

\begin{verbatim}
#(define-markup-command (character layout props name) (string?)
 "Print the character name in small caps, translated to the left and
top. Syntax: \texttt{\character #"name"}"
 (interpret-markup layout props
  (markup #:hspace 0 #:translate (cons -3 1) #:smallcaps name)))
\end{verbatim}

There is one complication that needs explanation: texts above and below the staff are moved vertically to be at a certain distance (the \texttt{padding} property) from the staff and the notes. To make sure that this mechanism does not annihilate the vertical effect of our \texttt{#:translate}, we add an empty string (\texttt{#:hspace 0}) before the translated text. Now the \texttt{#:hspace 0} will be put above the notes, and the \texttt{name} is moved in relation to that empty string. The net effect is that the text is moved to the upper left.

The final result is as follows:

\begin{verbatim}
{
 c''\markup \character="#"Cleopatra"
 e'\markup \character="#"Giulio Cesare"
}
\end{verbatim}

\begin{figure}[h]
\centering
\includegraphics[width=\textwidth]{cleopatra.png}
\end{figure}

We have used the \texttt{caps} font shape, but suppose that our font does not have a small-caps variant. In that case we have to fake the small caps font by setting a string in upcase with the first letter a little larger:

\begin{verbatim}
#(define-markup-command (smallcaps layout props str) (string?)
 "Print the string argument in small caps."
 (interpret-markup layout props
  (make-line-markup
   (map (lambda (s)
      (if (= (string-length s) 0)
       s
       (if (= (string-length s) 1)
        (list (string-upcase (if (char=? s #\lowercase) #\uppercase) s))
        (map (lambda (s)
           (if (= (string-length s) 0)
            s
            (if (= (string-length s) 1)
             (list (string-upcase (if (char=? s #\lowercase) #\uppercase) s))
             ...)))))))
\end{verbatim}

The `smallcaps` command first splits its string argument into tokens separated by spaces ((string-split str #\Space)); for each token, a markup is built with the first letter made large and upcased (#:large (string-upcase (substring s 0 1))), and a second markup built with the following letters made tiny and upcased (#:tiny (string-upcase (substring s 1))). As LilyPond introduces a space between markups on a line, the second markup is translated to the left (#:translate (cons -0.6 0) ...). Then, the markups built for each token are put in a line by (make-line-markup ...). Finally, the resulting markup is passed to the interpret-markup function, with the layout and props arguments.

Note: there is now an internal command \smallCaps which can be used to set text in small caps. See Section 8.1.6 [Overview of text markup commands], page 156 for details.

11.3 Contexts for programmers

11.3.1 Context evaluation

Contexts can be modified during interpretation with Scheme code. The syntax for this is

\applyContext function

function should be a Scheme function taking a single argument, being the context to apply it to. The following code will print the current bar number on the standard output during the compile:

\applyContext

 lambda (x)
     (format #:t "\nWe were called in barnumber ~a.\n" (ly:context-property x 'currentBarNumber)))

11.3.2 Running a function on all layout objects

The most versatile way of tuning an object is \applyOutput. Its syntax is

\applyOutput proc

where proc is a Scheme function, taking three arguments.

When interpreted, the function proc is called for every layout object found in the context, with the following arguments:

- the layout object itself,
- the context where the layout object was created, and
- the context where \applyOutput is processed.

In addition, the cause of the layout object, i.e., the music expression or object that was responsible for creating it, is in the object property cause. For example, for a note head, this is a NoteHead event, and for a Stem object, this is a NoteHead object.

Here is a function to use for \applyOutput; it blanks note-heads on the center-line:

(define (blanker grob grob-origin context)
  (if (and (memq (ly:grob-property grob 'interfaces) note-head-interface)
           (eq? (ly:grob-property grob 'staff-position) 0))
      (set! (ly:grob-property grob 'transparent) #t)))
12 Running LilyPond

This chapter details the technicalities of running LilyPond.

12.1 Invoking lilypond

The `lilypond` executable may be called as follows from the command line.

```
lilypond [option]... file...
```

When invoked with a filename that has no extension, the `.ly` extension is tried first. To read input from stdin, use a dash (`-`) for `file`.

When `filename.ly` is processed it will produce `filename.tex` as output (or `filename.ps` for PostScript output). If `filename.ly` contains more than one `\score` block, then the rest of the scores will be output in numbered files, starting with `filename-1.tex`. Several files can be specified; they will each be processed independently.\(^1\)

12.1.1 Command line options

The following options are supported:

- `--evaluate=expr`
  Evaluate the Scheme `expr` before parsing any `.ly` files. Multiple `-e` options may be given, they will be evaluated sequentially.
  The expression will be evaluated in the `guile-user` module, so if you want to use definitions in `expr`, use
  ```
lilypond -e '(define-public a 42)'
  #(use-modules (guile-user))
  
  on the command-line, and include
  ```
  ```
  at the top of the .ly file.

- `--format=format`
  which formats should be written. Choices are `svg`, `ps`, `pdf`, `png`, `tex`, `dvi`.

- `--backend=format`
  the output format to use for the back-end. Choices are
  ```
tex
  for \TeX\ output, to be processed with \LaTeX. If present, the file `file.textmetrics` is read to determine text extents.
  texstr
dump text strings to `.texstr` file, which can be run through (La)\TeX, resulting in a `textmetrics` file, which contains the extents of strings of text.
  ps
  for PostScript.
  Postscript files include TTF, Type1 and OTF fonts. No subsetting of these fonts is done. When using oriental character sets, this can lead to huge files.
  eps
  for encapsulated PostScript. This dumps every page (system) as a separate `EPS` file, without fonts, and as one collated `EPS` file with all pages (systems) including fonts.
  
  This mode is used by default by lilypond-book.

\(^1\) The status of GUILE is not reset after processing a `.ly` file, so be careful not to change any system defaults from within Scheme.
svg for SVG (Scalable Vector Graphics). This dumps every page as a separate ‘SVG’ file, with embedded fonts. You need a SVG viewer which supports embedded fonts, or a SVG viewer which is able to replace the embedded fonts with OTF fonts. Under Unix, you may use Inkscape (http://www.inkscape.org) (version 0.42 or later), after copying the OTF fonts in directory ‘PATH/TO/share/lilypond/VERSION/fonts/otf/’ to ‘+/fonts/’.

scm for a dump of the raw, internal Scheme-based drawing commands.

-d,--define-default=var=val
This sets the internal program option var to the Scheme value val. If val is not supplied, then #t is used. To switch off an option, no- may be prefixed to var, e.g.
-ndno-point-and-click
is the same as
-dpoint-and-click='#f'
Another notable option is
-dpaper-size="\"letter\"
Note that the string must be enclosed in escaped quotes ( " ). Setting the -dhelp option will print a summary of the options available, and exit.

-h,--help
Show a summary of usage.

-H,--header=FIELD
Dump a header field to file BASENAME.FIELD

--include, -I=directory
Add directory to the search path for input files.

-i,--init=file
Set init file to file (default: ‘init.ly’).

-o,--output=FILE
Set the default output file to FILE. The appropriate suffix will be added (ie .pdf for pdf, .tex for tex, etc).

--ps Generate PostScript.

--dvi Generate DVI files. In this case, the \TeX backend should be specified, i.e., -b tex.

--png Generate pictures of each page, in PNG format. This implies --ps. The resolution in DPI of the image may be set with
-dresolution=110

--pdf Generate PDF. This implies --ps.

--preview
Generate an output file containing the titles and the first system

--no-pages
Do not generate the full pages. Useful in combination with --preview.

-s,--safe
Do not trust the .ly input.
When LilyPond formatting is available through a web server, either the --safe or the --jail option MUST be passed. The --safe option will prevent inline Scheme code from wreaking havoc, for example
When LilyPond formatting is available through a web server, the --safe MUST be passed. This will prevent inline Scheme code from wreaking havoc, for example

```scheme
(system "rm -rf /")
{
  c4^ #(ly:export (ly:gulp-file "/etc/passwd"))
}
```

The --safe option works by evaluating in-line Scheme expressions in a special safe module. This safe module is derived from GUILE ‘safe-r5rs’ module, but adds a number of functions of the LilyPond API. These functions are listed in ‘scm/safe -lily.scm’.

In addition, --safe disallows \include directives and disables the use of backslashes in TEX strings.

In --safe mode, it is not possible to import LilyPond variables into Scheme. --safe does not detect resource overuse. It is still possible to make the program hang indefinitely, for example by feeding cyclic data structures into the backend. Therefore, if using LilyPond on a publicly accessible webserver, the process should be limited in both CPU and memory usage.

Note that --safe will prevent many useful LilyPond snippets from being compiled. For a softer but secure alternative you can use the --jail option.

-\j,--jail=\user,\group,\jail,\dir

Run LilyPond in a chroot jail.

The --jail option provides a more flexible alternative to --safe when LilyPond formatting is available through a web server or whenever LilyPond executes externally provided sources.

The --jail option works by changing the root of LilyPond to jail just before starting the actual compilation process. The user and group are then changed to match those provided, and the current directory is changed to dir. This setup guarantees that it is not possible (at least in theory) to escape from the jail. Note that for --jail to work LilyPond must be run as root, which is usually accomplished in a safe way using \sudo.

Setting up a jail is a slightly delicate matter, as we must be sure that LilyPond is able to find whatever it needs to compile the source inside the jail. A typical setup comprises the following items:

Setting up a separate filesystem

A separate filesystem should be created for LilyPond, so that it can be mounted with safe options such as noexec, nodev, and nosuid. In this way, it is impossible to run executables or to write directly to a device from LilyPond. If you do not want to create a separate partition, just create a file of reasonable size and use it to mount a loop device. A separate filesystem also guarantees that LilyPond cannot write more space than it is allowed.

Setting up a separate user

A separate user and group (say, ‘lily’/’lily’) with low privileges should be used to run LilyPond inside the jail. There should be a single directory writable by this user, which should be passed in dir.

Preparing the jail

LilyPond needs to read a number of files while running. All these files are to be copied into the jail, under the same path they appear in the
real root filesystem. The entire content of the LilyPond installation (e.g., '/usr/share/lilypond') should be copied.

If problems arise, the simplest way to trace them down is to run LilyPond using `strace`, which will allow you to determine which files are missing.

Running LilyPond

In a jail mounted with `noexec` it is impossible to execute any external program. Therefore LilyPond must be run with a backend that does not require any such program. As we already mentioned, it must be also run with superuser privileges (which, of course, it will lose immediately), possibly using `sudo`. It is a good idea to limit the number of seconds of CPU time LilyPond can use (e.g., using `ulimit -t`), and, if your operating system supports it, the amount of memory that can be allocated.

```
-v,--version
  Show version information.

-V,--verbose
  Be verbose: show full paths of all files read, and give timing information.

-w,--warranty
  Show the warranty with which GNU LilyPond comes. (It comes with NO WARRANTY!)
```

### 12.1.2 Environment variables

Lilypond recognizes the following environment variables:

**LILYPONDPREFIX**

This specifies a directory where locale messages and data files will be looked up by default. The directory should contain subdirectories called ‘ly/’, ‘ps/’, ‘tex/’, etc.

**LANG**

This selects the language for the warning messages.

**LILYPOND_GC_YIELD**

With this variable the memory footprint and performance can be adjusted. It is a percentage tunes memory management behavior. With higher values, the program uses more memory, with smaller values, it uses more CPU time. The default value is 70.

### 12.2 Notes for the MacOS X app

The scripts (such as lilypond-book, convert-ly, abc2ly, etc.) are also included inside MacOS X .app. They can be run from the command line by invoking them directly, e.g.

```
path/to/LilyPond.app/Contents/Resources/bin/convert-ly
```

Alternatively, you may add this directory to your path. Modify (or create) a file called `.profile` in your home directory such that it contains

```
export PATH=$PATH:path/to/LilyPond.app/Contents/Resources/bin
```

This file should end with a blank line.

Note that `path/to` will generally be `/Applications/`. 
12.3 Updating with convert-ly

The LilyPond input syntax is routinely changed to simplify it or improve it in different ways. As a side effect of this, the LilyPond interpreter often is no longer compatible with older input files. To remedy this, the program convert-ly can be used to deal with most of the syntax changes between LilyPond versions.

It uses \version statements in the input files to detect the old version number. In most cases, to upgrade your input file it is sufficient to run\footnote{MacOS X users may execute this command under the menu entry ‘Compile > Update syntax’}:

\begin{verbatim}
  convert-ly -e myfile.ly
\end{verbatim}

If there are no changes to myfile.ly and file called myfile.ly.NEW is created, then myfile.ly is already updated.

convert-ly always converts up to the last syntax change handled by it. This means that the \version number left in the file is usually lower than the version of convert-ly itself.

To upgrade LilyPond fragments in texinfo files, use

\begin{verbatim}
  convert-ly --from=... --to=... --no-version *.itely
\end{verbatim}

To upgrade many files at once, combine convert-ly with standard unix commands. This example will upgrade all .ly files in the current directory:

\begin{verbatim}
  for f in *.ly; do convert-ly -e $f; done;
\end{verbatim}

In general, the program is invoked as follows:

\begin{verbatim}
  convert-ly [option]... file...
\end{verbatim}

The following options can be given:

-\texttt{-e,--edit}
  Do an inline edit of the input file. Overrides \texttt{--output}.

-\texttt{-f,--from=}\texttt{from-patchlevel}
  Set the version to convert from. If this is not set, convert-ly will guess this, on the basis of \version strings in the file.

-\texttt{-n,--no-version}
  Normally, convert-ly adds a \version indicator to the output. Specifying this option suppresses this.

-\texttt{-s,--show-rules}
  Show all known conversions and exit.

-\texttt{--to=}\texttt{to-patchlevel}
  Set the goal version of the conversion. It defaults to the latest available version.

-\texttt{-h,--help}
  Print usage help.

\textbf{Bugs}

Not all language changes are handled. Only one output option can be specified.

There are a few things that the convert-ly cannot handle. Here’s a list of limitations that the community has complained about.

This bug report structure has been chosen because convert-ly has a structure that doesn’t
allow to smoothly implement all needed changes. Thus this is just a wishlist, placed
here for reference.

1.6->2.0:
Doesn't always convert figured bass correctly, specifically things like {< >}. Mats' comment on working around this:
To be able to run convert-ly on it, I first replaced all occurrences of '{<' to some dummy like '{#' and similarly I replaced '>}' with '&}'. After the conversion, I could then change back from '{ #'} to '{<' and from '& }' to '>}'
Doesn't convert all text markup correctly. In the old markup syntax, it was possible to group a number of markup commands together within parentheses, e.g.
-#{(bold italic) "string"}
This will incorrectly be converted into
-\markup{\bold italic} "string"
instead of the correct
-\markup{\bold \italic "string"}

2.0->2.2:
 Doesn't handle \partcombine
 Doesn't do \addlyrics => \lyricsto, this breaks some scores with multiple stanzas.

2.0->2.4:
\magnify isn't changed to \fontsize.
- \magnify #m => \fontsize #f, where f = 6ln(m)/ln(2)
remove-tag isn't changed.
- \applyMusic #(remove-tag '. . .) => \keepWithTag #'. . .
first-page-number isn't changed.
- first-page-number no => printfirst-page-number = ##f
Line breaks in header strings aren't converted.
- \\\ as line break in \header strings => \markup \center-align <
"First Line" "Second Line" >
Crescendo and decrescendo terminators aren't converted.
- \rced => \!
- \rc => \!

2.2->2.4:
\turnOff (used in \set Staff.VoltaBracket = \turnOff) is not properly converted.

2.4.2->2.5.9
\markup{ \center-align \{ ... \}} should be converted to:
\markup{ \center-align \{line \{ ... \}} }
but now, \line is missing.

2.4->2.6
Special LaTeX characters such as $^\sim$ in text are not converted to UTF8.

12.4 Reporting bugs
If you have input that results in a crash or an erroneous output, then that is a bug. We try to respond to bug-reports promptly, and fix them as soon as possible. Help us by sending a defective input file, so we can reproduce the problem. Send the report via:
A few tips:

- Try to produce a very small input file which demonstrates the problem; one or two bars is often sufficient to reproduce a bug. The smaller the input file is, the easier it is for us to debug the problem.
- Don’t forget to tell which version of LilyPond you use!
- If possible, use `ragged-right` in your example. This makes sure that the bug can be reproduced in all paper sizes.

Here is an example of a good bug report:

It seems that placement of accidentals is broken. In the following example, the accidental touches the note head.

Using Mac OSX 10.3.7, lilypond 2.7.32

```lilypond
\version "2.7.32"
\layout { ragged-right = ##t }
\relative c'' { 
a4 b cis d
}
```

12.5 Error messages

Different error messages can appear while compiling a file:

**Warning**  Something looks suspect. If you are requesting something out of the ordinary then you will understand the message, and can ignore it. However, warnings usually indicate that something is wrong with the input file.

**Error**  Something is definitely wrong. The current processing step (parsing, interpreting, or formatting) will be finished, but the next step will be skipped.

**Fatal error**  Something is definitely wrong, and LilyPond cannot continue. This happens rarely. The most usual cause is misinstalled fonts.

**Scheme error**  Errors that occur while executing Scheme code are caught by the Scheme interpreter. If running with the verbose option (`-V` or `--verbose`) then a call trace of the offending function call is printed.

**Programming error**  There was some internal inconsistency. These error messages are intended to help the programmers and debuggers. Usually, they can be ignored. Sometimes, they come in such big quantities that they obscure other output. In this case, file a bug-report.

**Aborted (core dumped)**  This signals a serious programming error that caused the program to crash. Such errors are considered critical. If you stumble on one, send a bug-report.
If warnings and errors can be linked to some part of the input file, then error messages have
the following form:

\texttt{filename:lineno:columnno: message}

\texttt{offending input line}

A line-break is inserted in the offending line to indicate the column where the error was
found. For example,

\begin{verbatim}
  test.ly:2:19: error: not a duration: 5:
  \{ c'4 e'5 g' }
\end{verbatim}

These locations are LilyPond's best guess about where the warning or error occurred, but
(by their very nature) warnings and errors occur when something unexpected happens. If you
can't see an error in the indicated line of your input file, try checking one or two lines above the
indicated position.

\section*{12.6 Editor support}

There is support from different editors for LilyPond.

\begin{description}
  \item[Emacs] Emacs has a `lilypond-mode`, which provides keyword autocompletion, indentation,
  LilyPond specific parenthesis matching and syntax coloring, handy compile short-cuts and reading
  LilyPond manuals using Info. If `lilypond-mode` is not installed on your platform, then read
  the installation instructions.
  \item[VIM] For VIM (\url{http://www.vim.org}), a `vimrc` is supplied, along with syntax coloring tools.
  For more information, refer to the installation instructions.
  \item[JEdit] The jEdit (\url{http://www.jedit.org}) editor has a LilyPond plugin. This plugin
  includes a DVI viewer, integrated help and viewing via GhostScript. It can be
  installed by doing \texttt{⟨Plugins⟩ Plugin Manager}, and selecting LilyTool from the \texttt{⟨Install⟩}
tab.
\end{description}

All these editors can be made to jump into the input file to the source of a symbol in the
graphical output. See Section 12.7 [Point and click], page 250.

\section*{12.7 Point and click}

Point and click lets you find notes in the input by clicking on them in the PDF viewer. This
makes it easier to find input that causes some error in the sheet music.

When this functionality is active, LilyPond adds hyperlinks to the PDF file. These hyperlinks
are sent to the web-browser, which opens a text-editor with the cursor in the right place.

To make this chain work, you should configure your PDF viewer to follow hyperlinks using
the `lilypond-invoke-editor` script supplied with LilyPond.

For Xpdf on Unix, the following should be present in `xpdfrc`:

\begin{verbatim}
urlCommand "lilypond-invoke-editor %s"
\end{verbatim}

The program `lilypond-invoke-editor` is a small helper program. It will invoke an editor
for the special textedit URIs, and run a web browser for others. It tests the environment
variable \texttt{EDITOR} for the following patterns,

\begin{verbatim}
emacs this will invoke
\end{verbatim}

\footnote{On unix, this file is found either in `'/etc/xpdfrc' or as `'.xpdfrc' in your home directory.}
emacsclient --no-wait +line:column file

vim this will invoke
gvim --remote +:line:normchar file

nedit this will invoke
nc -noask +line file'

The environment variable LYEDITOR is used to override this. It contains the command line to start the editor, where %file%, %column%, %line% is replaced with the file, column and line respectively. The setting

emacsclient --no-wait +%(line)s:%(column)s %(file)s

for LYEDITOR is equivalent to the standard emacsclient invocation.

The point and click links enlarge the output files significantly. For reducing the size of PDF and PS files, point and click may be switched off by issuing

#(ly:set-option 'point-and-click #f)

in a `.ly` file. Alternately, you may pass this as an command-line option

lilypond -dno-point-and-click file.ly
13 lilypond-book: Integrating text and music

If you want to add pictures of music to a document, you can simply do it the way you would do with other types of pictures. The pictures are created separately, yielding PostScript output or PNG images, and those are included into a LaTeX or HTML document.

lilypond-book provides a way to automate this process: This program extracts snippets of music from your document, runs lilypond on them, and outputs the document with pictures substituted for the music. The line width and font size definitions for the music are adjusted to match the layout of your document.

This procedure may be applied to LaTeX, HTML or Texinfo documents.

13.1 An example of a musicological document

Some texts contain music examples. These texts are musicological treatises, songbooks, or manuals like this. Such texts can be made by hand, simply by importing a PostScript figure into the word processor. However, there is an automated procedure to reduce the amount of work involved in HTML, LaTeX, and Texinfo documents.

A script called lilypond-book will extract the music fragments, format them, and put back the resulting notation. Here we show a small example for use with LaTeX. The example also contains explanatory text, so we will not comment on it further.

\documentclass[a4paper]{article}

\begin{document}

Documents for \texttt{lilypond-book} may freely mix music and text. For example,

\begin{lilypond}
\relative c' {
  c2 g'2 \times 2/3 \{ f8 e d \} c'2 g4
}
\end{lilypond}

Options are put in brackets.

\begin{fragment,quote,staffsize=26,verbatim}{lilypond}
  c'4 f16
\end{lilypond}

Larger examples can be put into a separate file, and introduced with \verb+\lilypondfile+.

\lilypondfile[quote,noindent]{screech-boink.ly}

\end{document}

Under Unix, you can view the results as follows

cd input/tutorial
mkdir -p out/
lilypond-book --output=out --psfonts lilybook.tex
lilypond-book (GNU LilyPond) 2.6.0
Reading lilybook.tex...
..lots of stuff deleted..
Compiling out/lilybook.tex...
      cd out
      latex lilybook
      lots of stuff deleted
      xdvi lilybook

To convert the file into a PDF document, run the following commands
      dvips -o -Ppdf -h lilybook.psfonts lilybook
      ps2pdf lilybook.ps

Running lilypond-book and latex creates a lot of temporary files, which would clutter up
the working directory. To remedy this, use the --output=dir option. It will create the files in
a separate subdirectory ‘dir’.

Running dvips will produce many warnings about fonts. They are not harmful; please ignore
them.

Finally the result of the LaTeX example shown above.\(^1\) This finishes the tutorial section.

\(^1\) This tutorial is processed with Texinfo, so the example gives slightly different results in layout.
Documents for \lilypond-book may freely mix music and text. For example,

\begin{music}
\begin{staff}
\clef{treble}
\times \frac{3}{4}
\note{c'}{4} \ note{f}{16}
\end{staff}
\end{music}

Options are put in brackets.
\begin{music}
\begin{staff}
\clef{treble}
\times \frac{3}{4}
\note{c'}{4} \ note{f}{16}
\end{staff}
\end{music}

Larger examples can be put into a separate file, and introduced with \lilypondfile.

\textbf{Screech and boink}

\textit{Random complex notation}

Han-Wen Nienhuys
13.2 Integrating LaTeX and music

LaTeX is the de-facto standard for publishing layouts in the exact sciences. It is built on top of the TeX typesetting engine, providing the best typography available anywhere.

See The Not So Short Introduction to LaTeX (http://www.ctan.org/tex-archive/info/lshort/english/) for an overview on how to use LaTeX.

Music is entered using

\begin{options,go,here}{lilypond}
YOUR LILYPOND CODE
\end{lilypond}

or

\lilypondfile[options,go,here]{filename}

or

\lilypond{ YOUR LILYPOND CODE }

Running lilypond-book yields a file that can be further processed with LaTeX.

We show some examples here. The lilypond environment

\begin{quote,fragment,staffsize=26}{lilypond}
c' d' e' f' g'2 g'2
\end{lilypond}

produces

\begin{music}
\note c'\rest d'\rest e'\rest f'\rest g'2\rest g'2
\end{music}

The short version

\lilypond[quote,fragment,staffsize=11]{<c' e' g'>}

produces

\begin{music}
\note c'\rest e'\rest g'
\end{music}

Currently, you cannot include { or } within \lilypond{}, so this command is only useful with the fragment option.

The default line width of the music will be adjusted by examining the commands in the document preamble, the part of the document before \begin{document}. The lilypond-book command sends these to LaTeX to find out how wide the text is. The line width for the music fragments is then adjusted to the text width. Note that this heuristic algorithm can fail easily; in such cases it is necessary to use the line-width music fragment option.

Each snippet will call the following macros if they have been defined by the user:

\preLilyPondExample called before the music
\postLilyPondExample called after the music
\betweenLilyPondSystem[1] is called between systems if lilypond-book has split the snippet into several postscript files. It must be defined as taking one parameter and will be passed the number of files already included in this snippet. The default is to simply insert a \linebreak.

For printing the LaTeX document you need a DVI to PostScript translator like dvips. To use dvips to produce a PostScript file, add the following options to the dvips command line:
where the file.psfonts file is obtained from lilypond-book. See Section 13.6 [Invoking lilypond-book], page 259, for details. PDF can then be produced with a PostScript to PDF translator like ps2pdf (which is part of GhostScript). Running dvips will produce some warnings about fonts; these are harmless and may be ignored.

### 13.3 Integrating Texinfo and music

Texinfo is the standard format for documentation of the GNU project. An example of a Texinfo document is this manual. The HTML, PDF, and Info versions of the manual are made from the Texinfo document.

In the input file, music is specified with

```plaintext
@lilypond[options,go,here]
YOUR LILYPOND CODE
@end lilypond
```

or

```plaintext
@lilypond[options,go,here]{YOUR LILYPOND CODE}
```

or

```plaintext
@lilypondfile[options,go,here]{filename}
```

When lilypond-book is run on it, this results in a Texinfo file (with extension `.texi`) containing `@image` tags for HTML and info output. For the printed edition, the raw TEX output of LilyPond is included in the main document.

We show two simple examples here. A `lilypond` environment

```plaintext
@lilypond[fragment]
c' d' e' f' g'2 g'
@end lilypond
```

produces

```
\begin{music}
\score {\defaultclef c' \defaultstemup \\
\defaultbasline \defaultstemup \\
\defaultbasline \defaultstemup \\
\defaultbasline \defaultstemup \\
\defaultbasline \defaultstemup \\
\defaultbasline \defaultstemup}
\end{music}
```

The short version

```plaintext
@lilypond[fragment,staffsize=11]{c' e' g'}
```

produces

```
\begin{music}
\score {\defaultclef c' \defaultstemup \\
\defaultbasline \defaultstemup}
\end{music}
```

Contrary to LaTEX, `@lilypond{...}` does not generate an in-line image. It always gets a paragraph of its own.

When using the Texinfo output format, lilypond-book also generates bitmaps of the music (in PNG format), so you can make an HTML document with embedded music.
13.4 Integrating HTML and music

Music is entered using

```lilypond
\key c \minor c4 es g2
```

lilypond-book then produces an HTML file with appropriate image tags for the music fragments:

```
\begin{music}
  \begin{musicnote}
    c
  \end{musicnote}
  \begin{musicnote}
    e
  \end{musicnote}
  \begin{musicnote}
    g
  \end{musicnote}
  \begin{musicnote}
    g
  \end{musicnote}
\end{music}
```

For inline pictures, use `<lilypond ... />`, where the options are separated by a colon from the music, for example

```
Some music in <lilypond relative=2: a b c/> a line of text.
```

To include separate files, say

```
<lilypondfile option1 option2 ...>filename</lilypondfile>
```

13.5 Music fragment options

In the following, a “LilyPond command” refers to any command described in the previous sections which is handled by lilypond-book to produce a music snippet. For simplicity, LilyPond commands are only shown in LaTeX syntax.

Note that the option string is parsed from left to right; if an option occurs multiple times, the last one is taken.

The following options are available for LilyPond commands:

- **staffsize=ht**
  Set staff size to `ht`, which is measured in points.

- **ragged-right**
  Produce ragged-right lines with natural spacing (i.e., `\raggedright = \###t` is added to the LilyPond snippet). This is the default for the `{\lilypond}` command if no line-width option is present. It is also the default for the `{lilypond}` environment if the fragment option is set, and no line width is explicitly specified.

- **packed**
  Produce lines with packed spacing (i.e., `\packed = \###t` is added to the LilyPond snippet).

- **line-width**
  Set line width to `size`, using `unit` as units. `unit` is one of the following strings: `cm`, `mm`, `in`, or `pt`. This option affects LilyPond output (this is, the staff length of the music snippet), not the text layout.
  
  If used without an argument, set line width to a default value (as computed with a heuristic algorithm).

  If no line-width option is given, lilypond-book tries to guess a default for lilypond environments which don’t use the ragged-right option.

- **notime**
  Do not print the time signature, and turns off the timing (key signature, bar lines) in the score.

- **fragment**
  Make lilypond-book add some boilerplate code so that you can simply enter, say,
c'4
without \layout, \score, etc.

\nofragment
Don’t add additional code to complete LilyPond code in music snippets. Since this
is the default, \nofragment is redundant normally.

\indent=\size/\unit
Set indentation of the first music system to \size, using \unit as units. \unit is one of
the following strings: cm, mm, in, or pt. This option affects LilyPond, not the text
layout.

\noindent
Set indentation of the first music system to zero. This option affects LilyPond, not
the text layout. Since no indentation is the default, \noindent is redundant normally.

\quote
Reduce line length of a music snippet by 2*0.4 in and put the output into a quotation
block. The value ‘0.4 in’ can be controlled with the \exampleindent option.

\exampleindent
Set the amount by which the \quote option indents a music snippet.

\relative
\relative=n
Use relative octave mode. By default, notes are specified relative to middle C. The
optional integer argument specifies the octave of the starting note, where the default
1 is middle C.

LilyPond also uses lilypond-book to produce its own documentation. To do that, some
more obscure music fragment options are available.

\verbatim
The argument of a LilyPond command is copied to the output file and enclosed
in a verbatim block, followed by any text given with the \intertext option (not
implemented yet); then the actual music is displayed. This option does not work
well with \lilypond{} if it is part of a paragraph.

\texidoc
(Only for Texinfo output.) If lilypond is called with the ‘--\header=texidoc’
option, and the file to be processed is called ‘foo.ly’, it creates a file ‘foo.texidoc’
if there is a texidoc field in the \header. The texidoc option makes lilypond-
book include such files, adding its contents as a documentation block right before
the music snippet.

Assuming the file ‘foo.ly’ contains

\header {
  \texidoc = "This file demonstrates a single note."
}
{ c'4 }

and we have this in our Texinfo document ‘test.texinfo’

@lilypondfile{texidoc}{foo.ly}

the following command line gives the expected result

lilypond-book --process="lilypond --format=\tex --tex \\
  --header=texidoc test.texinfo"

Most LilyPond test documents (in the ‘input’ directory of the distribution) are
small ‘.ly’ files which look exactly like this.

\printfilename
If a LilyPond input file is included with \lilypondfile, print the file name right
before the music snippet. For HTML output, this is a link.
This option includes fonts in all of the generated EPS-files for this snippet. This
should be used if the snippet uses any font that LaTeX cannot find on its own.

13.6 Invoking lilypond-book

lilypond-book produces a file with one of the following extensions: `.tex', `.texi', or `.html',
depending on the output format. Both `.tex' and `.texi' files need further processing.

lilypond-book can also create a PSFONTS file, which is required by dvips to produce
Postscript and PDF files. You can call this file whatever you want as long as you refer to the
same file when you call dvips.

To produce PDF output from the lilypond-book file (here called yourfile.lytex), you
should do

```
lilypond-book --psfonts yourfile.lytex
latex yourfile.tex
dvips -o -h yourfile.psfonts -Ppdf yourfile.dvi
ps2pdf yourfile.ps
```

The `.dvi' file created by this process will not contain noteheads. This is normal; if you
follow the instructions, they will be included in the `.ps' and `.pdf' files.

To produce a Texinfo document (in any output format), follow the normal procedures for
Texinfo (this is, either call texi2dvi or makeinfo, depending on the output format you want
to create). See the documentation of Texinfo for further details.

lilypond-book accepts the following command line options:

```
-f format
--format=format
```

Specify the document type to process: html, latex, or texi (the default). If this
option is missing, lilypond-book tries to detect the format automatically.

The texi document type produces a Texinfo file with music fragments in the DVI
output only. For getting images in the HTML version, the format texi-html must
be used instead.

[Note: Currently, texi is the same as texi-html.]

```
-F filter
--filter=filter
```

Pipe snippets through filter. lilypond-book will not –filter and –process at the
same time.

Example:

```
lilypond-book --filter='convert-ly --from=2.0.0 -' my-book.tely
```

```
-h
--help
```

Print a short help message.

```
-I dir
--include=dir
```

Add dir to the include path.

```
-o dir
--output=dir
```

Place generated files in directory dir. Running lilypond-book generates lots of
small files that LilyPond will process. To avoid all that garbage in the source
directory use the ‘--output’ command line option, and change to that directory
before running latex or makeinfo:
lilypond-book --output=out yourfile.lytex

cd out
...

-P process
--process=command
Process LilyPond snippets using command. The default command is lilypond. lilypond-book will not –filter and –process at the same time.

--psfonts
extract all PostScript fonts into ‘file.psfonts’ for dvips. This is necessary for dvips -h file.psfonts.

-V
--verbose
Be verbose.

-v
--version
Print version information.

Bugs
The Texinfo command @pagesizes is not interpreted. Similarly, LaT\TeX\ commands that change margins and line widths after the preamble are ignored.

Only the first \score of a LilyPond block is processed.

13.7 Filename extensions
You can use any filename extension for the input file, but if you do not use the recommended extension for a particular format you may need to manually specify the output format. See Section 13.6 [Invoking lilypond-book], page 259, for details. Otherwise, lilypond-book automatically selects the output format based on the input filename’s extension.

<table>
<thead>
<tr>
<th>extension</th>
<th>output format</th>
</tr>
</thead>
<tbody>
<tr>
<td>‘.html’</td>
<td>HTML</td>
</tr>
<tr>
<td>‘.itely’</td>
<td>Texinfo</td>
</tr>
<tr>
<td>‘.latex’</td>
<td>LaT\TeX\</td>
</tr>
<tr>
<td>‘.lytex’</td>
<td>LaT\TeX\</td>
</tr>
<tr>
<td>‘.tely’</td>
<td>Texinfo</td>
</tr>
<tr>
<td>‘.tex’</td>
<td>LaT\TeX\</td>
</tr>
<tr>
<td>‘.text’</td>
<td>Texinfo</td>
</tr>
<tr>
<td>‘.texinfo’</td>
<td>Texinfo</td>
</tr>
<tr>
<td>‘.xml’</td>
<td>HTML</td>
</tr>
</tbody>
</table>
Chapter 14: Converting from other formats

14 Converting from other formats

Music can be entered also by importing it from other formats. This chapter documents the tools included in the distribution to do so. There are other tools that produce LilyPond input, for example GUI sequencers and XML converters. Refer to the website (http://lilypond.org) for more details.

These are separate programs from lilypond itself, and are run on the command-line. By “command-line”, we mean the command line in the operating system. Windows users might be more familiar with the terms “DOS shell” or “command shell”; OSX users might be more familiar with the terms “terminal” or “console”. Describing how to use this part of an operating system is outside the scope of this manual; please consult other documentation on this topic if you are unfamiliar with the command-line.

14.1 Invoking midi2ly

midi2ly translates a Type 1 MIDI file to a LilyPond source file.

MIDI (Music Instrument Digital Interface) is a standard for digital instruments: it specifies cabling, a serial protocol and a file format. The MIDI file format is a de facto standard format for exporting music from other programs, so this capability may come in useful when importing files from a program that has a converter for a direct format.

midi2ly converts tracks into Staff and channels into Voice contexts. Relative mode is used for pitches, durations are only written when necessary.

It is possible to record a MIDI file using a digital keyboard, and then convert it to ‘.ly’. However, human players are not rhythmically exact enough to make a MIDI to LY conversion trivial. When invoked with quantizing (-s and -d options) midi2ly tries to compensate for these timing errors, but is not very good at this. It is therefore not recommended to use midi2ly for human-generated midi files.

It is invoked from the command-line as follows,

\texttt{midi2ly [option]... midi-file}

Note that by “command-line”, we mean the command line of the operating system. See Chapter 14 [Converting from other formats], page 261 for more information about this.

The following options are supported by midi2ly.

\textbf{-a, --absolute-pitches}
Print absolute pitches.

\textbf{-d, --duration-quant=DUR}
Quantize note durations on DUR.

\textbf{-e, --explicit-durations}
Print explicit durations.

\textbf{-h, --help}
Show summary of usage.

\textbf{-k, --key=acc[:minor]}
Set default key. acc > 0 sets number of sharps; acc < 0 sets number of flats. A minor key is indicated by ":1".

\textbf{-o, --output=file}
Write output to file.

\textbf{-s, --start-quant=DUR}
Quantize note starts on DUR.
Chapter 14: Converting from other formats 262

-t, --allow-tuplet=DUR*NUM/DEN
    Allow tuplet durations $DUR*NUM/DEN$.

-V, --verbose
    Be verbose.

-v, --version
    Print version number.

-w, --warranty
    Show warranty and copyright.

-x, --text-lyrics
    Treat every text as a lyric.

Bugs
Overlapping notes in an arpeggio will not be correctly rendered. The first note will be read and the others will be ignored. Set them all to a single duration and add phrase markings or pedal indicators.

14.2 Invoking etf2ly
ETF (Enigma Transport Format) is a format used by Coda Music Technology’s Finale product. etf2ly will convert part of an ETF file to a ready-to-use LilyPond file.

It is invoked from the command-line as follows.

etf2ly [option]... etf-file

Note that by “command-line”, we mean the command line of the operating system. See Chapter 14 [Converting from other formats], page 261 for more information about this.

The following options are supported by etf2ly:

-h,--help
    this help

-o,--output=FILE
    set output filename to FILE

-v,--version
    version information

Bugs
The list of articulation scripts is incomplete. Empty measures confuse etf2ly. Sequences of grace notes are ended improperly.

14.3 Invoking musicxml2ly
MusicXML (http://www.recordarde.com/xml.html) is an XML dialect for representing music notation.

musicxml2ly extracts the notes from part-wise MusicXML files, and writes it to a .ly file. It is invoked from the command-line.

Note that by “command-line”, we mean the command line of the operating system. See Chapter 14 [Converting from other formats], page 261 for more information about this.

The following options are supported by musicxml2ly:

-h,--help
    print usage and option summary.
-o, --output=file
   set output filename to file. (default: print to stdout)

-v, --version
   print version information.

14.4 Invoking abc2ly

ABC is a fairly simple ASCII based format. It is described at the ABC site:
   http://www.gre.ac.uk/~c.walshaw/abc2mtex/abc.txt.

abc2ly translates from ABC to LilyPond. It is invoked as follows:
   abc2ly [option]... abc-file

The following options are supported by abc2ly:

-h, --help
   this help

-o, --output=file
   set output filename to file.

-v, --version
   print version information.

There is a rudimentary facility for adding LilyPond code to the ABC source file. If you say:
   \%\%LY voices \set autoBeaming = ##f

This will cause the text following the keyword “voices” to be inserted into the current voice
of the LilyPond output file.

Similarly,
   \%\%LY slyrics more words

will cause the text following the “slyrics” keyword to be inserted into the current line of
lyrics.

Bugs

The ABC standard is not very “standard”. For extended features (e.g., polyphonic music)
different conventions exist.

Multiple tunes in one file cannot be converted.

ABC synchronizes words and notes at the beginning of a line; abc2ly does not.

abc2ly ignores the ABC beaming.

14.5 Invoking mup2ly

Mup (Music Publisher) is a shareware music notation program by Arkkra Enterprises. mup2ly
will convert part of a Mup file to LilyPond format. It is invoked from the command-line as
follows:
   mup2ly [option]... mup-file

The following options are supported by mup2ly:

-d, --debug
   show what constructs are not converted, but skipped.

-D, --define=name [=exp]
   define macro name with opt expansion exp
-E, --pre-process
   only run the pre-processor
-h, --help
   print help
-o, --output=file
   write output to file
-v, --version
   version information
-w, --warranty
   print warranty and copyright.

Bugs
Only plain notes (pitches, durations), voices, and staves are converted.

14.6 Generating LilyPond files
LilyPond itself does not come with support for any other formats, but there are some external
tools that also generate LilyPond files.

   These tools include
   • Denemo (http://denemo.sourceforge.net/), a graphical score editor.
   • Rumor (http://www.volny.cz/smilauer/rumor/rumor.html), a realtime monophonic
     MIDI to LilyPond converter.
   • lyqi (http://nicolas.sceaux.free.fr/lilypond/lyqi.html), an Emacs major mode.
   • xml2ly (http://www.nongnu.org/xml2ly/), which imports MusicXML (http://www
     .musicxml.com/xml.html)
   • NoteEdit (http://noteedit.berlios.de) which imports MusicXML (http://www
     .musicxml.com/xml.html)
   • Rosegarden (http://www.rosegardenmusic.com), which imports MIDI
Appendix A Literature list

If you need to know more about music notation, here are some interesting titles to read.

Ignatzek 1995
A tutorial introduction to playing Jazz on the piano. One of the first chapters contains an overview of chords in common use for Jazz music.

Gerou 1996
A concise, alphabetically ordered list of typesetting and music (notation) issues, covering most of the normal cases.

Read 1968
A standard work on music notation.

Ross 1987
Ted Ross, Teach yourself the art of music engraving and processing. Hansen House, Miami, Florida 1987.
This book is about music engraving, i.e., professional typesetting. It contains directions on stamping, use of pens and notational conventions. The sections on reproduction technicalities and history are also interesting.

Schirmer 2001
This manual specifically focuses on preparing print for publication by Schirmer. It discusses many details that are not in other, normal notation books. It also gives a good idea of what is necessary to bring printouts to publication quality.

Stone 1980
This book describes music notation for modern serious music, but starts out with a thorough overview of existing traditional notation practices.

The source archive includes a more elaborate BibTeX bibliography of over 100 entries in ‘Documentation/bibliography/’. It is also available online from the website.
Appendix B Scheme tutorial

LilyPond uses the Scheme programming language, both as part of the input syntax, and as internal mechanism to glue modules of the program together. This section is a very brief overview of entering data in Scheme.\(^1\)

The most basic thing of a language is data: numbers, character strings, lists, etc. Here is a list of data types that are relevant to LilyPond input.

- **Booleans**: Boolean values are True or False. The Scheme for True is `#t` and False is `#f`.
- **Numbers**: Numbers are entered in the standard fashion, 1 is the (integer) number one, while -1.5 is a floating point number (a non-integer number).
- **Strings**: Strings are enclosed in double quotes, 
  
  "this is a string"
  
  Strings may span several lines
  
  "this
   is
   a string"
  
  Quotation marks and newlines can also be added with so-called escape sequences.
  
  The string `a said "b"` is entered as
  
  "a said \"b\"
  
  Newlines and backslashes are escaped with `\n` and `\` respectively.

In a music file, snippets of Scheme code are introduced with the hash mark `#`. So, the previous examples translated in LilyPond are

```
#t #f
#1 #-1.5
"this is a string"
"this
 is
 a string"
```

For the rest of this section, we will assume that the data is entered in a music file, so we add `#`s everywhere.

Scheme can be used to do calculations. It uses *prefix* syntax. Adding 1 and 2 is written as `(+ 1 2)` rather than the traditional `1 + 2`.

```
(+ 1 2)
⇒ #3
```

The arrow `⇒` shows that the result of evaluating `(+ 1 2)` is 3. Calculations may be nested; the result of a function may be used for another calculation.

```
(+ 1 (* 3 4))
⇒ #(+ 1 12)
⇒ #13
```

These calculations are examples of evaluations; an expression like `(* 3 4)` is replaced by its value 12. A similar thing happens with variables. After defining a variable

```
twelve = #12
```

variables can also be used in expressions, here

---

\(^1\) If you want to know more about Scheme, see [http://www.schemers.org](http://www.schemers.org).
twentyFour = #(* 2 twelve)
the number 24 is stored in the variable twentyFour. The same assignment can be done in completely in Scheme as well,

#(define twentyFour (* 2 twelve)
The name of a variable is also an expression, similar to a number or a string. It is entered as

#'twentyFour
The quote mark ' prevents the Scheme interpreter from substituting 24 for the twentyFour. Instead, we get the name twentyFour.

This syntax will be used very frequently, since many of the layout tweaks involve assigning (Scheme) values to internal variables, for example

\override Stem #'thickness = #2.6
This instruction adjusts the appearance of stems. The value 2.6 is put into the thickness variable of a Stem object. thickness is measured relative to the thickness of staff lines, so these stem lines will be 2.6 times the width of staff lines. This makes stems almost twice as thick as their normal size. To distinguish between variables defined in input files (like twentyFour in the example above) and variables of internal objects, we will call the latter “properties” and the former “identifiers.” So, the stem object has a thickness property, while twentyFour is an identifier.

Two-dimensional offsets (X and Y coordinates) as well as object sizes (intervals with a left and right point) are entered as pairs. A pair is entered as (first . second) and, like symbols, they must be quoted,

\override TextScript #'extra-offset = #'(1 . 2)
This assigns the pair (1, 2) to the extra-offset property of the TextScript object. These numbers are measured in staff-spaces, so this command moves the object 1 staff space to the right, and 2 spaces up.

The two elements of a pair may be arbitrary values, for example

#'(1 . 2)
#'(t . f)
#"(blah-blah" . 3.14159265)
A list is entered by enclosing its elements in parentheses, and adding a quote. For example,

#'(1 2 3)
#'(1 2 "string" #f)
We have been using lists all along. A calculation, like (+ 1 2) is also a list (containing the symbol + and the numbers 1 and 2). Normally lists are interpreted as calculations, and the Scheme interpreter substitutes the outcome of the calculation. To enter a list, we stop the evaluation. This is done by quoting the list with a quote ' symbol. So, for calculations do not use a quote.

Inside a quoted list or pair, there is no need to quote anymore. The following is a pair of symbols, a list of symbols and a list of lists respectively,

#'(stem . head)
#'(staff clef key-signature)
#'((1) (2))

2 In Scheme terminology, the pair is called cons, and its two elements are called car and cdr respectively.
Appendix C Notation manual tables

C.1 Chord name chart

The following charts show two standard systems for printing chord names, along with the pitches they represent.

### Ignatzek (default)

<table>
<thead>
<tr>
<th>Ignatzek (default)</th>
<th>C</th>
<th>Cm</th>
<th>C+</th>
<th>C⁰</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alternative</td>
<td>C₂</td>
<td>C₃</td>
<td>C⁵</td>
<td>C₇</td>
</tr>
</tbody>
</table>

### Alternative

<table>
<thead>
<tr>
<th>Ignatzek (default)</th>
<th>C⁷</th>
<th>Cm⁷</th>
<th>C∆</th>
<th>C⁰⁷</th>
<th>Cm⁷/₅⁵</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alternative</td>
<td>C⁷</td>
<td>C⁷/₃</td>
<td>C⁷</td>
<td>C⁷/₇</td>
<td>C⁷/₅⁷</td>
</tr>
</tbody>
</table>

### Def

<table>
<thead>
<tr>
<th>Def</th>
<th>C⁷/₅</th>
<th>Cm∆</th>
<th>C∆/₅</th>
<th>C⁰</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alt₁₀</td>
<td>C⁷/₅</td>
<td>C⁷/₇</td>
<td>C⁷/₅⁷</td>
<td>C⁰</td>
</tr>
</tbody>
</table>

### Alt₁₀

<table>
<thead>
<tr>
<th>Def</th>
<th>C⁶</th>
<th>Cm⁶</th>
<th>C⁹</th>
<th>Cm⁹</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alt₁₄</td>
<td>C⁶</td>
<td>C₃₆</td>
<td>C⁹</td>
<td>C⁹/₃</td>
</tr>
</tbody>
</table>

### Def

<table>
<thead>
<tr>
<th>Def</th>
<th>Cm₁₃</th>
<th>Cm₁₁</th>
<th>Cm⁷/₅⁹</th>
<th>C⁷/₉</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alt₁₈</td>
<td>C₁₃/₃</td>
<td>C₁₁/₃</td>
<td>C⁹/₃⁵</td>
<td>C⁷/₉</td>
</tr>
</tbody>
</table>
C.2 MIDI instruments

The following is a list of names that can be used for the midiInstrument property.
acoustic grand | contrabass | lead 7 (fifths)
bright acoustic | tremolo strings | lead 8 (bass+lead)
electric grand | pizzicato strings | pad 1 (new age)
honky-tonk | orchestral strings | pad 2 (warm)
electric piano 1 | timpani | pad 3 (polysynth)
electric piano 2 | string ensemble 1 | pad 4 (choir)
harpsichord | string ensemble 2 | pad 5 (bowed)
clav | synthsstrings 1 | pad 6 (metallic)
celesta | synthsstrings 2 | pad 7 (halo)
glockenspiel | choir aahs | pad 8 (sweep)
music box | voice oohs | fx 1 (rain)
vibraphone | synth voice | fx 2 (soundtrack)
marimba | orchestra hit | fx 3 (crystal)
xylophone | trumpet | fx 4 (atmosphere)
tubular bells | trombone | fx 5 (brightness)
dulcimer | tuba | fx 6 (goblins)
drawbar organ | muted trumpet | fx 7 (echoes)
percussive organ | french horn | fx 8 (sci-fi)
rock organ | brass section | sitar
church organ | synthsbrass 1 | banjo
reed organ | synthsbrass 2 | shanaisen
accordion | soprano sax | koto
harmonica | alto sax | kalima
concertina | tenor sax | bagpipe
acoustic guitar (nylon) | baritone sax | fiddle
acoustic guitar (steel) | oboe | shanai
electric guitar (jazz) | english horn | tinkle bell
electric guitar (clean) | bassoon | agogo
electric guitar (muted) | clarinet | steel drums
overdriven guitar | piccolo | woodblock
distorted guitar | flute | taiko drum
guitar harmonics | recorder | melodic tom
acoustic bass | pan flute | synth drum
electric bass (finger) | blown bottle | reverse cymbal
electric bass (pick) | shakuhachi | guitar fret noise
fretless bass | whistle | breath noise
slap bass 1 | ocarina | seashore
slap bass 2 | lead 1 (square) | bird tweet
synth bass 1 | lead 2 (sawtooth) | telephone ring
synth bass 2 | lead 3 (calliope) | helicopter
violin | lead 4 (chiff) | applause
viola | lead 5 (charang) | gunshot
cello | lead 6 (voice) |

C.3 List of colors

Normal colors
Usage syntax is detailed in Section 8.5.7 [Coloring objects], page 189.

black | white | red | green
blue | cyan | magenta | yellow
grey | darkred | darkgreen | darkblue
X color names

X color names come several variants:

- Any name that is spelled as a single word with capitalisation (e.g. “LightSlateBlue”) can also be spelled as space separated words without capitalisation (e.g. “light slate blue”).
- The word “grey” can always be spelled “gray” (e.g. “DarkSlateGray”).
- Some names can take a numerical suffix (e.g. “LightSalmon4”).

### Color Names without a numerical suffix:

<table>
<thead>
<tr>
<th>Color Name</th>
<th>Color Name</th>
<th>Color Name</th>
<th>Color Name</th>
<th>Color Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>snow</td>
<td>GhostWhite</td>
<td>WhiteSmoke</td>
<td>gainsboro</td>
<td>FloralWhite</td>
</tr>
<tr>
<td>OldLace</td>
<td>linen</td>
<td>AntiqueWhite</td>
<td>PapayaWhip</td>
<td>BlanchedAlmond</td>
</tr>
<tr>
<td>bisque</td>
<td>PeachPuff</td>
<td>NavajoWhite</td>
<td>moccasin</td>
<td>cornsilk</td>
</tr>
<tr>
<td>ivory</td>
<td>LemonChiffon</td>
<td>seashell</td>
<td>honeyedw</td>
<td>MintCream</td>
</tr>
<tr>
<td>azure</td>
<td>AliceBlue</td>
<td>lavender</td>
<td>LavenderBlush</td>
<td>MistyRose</td>
</tr>
<tr>
<td>white</td>
<td>black</td>
<td>DarkSlateGrey</td>
<td>DimGrey</td>
<td>SlateGrey</td>
</tr>
<tr>
<td>LightSlateGrey</td>
<td>grey</td>
<td>LightGrey</td>
<td>MidnightBlue</td>
<td>navy</td>
</tr>
<tr>
<td>NavyBlue</td>
<td>CornflowerBlue</td>
<td>DarkSlateBlue</td>
<td>SlateBlue</td>
<td>MediumSlateBlue</td>
</tr>
<tr>
<td>LightSlateBlue</td>
<td>MediumBlue</td>
<td>RoyalBlue</td>
<td>blue</td>
<td>DodgerBlue</td>
</tr>
<tr>
<td>DeepSkyBlue</td>
<td>SkyBlue</td>
<td>LightSkyBlue</td>
<td>SteelBlue</td>
<td>LightSteelBlue</td>
</tr>
<tr>
<td>LightBlue</td>
<td>PowderBlue</td>
<td>PaleTurquoise</td>
<td>DarkTurquoise</td>
<td>MediumTurquoise</td>
</tr>
<tr>
<td>turquoise</td>
<td>cyan</td>
<td>LightCyan</td>
<td>CadetBlue</td>
<td>MediumAquamarine</td>
</tr>
<tr>
<td>aquamarine</td>
<td>DarkGreen</td>
<td>DarkOliveGreen</td>
<td>DarkSeaGreen</td>
<td>SeaGreen</td>
</tr>
<tr>
<td>MediumSeaGreen</td>
<td>LightSeaGreen</td>
<td>PaleGreen</td>
<td>SpringGreen</td>
<td>LawnGreen</td>
</tr>
<tr>
<td>green</td>
<td>chartreuse</td>
<td>MediumSpringGreen</td>
<td>GreenYellow</td>
<td>LimeGreen</td>
</tr>
<tr>
<td>YellowGreen</td>
<td>ForestGreen</td>
<td>OliveDrab</td>
<td>DarkKhaki</td>
<td>khaki</td>
</tr>
<tr>
<td>PaleGoldenrod</td>
<td>LightGoldenrodYellow</td>
<td>LightYellow</td>
<td>yellow</td>
<td>gold</td>
</tr>
<tr>
<td>LightGoldenrod</td>
<td>goldrod</td>
<td>DarkGoldenrod</td>
<td>RosyBrown</td>
<td>IndianRed</td>
</tr>
<tr>
<td>SaddleBrown</td>
<td>sienna</td>
<td>peru</td>
<td>burlywood</td>
<td>beige</td>
</tr>
<tr>
<td>wheat</td>
<td>SandyBrown</td>
<td>tan</td>
<td>chocolate</td>
<td>firebrick</td>
</tr>
<tr>
<td>brown</td>
<td>DarkSalmon</td>
<td>salmon</td>
<td>LightSalmon</td>
<td>orange</td>
</tr>
<tr>
<td>DarkOrange</td>
<td>coral</td>
<td>LightCoral</td>
<td>tomato</td>
<td>OrangeRed</td>
</tr>
<tr>
<td>red</td>
<td>HotPink</td>
<td>DeepPink</td>
<td>pink</td>
<td>LightPink</td>
</tr>
<tr>
<td>PaleVioletRed</td>
<td>maroon</td>
<td>Medium VioletRed</td>
<td>VioletRed</td>
<td>magenta</td>
</tr>
<tr>
<td>violet</td>
<td>plum</td>
<td>orchid</td>
<td>MediumOrchid</td>
<td>DarkOrchid</td>
</tr>
<tr>
<td>DarkViolet</td>
<td>BlueViolet</td>
<td>purple</td>
<td>MediumPurple</td>
<td>thistle</td>
</tr>
<tr>
<td>DarkGrey</td>
<td>DarkBlue</td>
<td>DarkCyan</td>
<td>DarkMagenta</td>
<td>DarkRed</td>
</tr>
<tr>
<td>LightGreen</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Color names with a numerical suffix

In the following names the suffix N can be a number in the range 1-4:

<table>
<thead>
<tr>
<th>Color Name N</th>
<th>Color Name N</th>
<th>Color Name N</th>
<th>Color Name N</th>
<th>Color Name N</th>
</tr>
</thead>
<tbody>
<tr>
<td>snowN</td>
<td>seashellN</td>
<td>AntiqueWhiteN</td>
<td>bisqueN</td>
<td>PeachPuffN</td>
</tr>
<tr>
<td>NavajoWhiteN</td>
<td>LemonChiffonN</td>
<td>cornsilkN</td>
<td>ivoryN</td>
<td>honeyedwN</td>
</tr>
<tr>
<td>LavenderBlushN</td>
<td>MistyRoseN</td>
<td>azureN</td>
<td>SlateBlueN</td>
<td>RoyalBlueN</td>
</tr>
<tr>
<td>blueN</td>
<td>DodgerBlueN</td>
<td>SteelBlueN</td>
<td>DeepSkyBlueN</td>
<td>SkyBlueN</td>
</tr>
<tr>
<td>LightSkyBlueN</td>
<td>LightSteelBlueN</td>
<td>LightBlueN</td>
<td>LightCyanN</td>
<td>PaleTurquoiseN</td>
</tr>
<tr>
<td>CadetBlueN</td>
<td>turquoiseN</td>
<td>cyanN</td>
<td>aquamarineN</td>
<td>DarkSeaGreenN</td>
</tr>
<tr>
<td>SeaGreenN</td>
<td>PaleGreenN</td>
<td>SpringGreenN</td>
<td>greenN</td>
<td>chartreuseN</td>
</tr>
<tr>
<td>OliveDrabN</td>
<td>DarkOliveGreenN</td>
<td>khakiN</td>
<td>LightGoldenrodN</td>
<td>LightYellowN</td>
</tr>
<tr>
<td>yellowN</td>
<td>goldN</td>
<td>goldenrodN</td>
<td>DarkGoldenrodN</td>
<td>RosyBrownN</td>
</tr>
<tr>
<td>IndianRedN</td>
<td>siennaN</td>
<td>burlywoodN</td>
<td>wheatN</td>
<td>tanN</td>
</tr>
</tbody>
</table>
Appendix C: Notation manual tables

<table>
<thead>
<tr>
<th>chocolateN</th>
<th>firebrickN</th>
<th>brownN</th>
<th>salmonN</th>
<th>LightSalmonN</th>
</tr>
</thead>
<tbody>
<tr>
<td>orangeN</td>
<td>DarkOrangeN</td>
<td>coralN</td>
<td>tomatoN</td>
<td>OrangeRedN</td>
</tr>
<tr>
<td>redN</td>
<td>DeepPinkN</td>
<td>HotPinkN</td>
<td>pinkN</td>
<td>LightPinkN</td>
</tr>
<tr>
<td>PaleVioletRedN</td>
<td>maroonN</td>
<td>VioletRedN</td>
<td>magentaN</td>
<td>orchidN</td>
</tr>
<tr>
<td>plumN</td>
<td>MediumOrchidN</td>
<td>DarkOrchidN</td>
<td>purpleN</td>
<td>MediumPurpleN</td>
</tr>
<tr>
<td>thistleN</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Grey Scale

A grey scale can be obtained using:

\[
greyN
\]

Where N is in the range 0-100.

C.4 The Feta font

The following symbols are available in the Emmentaler font and may be accessed directly using text markup such as `g\markup { \musicglyph #"scripts.segno" }`, see Section 8.1.4 [Text markup], page 152.
<table>
<thead>
<tr>
<th>Notation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>.notdef</code></td>
<td>space</td>
</tr>
<tr>
<td><code>plus</code></td>
<td>+</td>
</tr>
<tr>
<td><code>hyphen</code></td>
<td>-</td>
</tr>
<tr>
<td><code>zero</code></td>
<td>0</td>
</tr>
<tr>
<td><code>two</code></td>
<td>2</td>
</tr>
<tr>
<td><code>four</code></td>
<td>4</td>
</tr>
<tr>
<td><code>six</code></td>
<td>6</td>
</tr>
<tr>
<td><code>eight</code></td>
<td>8</td>
</tr>
<tr>
<td><code>f</code></td>
<td>f</td>
</tr>
<tr>
<td><code>p</code></td>
<td>p</td>
</tr>
<tr>
<td><code>s</code></td>
<td>s</td>
</tr>
<tr>
<td><code>rests.0</code></td>
<td>-</td>
</tr>
<tr>
<td><code>rests.0o</code></td>
<td>-</td>
</tr>
<tr>
<td><code>rests.M3</code></td>
<td>(|)</td>
</tr>
<tr>
<td><code>rests.M1</code></td>
<td>(|)</td>
</tr>
<tr>
<td><code>rests.2classical</code></td>
<td>(|)</td>
</tr>
<tr>
<td><code>rests.4</code></td>
<td>(|)</td>
</tr>
<tr>
<td><code>rests.6</code></td>
<td>(|)</td>
</tr>
<tr>
<td><code>accidentals.2</code></td>
<td><code>\#</code></td>
</tr>
<tr>
<td><code>accidentals.3</code></td>
<td><code>\##</code></td>
</tr>
<tr>
<td><code>accidentals.M2</code></td>
<td><code>\b</code></td>
</tr>
<tr>
<td><code>accidentals.M4</code></td>
<td><code>\bb</code></td>
</tr>
<tr>
<td><code>accidentals.4</code></td>
<td><code>\x</code></td>
</tr>
<tr>
<td><code>accidentals.leftparen</code></td>
<td>(</td>
</tr>
<tr>
<td><code>arrowheads.open.0M1</code></td>
<td><code>&lt;</code></td>
</tr>
<tr>
<td><code>arrowheads.open.01</code></td>
<td>(</td>
</tr>
<tr>
<td><code>arrowheads.open.11</code></td>
<td>(</td>
</tr>
</tbody>
</table>
Appendix C: Notation manual tables

noteheads.u2ti
scripts.ufermata
g
scripts.ushortfermata
g
scripts ulongfermata
g
scripts.uverylongfermata
g
scripts.thumb
scripts.espr
scripts.ustaccatissimo
scripts. tenuto
scripts.dportato
scripts.dmarcato
scripts.stopped
scripts.downbow
scripts.turn
scripts.upedaltoe
scripts.upedalheel
scripts.flageolet
scripts.coda
scripts.rcomma
scripts.rvarcomma
scripts.arpeggio
scripts.arpeggio.arrow.M1
scripts.trilelement
scripts.mordent
scripts.prallmordent
scripts.prallprall
scripts.prallprall
scripts.prallprall
scripts.prallprall
<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>scripts.upmordent</td>
<td>Upward Mordent</td>
</tr>
<tr>
<td>scripts.downprall</td>
<td>Downward Prall</td>
</tr>
<tr>
<td>scripts.pralllup</td>
<td>Prall Up</td>
</tr>
<tr>
<td>scripts.caesura</td>
<td>Caesura</td>
</tr>
<tr>
<td>flags.u4</td>
<td>U4 Flag</td>
</tr>
<tr>
<td>flags.u6</td>
<td>U6 Flag</td>
</tr>
<tr>
<td>flags.ugrace</td>
<td>U Grace</td>
</tr>
<tr>
<td>flags.d4</td>
<td>D4 Flag</td>
</tr>
<tr>
<td>flags.d6</td>
<td>D6 Flag</td>
</tr>
<tr>
<td>clefs.C_change</td>
<td>C Change</td>
</tr>
<tr>
<td>clefs.F_change</td>
<td>F Change</td>
</tr>
<tr>
<td>clefs.G_change</td>
<td>G Change</td>
</tr>
<tr>
<td>clefs.percussion_change</td>
<td>Percussion Change</td>
</tr>
<tr>
<td>clefs.C</td>
<td>C Clef</td>
</tr>
<tr>
<td>clefs.F</td>
<td>F Clef</td>
</tr>
<tr>
<td>clefs.G</td>
<td>G Clef</td>
</tr>
<tr>
<td>clefs.percussion</td>
<td>Percussion</td>
</tr>
<tr>
<td>clefs.tab</td>
<td>Tab Clef</td>
</tr>
<tr>
<td>timesig.C22</td>
<td>Time Signature C22</td>
</tr>
<tr>
<td>pedal.*</td>
<td>Pedal *</td>
</tr>
<tr>
<td>pedal..</td>
<td>Pedal ..</td>
</tr>
<tr>
<td>pedal.d</td>
<td>Pedal d</td>
</tr>
<tr>
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<td>clefs.petrucci.c4_change</td>
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<td>clefs.petrucci.c5_change</td>
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<td>clefs.petrucci.f_change</td>
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<tr>
<td>clefs.mensural.f</td>
<td>clefs.mensural.f_change</td>
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custodes.medicaea.u2  cus
custodes.medicaea.d1  cus
custodes.vaticana.u0  cus
custodes.vaticana.u2  cus
custodes.vaticana.d1  cus
custodes.mensural.u0  cus
custodes.mensural.u2  cus
custodes.mensural.d1  cus
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accidentals.vaticana0  cus
accidentals.mensuralM1  cus
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flags.mensuraly23  cus
flags.mensurald13  cus
flags.mensuralu04  cus
flags.mensuralu24  cus
flags.mensurald14  cus
flags.mensuralu05  cus
flags.mensuralu25  cus
flags.mensurald15  cus
flags.mensuralu06  cus
flags.mensuralu26  cus
flags.mensurald16  cus
timesig.mensural44  C
timesig.mensural32  O
timesig.mensural94  O
timesig.mensural68  \phi
timesig.mensural48  \phi
timesig.mensural24  C
timesig.neomensural22  \phi
timesig.neomensural64  C
timesig.neomensural34  C
timesig.neomensural98  O
timesig.neomensural68alt  O
scripts.ictus
scripts.daccentus
scripts.dsemicirculus
scripts.augmentum
scripts.dsignumcongruentiae

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\textbackslash{scripts.usemicirculus}
\textbackslash{scripts.circulus}
\textbackslash{scripts.usignumcongruentiae}
Appendix D Example templates

This section of the manual contains templates with the LilyPond score already set up for you. Just add notes, run LilyPond, and enjoy beautiful printed scores!

D.1 Single staff

D.1.1 Notes only

The first example gives you a staff with notes, suitable for a solo instrument or a melodic fragment. Cut and paste this into a file, add notes, and you’re finished!

```lilypond
\version "2.7.39"
melody = \relative c' {
  \clef treble
  \key c \major
  \time 4/4
  a4 b c d
}
\score {
  \new Staff \melody
  \layout { }
  \midi { \tempo 4=60 }
}
```

\[\begin{array}{c}
\hat{c} \\
\hat{c} \\
\hat{c} \\
\end{array}\]

D.1.2 Notes and lyrics

The next example demonstrates a simple melody with lyrics. Cut and paste, add notes, then words for the lyrics. This example turns off automatic beaming, which is common for vocal parts. If you want to use automatic beaming, you’ll have to change or comment out the relevant line.

```lilypond
\version "2.7.39"
melody = \relative c' {
  \clef treble
  \key c \major
  \time 4/4
  a4 b c d
}
text = \lyricmode {
  Aaa Bee Cee Dee
}
\score{
  <<
    \new Voice = "one" {
```
D.1.3 Notes and chords

Want to prepare a lead sheet with a melody and chords? Look no further!

\version "2.7.39"
melody = \relative c' {
  \clef treble
  \key c \major
  \time 4/4
  f4 e8[ c] d4 g |
  a2 ~ a2 |
}

harmonies = \chordmode {
  c4:m f:min7 g:maj c:aug d2:dim b:sus
}

\score {
  <<
    \new ChordNames {
      \set chordChanges = ##t
      \harmonies
    }
    \new Staff \melody
  >>

  \layout{ }
  \midi { \tempo 4=60}
}
D.1.4 Notes, lyrics, and chords.
This template allows you to prepare a song with melody, words, and chords.

```plaintext
\version "2.7.39"
melody = \relative c' {
    \clef treble
    \key c \major
    \time 4/4
    a b c d
}

\score {
    <<
        \new ChordNames {
            \set chordChanges = ##t
            \harmonies
        }
        \new Voice = "one" {
            \autoBeamOff
            \melody
        }
        \new Lyrics \lyricsto "one" \text
    >>
    \layout { }
    \midi { \tempo 4=60 }
}

\abc
\A\C
\text{Aaa Bee Cee Dee}
```

D.2 Piano templates

D.2.1 Solo piano
Here is a simple piano staff.

```plaintext
\version "2.7.39"
upper = \relative c'' {
    \clef treble
    \key c \major
    \time 4/4
```
D.2.2 Piano and melody with lyrics

Here is a typical song format: one staff with the melody and lyrics, with piano accompaniment underneath.

```
\version "2.7.39"
melody = \relative c'' {
  \clef treble
  \key c \major
  \time 4/4

  a b c d
}

\lyricmode { Aaa Bee Cee Dee }
```

```latex
\score {
  \new PianoStaff <<
    \set PianoStaff.instrument = "Piano "
    \new Staff = "upper" \upper
    \new Staff = "lower" \lower
  >>
  \layout {}
  \midi { \tempo 4=60 }
}
```

```
Piano
  \( \begin{tikzpicture}
    \draw[thick] (0,0) -- (1,0);
    \draw[thick] (0,0.5) -- (1,0.5);
    \draw[thick] (0,1) -- (1,1);
    \draw[thick] (0,1.5) -- (1,1.5);
  \end{tikzpicture} \)
```
\version "2.7.39"
upper = \relative c' { 
  \clef treble 
  \key c \major 
  \time 4/4 
  a2 c 
}

D.2.3 Piano centered lyrics
Instead of having a full staff for the melody and lyrics, you can place the lyrics between the piano staff (and omit the separate melody staff).
D.2.4 Piano centered dynamics

Many piano scores have the dynamics centered between the two staffs. This requires a bit of tweaking to implement, but since the template is right here, you don’t have to do the tweaking yourself.

\version "2.7.39"
upper = \relative c' {
  \clef treble
  \key c \major
  \time 4/4

  \underline{Aaa Bee Cee Dee}
}
a b c d
}

lower = \relative c {
  \clef bass
  \key c \major
  \time 4/4
  a2 c
}

dynamics = {
  s2\fff\> s4
  s\!\pp
}

pedal = {
  s2\sustainDown s2\sustainUp
}

\score {
  \new PianoStaff <<
    \new Staff = "upper" \upper
    \new Dynamics = "dynamics" \dynamics
    \new Staff = "lower" <<
      \clef bass
      \lower
    >>
  \new Dynamics = "pedal" \pedal
  >>
  \layout {
    \context {
      \type "Engraver_group"
      \name Dynamics
      \alias Voice % So that \cresc works, for example.
      \consists "Output_property_engraver"

      \override VerticalAxisGroup #'minimum-Y-extent = #'(-1 . 1)
      pedalSustainStrings = #'("Ped." "*Ped." "*")
      pedalUnaCordaStrings = #'("una corda" "" "tre corde")

      \consists "Piano_pedal_engraver"
      \consists "Script_engraver"
      \consists "Dynamic_engraver"
      \consists "Text_engraver"

      \override TextScript #'font-size = #2
      \override TextScript #'font-shape = #'italic
      \override DynamicText #'extra-offset = #'(0 . 2.5)
      \override Hairpin #'extra-offset = #'(0 . 2.5)
D.3 String quartet

D.3.1 String quartet
This template demonstrates a string quartet. It also uses a `\global` section for time and key signatures.

\version "2.7.39"

global= {\time 4/4
\key c \major
}

violinOne = \new Voice { \relative c''{
\set Staff.instrument = "Violin 1"

c2 d e1
\bar "." } }

violinTwo = \new Voice { \relative c''{
\set Staff.instrument = "Violin 2"

g2 f e1
\bar "." } }

viola = \new Voice { \relative c' {
\set Staff.instrument = "Viola"
\clef alto

e2 d c1
\bar "." } }

cello = \new Voice { \relative c' {
\set Staff.instrument = "Cello"
\clef bass

c2 b a1
\bar "." } }

\score {
\new StaffGroup <<
\new Staff << \global \violinOne >>
\new Staff << \global \violinTwo >>
\new Staff << \global \viola >>
\new Staff << \global \cello >>
>>
\layout { }
\midi { \tempo 4=60}
}
D.3.2 String quartet parts

The previous example produces a nice string quartet, but what if you needed to print parts? This template demonstrates how to use the \tag feature to easily split a piece into individual parts.

You need to split this template into separate files; the filenames are contained in comments at the beginning of each file. piece.ly contains all the music definitions. The other files – score.ly, vn1.ly, vn2.ly, vla.ly, and vlc.ly – produce the appropriate part.

```latex
\version "2.7.39"

global = {
\time 4/4
\key c \major
}

Violinone = \new Voice \relative c''{
\set Staff.instrument = "Violin 1 

c2 d e1
\bar "|." }

Violintwo = \new Voice \relative c''{
\set Staff.instrument = "Violin 2 

g2 f e1
\bar "|." }

Viola = \new Voice \relative c' {
\set Staff.instrument = "Viola 
\clef alto

e2 d c1
\bar "|." }

Cello = \new Voice \relative c' {
\set Staff.instrument = "Cello 
\clef bass

c2 b a1
```

D.3.2 String quartet parts

The previous example produces a nice string quartet, but what if you needed to print parts? This template demonstrates how to use the \tag feature to easily split a piece into individual parts.

You need to split this template into separate files; the filenames are contained in comments at the beginning of each file. piece.ly contains all the music definitions. The other files – score.ly, vn1.ly, vn2.ly, vla.ly, and vlc.ly – produce the appropriate part.

```latex
\version "2.7.39"

global = {
\time 4/4
\key c \major
}

Violinone = \new Voice \relative c''{
\set Staff.instrument = "Violin 1 

c2 d e1
\bar "|." }

Violintwo = \new Voice \relative c''{
\set Staff.instrument = "Violin 2 

g2 f e1
\bar "|." }

Viola = \new Voice \relative c' {
\set Staff.instrument = "Viola 
\clef alto

e2 d c1
\bar "|." }

Cello = \new Voice \relative c' {
\set Staff.instrument = "Cello 
\clef bass

c2 b a1
```
music = {
    <<
    \tag #'score \tag #'vn1 \new Staff { \ll \global \Violinone >> }
    \tag #'score \tag #'vn2 \new Staff { \ll \global \VioliTwo >> }
    \tag #'score \tag #'vla \new Staff { \ll \global \Viola >> }
    \tag #'score \tag #'vlc \new Staff { \ll \global \Cello >> }
    >>
}

%%%%% score.ly
\version "2.7.39"
\include "piece.ly"
#(set-global-staff-size 14)
\score {
    \new StaffGroup \keepWithTag #'score \music
    \layout { } \midi { \tempo 4 = 60 }
}

%%%%% vn1.ly
\version "2.7.39"
\include "piece.ly"
\score {
    \keepWithTag #'vn1 \music
    \layout { }
}

%%%%% vn2.ly
\version "2.7.39"
\include "piece.ly"
\score {
    \keepWithTag #'vn2 \music
    \layout { }
}

%%%%% vla.ly
\version "2.7.39"
\include "piece.ly"
\score {
    \keepWithTag #'vla \music
    \layout { }
}

%%%%% vlc.ly
D.4 Vocal ensembles

D.4.1 SATB vocal score

Here is a standard four-part SATB vocal score. With larger ensembles, it’s often useful to include a section which is included in all parts. For example, the time signature and key signatures are almost always the same for all parts.

\version "2.7.39"
\include "piece.ly"
\score {
  \keeptag #'vlc \music
  \layout { }
}

\version "2.7.39"
\global = {
  \key c \major
  \time 4/4
}

\sopMusic = \relative c'' { 
  c4 c c8([ b)] c4
}

\sopWords = \lyricmode {
  hi hi hi hi
}

\altoMusic = \relative c' { 
  e4 f d e
}

\altoWords = \lyricmode {
  ha ha ha ha
}

\tenorMusic = \relative c' { 
  g4 a f g
}

\tenorWords = \lyricmode {
  hu hu hu hu
}

\bassMusic = \relative c { 
  c4 c g c
}

\bassWords = \lyricmode {
  ho ho ho ho
}

\score {
  \new ChoirStaff <<
    \new Lyrics = sopranos { s1 }
    \new Staff = women <<
\new Voice = "sopranos" { \voiceOne << \global \sopMusic >> }
\new Voice = "altos" { \voiceTwo << \global \altoMusic >> }
>>
\new Lyrics = "altos" { s1 }
\new Lyrics = "tenors" { s1 }
\new Staff = men <<
  \clef bass
  \new Voice = "tenors" { \voiceOne << \global \tenorMusic >> }
  \new Voice = "basses" { \voiceTwo << \global \bassMusic >> }
>>
\new Lyrics = basses { s1 }
\context Lyrics = sopranos \lyricsto sopranos \sopWords
\context Lyrics = altos \lyricsto altos \altoWords
\context Lyrics = tenors \lyricsto tenors \tenorWords
\context Lyrics = basses \lyricsto basses \bassWords
>>

\layout {
  \context {
    \% a little smaller so lyrics
    \% can be closer to the staff
    \Staff
    \override VerticalAxisGroup #'minimum-Y-extent = #'(-3 . 3)
  }
}

D.4.2 SATB vocal score and automatic piano reduction
This template adds an automatic piano reduction to the SATB vocal score. This demonstrates one of the strengths of LilyPond – you can use a music definition more than once. If you make any changes to the vocal notes (say, tenorMusic), then the changes will also apply to the piano reduction.
\version "2.7.39"
global = {
    \key c \major
    \time 4/4
}

sopMusic = \relative c'' { c4 c c8[(b)] c4 }
sopWords = \lyricmode { hi hi hi hi }

altoMusic = \relative c' { e4 f d e }
altoWords = \lyricmode { ha ha ha ha }

tenorMusic = \relative c' { g4 a f g }
tenorWords = \lyricmode { hu hu hu hu }

bassMusic = \relative c { c4 c g c }
bassWords = \lyricmode { ho ho ho ho }

\score {
    \new ChoirStaff <<
        \new Lyrics = sopranos { s1 }
        \new Staff = women <<
            \new Voice = "sopranos" { \voiceOne << \global \sopMusic >> }
            \new Voice = "altos" { \voiceTwo << \global \altoMusic >> }
        >>
        \new Lyrics = "altos" { s1 }
        \new Lyrics = "tenors" { s1 }
        \new Staff = men <<
            \clef bass
            \new Voice = "tenors" { \voiceOne << \global \tenorMusic >> }
            \new Voice = "basses" { \voiceTwo << \global \bassMusic >> }
    }
Appendix D: Example templates

\new Lyrics = basses { s1 }
\context Lyrics = sopranos \lyricsto sopranos \sopWords
\context Lyrics = altos \lyricsto altos \altoWords
\context Lyrics = tenors \lyricsto tenors \tenorWords
\context Lyrics = basses \lyricsto basses \bassWords

\new PianoStaff <<
\new Staff <<
\set Staff.printPartCombineTexts = ##f
\partcombine
<< \global \sopMusic >>
<< \global \altoMusic >>
>>
\new Staff <<
\clef bass
\set Staff.printPartCombineTexts = ##f
\partcombine
<< \global \tenorMusic >>
<< \global \bassMusic >>
>>
>>
\layout {
\context {
% a little smaller so lyrics
% can be closer to the staff
\Staff
\override VerticalAxisGroup #'minimum-Y-extent = #'(-3 . 3)
}
}
}
D.5 Ancient notation templates

D.5.1 Transcription of mensural music

When transcribing mensural music, an incipit at the beginning of the piece is useful to indicate the original key and tempo. While today musicians are used to bar lines in order to faster recognize rhythmic patterns, bar lines were not yet invented during the period of mensural music; in fact, the meter often changed after every few notes. As a compromise, bar lines are often printed between the staves rather than on the staves.

\version "2.7.39"

\global = {
  \set Score.skipBars = ##t

  % incipit
  \once \override Score.SystemStartBracket #'transparent = ##t
  \override Score.SpacingSpanner #'spacing-increment = #1.0 % tight spacing
  \key f \major
  \time 2/2
  \once \override Staff.TimeSignature #'style = #'neomensural
  \override Voice.NoteHead #'style = #'neomensural
  \override Voice.Rest #'style = #'neomensural
  \set Staff.printKeyCancellation = ##f
  \cadenzaOn % turn off bar lines
  \skip 1*10
  \once \override Staff.BarLine #'transparent = ##f
  \bar "||"
  \skip 1*1 % need this extra \skip such that clef change comes
     % after bar line
  \bar ""

  % main
  \revert Score.SpacingSpanner #'spacing-increment % CHECK: no effect?
  \cadenzaOff % turn bar lines on again
Appendix D: Example templates

\once \override Staff.Clef #'full-size-change = ##t
\set Staff.forceClef = ##t
\key g \major
\time 4/4
\override Voice.NoteHead #'style = #'default
\override Voice.Rest #'style = #'default

% FIXME: setting printKeyCancellation back to #t must not
% occur in the first bar after the incipit.Dto. for forceClef.
% Therefore, we need an extra \skip.
\skip 1\*1
\set Staff.printKeyCancellation = ##t
\set Staff.forceClef = ##f
\skip 1\*7 % the actual music
% let finis bar go through all staves
\override Staff.BarLine #'transparent = ##f
% finis bar
\bar "|."
}
discantusNotes = {
\transpose c' c'' {
  \set Staff.instrument = "Discantus 

  % incipit
  \clef "neomensural-c1"
  c'1. s2 % two bars
  \skip 1\*8 % eight bars
  \skip 1\*1 % one bar

  % main
  \clef "treble"
  d'2. d'4 |
  b e' d'2 |
  c'4 e'4.( d'8 c' b |
  a4) b a2 |
  b4.( c'8 d'4) c'4 |
  \once \override NoteHead #'transparent = ##t c'1 |
  b\breve |
}
}
discantusLyrics = \lyricmode {
% incipit
IV-
% main
Ju -- bi -- |
la -- te De -- |

Appendix D: Example templates

```latex
altusNotes = {
  \transpose c' c'' {\set Staff.instrument = "Altus "}
  \% incipit
  \clef "neomensural-c3"
  r1 % one bar
  f1. s2 % two bars
  \skip 1*7 % seven bars
  \skip 1*1 % one bar

  \% main
  \clef "treble"
  r2 g2. e4 fis g | % two bars
  a2 g4 e |
  fis g4.( fis16 e fis4) |
  g1 |
  \once \override NoteHead #'transparent = ##t g1 |
  g\breve |
}

altusLyrics = \lyricmode {
  \% incipit
  IV-

  \% main
  Ju -- bi -- la -- te | % two bars
  De -- o, om -- |
  nis ter -- ra, |
  "..." |
  -us. |
}

tenorNotes = {
  \transpose c' c' {\set Staff.instrument = "Tenor "}
  \% incipit
  \clef "neomensural-c4"
  r\longa % four bars
  r\breve % two bars
  r1 % one bar
  c'1. s2 % two bars
  \skip 1*1 % one bar
```

\score {
\new StaffGroup = choirStaff <<
\new Voice =
"discantusNotes" << \global \discantusNotes >>
\new Lyrics =
"discantusLyrics" \lyricsto discantusNotes \{ \discantusLyrics \}
\new Voice =
"altusNotes" << \global \altusNotes >>
\new Lyrics =
"altusLyrics" \lyricsto altusNotes \{ \altusLyrics \}
\new Voice =
"tenorNotes" << \global \tenorNotes >>
\new Lyrics =
"tenorLyrics" \lyricsto tenorNotes \{ \tenorLyrics \}
\new Voice =
"bassusNotes" << \global \bassusNotes >>
\new Lyrics =
"bassusLyrics" \lyricsto bassusNotes \{ \bassusLyrics \}
}

> layout {
\context {
\Score
\override BarLine #'transparent = ##t
\remove "System_start_delimiter_engraver"
}
\context {
\Voice
\override Slur #'transparent = ##t
}
}
}
D.5.2 Gregorian transcription template

This example demonstrates how to do modern transcription of Gregorian music. Gregorian music has no measure, no stems; it uses only half and quarter noteheads, and special marks, indicating rests of different length.

\include "gregorian-init.ly"
\version "2.8.0"

\begin{verbatim}
chant = \relative c' {\\set Score.timing = ##f
  f4 a2 \divisioMinima
  g4 b a2 f2 \divisioMaior
  g4( f) f( g) a2 \finalis}
\end{verbatim}

\begin{verbatim}
verba = \lyricmode {\normal}{
  o, om - nister - ra, _om- ... -us.
  De - o, om - nister - ra, ... -us.
  Ju - bi-la-te ... -us.
  Ju - bi- ... -us.
}\end{verbatim}
Lo -- rem ip -- sum do -- lor sit a -- met

\score {
  \new Staff <<
    \new Voice = "melody" {
      \chant
    }
  \new Lyrics = "one" \lyricsto melody \verba
>>

\layout {
  \context {
    \Staff
      \remove "Time_signature_engraver"
      \remove "Bar_engraver"
      \override Stem #'transparent = ##t
  }
  \context {
    \Voice
      \override Stem #'length = #0
  }
  \context {
    \Score
      barAlways = ##t
  }
}

Lorem ipsum do-lor sit a-met

D.6 Jazz combo

This is a much more complicated template, for a jazz ensemble. Note that all instruments are notated in $\key c \major$. This refers to the key in concert pitch; LilyPond will automatically transpose the key if the music is within a $\transpose$ section.

\version "2.7.39"
\header {
  title = "Song"
  subtitle = "(tune)"
  composer = "Me"
  meter = "moderato"
  piece = "Swing"
  tagline = \markup {
    \column {
      "LilyPond example file by Amelie Zapf,"
      "Berlin 07/07/2003"
    }
  }
}
\text{idoc} = "Jazz tune for combo 
\mbox{\textbf{(horns, guitar, piano, bass, drums).}}"

#(set-global-staff-size 16)
\include "english.ly"

\%
%% insert chord name style stuff here.

ejzchords = {}
% ------ Alto Saxophone ------
alto = \transpose c a \relative c' { 
\Key 
c1 c c 
}
altoharmony = \transpose c' a { 
\jzchords 
}
altosax = {
\global
\set Staff.instrument = #"Alto Sax"
\clef treble
<<
  \alto 
>>
}

% ------ Baritone Saxophone ------
bari = \transpose c a' \relative c { 
\Key 
c1 c \sl d4~"Solo" d d d \nsl 
}
bariharmony = \transpose c' a \chordmode { 
  \jzchords s1 s d2:maj e:m7 
}
barisax = {
\global
\set Staff.instrument = #"Bari Sax"
\clef treble
<<
  \bari 
>>
}

% ------ Trombone ------
tbone = \relative c { 
\Key 
c1 c c 
}
tboneharmony = \chordmode { 
\jzchords 
}
trombone = {
\global
\set Staff.instrument = #"Trombone"
\clef bass
<<
  \tbone 
>>
}
% ############ Rhythm Section ############

% ------ Guitar ------
gtr = \relative c' {  
  \Key 
  c1 \sl b4 b b b \nsl c1 
}
gtrharmony = \chordmode {  
  \jzchords  
  s1 c2:min7+ d2:maj9 
}
guitar = {  
  \global  
  \set Staff.instrument = "Guitar"  
  \clef treble  
  <<  
  \gtr  
  >>  
}

%%% ------ Piano ------
rhUpper = \relative c' {  
  \voiceOne  
  \Key  
  c1 c c 
}
rhLower = \relative c' {  
  \voiceTwo  
  \Key  
  e1 e e 
}

lhUpper = \relative c' {  
  \voiceOne  
  \Key  
  g1 g g 
}
lhLower = \relative c {  
  \voiceTwo  
  \Key  
  c1 c c 
}

PianoRH = {  
  \clef treble  
  \global  
  \set Staff.midiInstrument = "acoustic grand"  
  <<  
  \new Voice = "one" \rhUpper  
  \new Voice = "two" \rhLower  
  >>  
}
PianoLH = {
\clef bass
\global
\set Staff.midiInstrument = "acoustic grand"
<<
   \new Voice = "one" \lhUpper
   \new Voice = "two" \lhLower
>>
}
piano = {
<<
   \set PianoStaff.instrument = #'Piano'
   \new Staff = "upper" \PianoRH
   \new Staff = "lower" \PianoLH
>>
}
% ------ Bass Guitar ------
Bass = \relative c {
\Key
   c1 c c
}
bass = {
\global
\set Staff.instrument = #'Bass'
\clef bass
<<
   \Bass
>>
}
% ------ Drums ------
up = \drummode {
   hh4 <hh sn>4 hh <hh sn> hh <hh sn>4
   hh4 <hh sn>4
   hh4 <hh sn>4
   hh4 <hh sn>4
}
down = \drummode {
   bd4 s bd s bd s bd s bd s bd s
}
drumContents = {
\global
<<
   \set DrumStaff.instrument = #'Drums'
   \new DrumVoice { \voiceOne \up }
   \new DrumVoice { \voiceTwo \down }
>>
}
\score {
  \context { \RemoveEmptyStaffContext }
  \context { 
    \Score
    \override BarNumber #'padding = #3
    \override RehearsalMark #'padding = #2
    \skipBars = ##t
  }
}

\midi { \tempo 4 = 75 }

Song
(tune)

Moderato

Swing
D.7 Lilypond-book templates

These templates are for use with lilypond-book. If you’re not familiar with this program, please refer to Chapter 13 [LilyPond-book], page 252.

D.7.1 LaTeX

You can include LilyPond fragments in a LaTeX document.

```latex
\documentclass[]{article}

\begin{document}

Normal LaTeX text.

\begin{lilypond}
\relative c'' {
 a4 b c d
}
\end{lilypond}

More LaTeX text.

\begin{lilypond}
\relative c'' {
 d4 c b a
}
\end{lilypond}

\end{document}
```
D.7.2 Texinfo

You can include LilyPond fragments in Texinfo; in fact, this entire manual is written in Texinfo.

\input texinfo
@node Top

Texinfo text

@lilypond[verbatim,fragment,ragged-right]
a4 b c d
@end lilypond

More Texinfo text

@lilypond[verbatim,fragment,ragged-right]
d4 c b a
@end lilypond
@end lilypond

@bye
## Appendix E Cheat sheet

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 2 8 16</td>
<td>durations</td>
<td><img src="https://via.placeholder.com/150" alt="Example" /></td>
</tr>
<tr>
<td>c4. c4..</td>
<td>augmentation dots</td>
<td><img src="https://via.placeholder.com/150" alt="Example" /></td>
</tr>
<tr>
<td>c d e f g a b</td>
<td>scale</td>
<td><img src="https://via.placeholder.com/150" alt="Example" /></td>
</tr>
<tr>
<td>fis bes</td>
<td>alteration</td>
<td><img src="https://via.placeholder.com/150" alt="Example" /></td>
</tr>
<tr>
<td>\clef treble \clef bass</td>
<td>clefs</td>
<td><img src="https://via.placeholder.com/150" alt="Example" /></td>
</tr>
<tr>
<td>\time 3/4 \time 4/4</td>
<td>time signature</td>
<td><img src="https://via.placeholder.com/150" alt="Example" /></td>
</tr>
<tr>
<td>r4 r8</td>
<td>rest</td>
<td><img src="https://via.placeholder.com/150" alt="Example" /></td>
</tr>
<tr>
<td>d ~ d</td>
<td>tie</td>
<td><img src="https://via.placeholder.com/150" alt="Example" /></td>
</tr>
</tbody>
</table>
\key es \major key signature

\note' raise octave

\note, lower octave

c( d e) slur

c\( c( d) e\) phrasing slur

a\$[ b] beam

<< \new Staff \ldots >> more staves

c-> c-. articulations
Appendix E: Cheat sheet

\( c\text{mf}c\text{sfz} \)  \hspace{1cm} dynamics

\( a\langle a\rangle a\langle a\rangle \)  \hspace{1cm} crescendo

\( a\rangle a\rangle a\rangle \)  \hspace{1cm} decrescendo

\( <> \)  \hspace{1cm} chord

\( \partial 8 \)  \hspace{1cm} upstep

\( \times 2/3 \{ f g a \} \)  \hspace{1cm} triplets

\( \text{\texttt{\textbackslash grace}} \)  \hspace{1cm} grace notes

\( \text{\texttt{\textbackslash lyricmode \{ twinkle \}}} \)  \hspace{1cm} entering lyrics
\( \text{\texttt{\textbackslash new Lyrics}} \)  \hspace{1cm} printing lyrics

\texttt{twinkle}
twin -- kle
lyric hyphen

\chordmode \{ c:dim f:maj7 \} chords

\context ChordNames printing chord names

\<< \{ e \} \backslash \{ c \; d \} \>> polyphony

s4 s8 s16 spacer rests
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