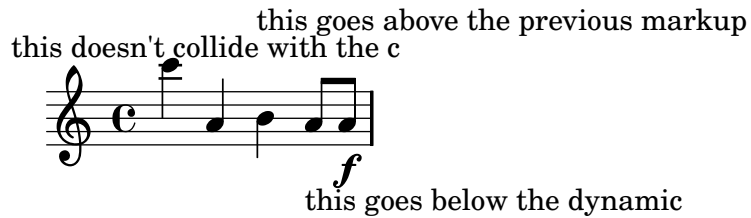


## New features in 2.11 since 2.10

- Objects that belong outside of the staff are now positioned automatically to avoid collisions.



- Staves are spaced vertically using a skyline algorithm. This helps to avoid uneven vertical spacing.

