LilyPond

The music typesetter

Internals Reference

The LilyPond development team

This manual is a technical reference for all internal elements used by LilyPond version 2.27.4 and all Scheme functions it provides. This information can be used to create tweaks and extensions, from simple output settings to advanced Scheme programming.

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

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

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For LilyPond version 2.27.4

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1 Music definitions

1.1 Music expressions

1.1.1 AbsoluteDynamicEvent

Create a dynamic mark.

Syntax: *note*\x, where \x is a dynamic mark like \ppp or \sfz. A complete list is in file ly/dynamic-scripts-init.ly.

Event classes: absolute-dynamic-event (page 53), dynamic-event (page 56), music-event (page 59), and StreamEvent (page 63).

Accepted by: Dynamic_engraver (page 488) and Dynamic_performer (page 489).

Properties:

name (symbol):
'AbsoluteDynamicEvent

Name of this music object.

types (list):
'(post-event
event
dynamic-event
absolute-dynamic-event)

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

1.1.2 AdHocJumpEvent

Insert a JumpScript.

Syntax: \jump *markup*

Example: \jump "Gavotte I D.C."

Event classes: ad-hoc-jump-event (page 53), music-event (page 59), and StreamEvent (page 63).

Accepted by: Bar_engraver (page 472) and Jump_engraver (page 497).

Properties:

name (symbol):
'AdHocJumpEvent

Name of this music object.

types (list):
'(ad-hoc-jump-event event)

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

1.1.3 AdHocMarkEvent

Insert markup as a rehearsal mark without advancing the rehearsal mark sequence.

Syntax: \mark *markup*

Example: \mark "A"

Event classes: ad-hoc-mark-event (page 54), mark-event (page 58), music-event (page 59), and StreamEvent (page 63).

Accepted by: Mark_tracking_translator (page 502).

Properties:

name (symbol):
'AdHocMarkEvent

Name of this music object.

types (list):
'(ad-hoc-mark-event mark-event event)

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

1.1.4 AlternativeEvent

Create an alternative event.

Event classes: alternative-event (page 54), music-event (page 59), StreamEvent (page 63), and structural-event (page 64).

Accepted by: Timing_translator (page 524).

Properties:

name (symbol):
'AlternativeEvent

Name of this music object.

types (list):
'(alternative-event structural-event event)

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

1.1.5 AnnotateOutputEvent

Print an annotation of an output element.

Event classes: annotate-output-event (page 54), music-event (page 59), and StreamEvent (page 63).

Accepted by: Balloon_engraver (page 472).

Properties:

name (symbol):
'AnnotateOutputEvent

Name of this music object.

types (list):
'(event annotate-output-event post-event)

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

1.1.6 ApplyContext

Call the argument with the current context during interpreting phase.

Properties:

iterator-ctor (procedure):
ly:apply-context-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'ApplyContext

Name of this music object.

types (list):
'(apply-context)

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

1.1.7 ApplyOutputEvent

Call the argument with all current grobs during interpreting phase.

Syntax: \applyOutput #'*context func*

Arguments to *func* are 1. the grob, 2. the originating context, and 3. the context where *func* is called.

Event classes: apply-output-event (page 54), layout-instruction-event (page 58), music-event (page 59), and StreamEvent (page 63).

Accepted by: Apply_output_engraver (page 470).

Properties:

name (symbol):
'ApplyOutputEvent

Name of this music object.

types (list):
'(event apply-output-event)

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

1.1.8 ArpeggioEvent

Arpeggiate this chord.

Syntax: *note*-\arpeggio

Event classes: arpeggio-event (page 54), music-event (page 59), and StreamEvent (page 63).

Accepted by: Arpeggio_engraver (page 470).

Properties:

name (symbol):
'ArpeggioEvent

Name of this music object.

types (list):
'(post-event arpeggio-event event)

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

1.1.9 ArticulationEvent

Add an articulation marking to a note.

Syntax: *note*x*y*, where x is a direction (^ for up or _ for down), or LilyPond's choice (no direction specified), and where y is an articulation (such as -., ->, \tenuto, \downbow). See the Notation Reference for details.

Event classes: articulation-event (page 54), music-event (page 59), script-event (page 61), and StreamEvent (page 63).

Accepted by: Beat_engraver (page 476), Beat_performer (page 477), Drum_note_performer (page 487), Note_performer (page 507), Script_engraver (page 514), and Toe_heel_engraver (page 525).

Properties:

name (symbol):
'ArticulationEvent

Name of this music object.

types (list):
```
'(post-event
  event
  articulation-event
  script-event)
```

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

1.1.10 BarCheckEvent

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

Event classes: bar-check-event (page 54), music-event (page 59), and StreamEvent (page 63).

Accepted by: Timing_translator (page 524).

Properties:

name (symbol):
'BarCheckEvent

Name of this music object.

types (list):
'(bar-check-event event)

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

1.1.11 BarEvent

Force a bar line.

Syntax: \bar *type*

Example: \bar "!"

Event classes: bar-event (page 54), music-event (page 59), and StreamEvent (page 63).

Accepted by: Timing_translator (page 524).

Properties:

name (symbol):
'BarEvent

Name of this music object.

types (list):
'(bar-event event)

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

1.1.12 BassFigureEvent

Print a bass-figure text.

Event classes: bass-figure-event (page 54), music-event (page 59), rhythmic-event (page 61), and StreamEvent (page 63).

Accepted by: Figured_bass_engraver (page 490).

Properties:

name (symbol):
'BassFigureEvent

Name of this music object.

types (list):
'(event rhythmic-event bass-figure-event)

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

1.1.13 BeamBreakEvent

Manual control over whether to connect or disconnect auto-beam groups.

Event classes: beam-break-event (page 54), music-event (page 59), and StreamEvent (page 63).

Accepted by: Auto_beam_engraver (page 470) and Grace_auto_beam_engraver (page 493).

Properties:

name (symbol):
'BeamBreakEvent

Name of this music object.

types (list):
'(event beam-break-event)

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

1.1.14 BeamEvent

Start or stop a beam.

Syntax for manual control: c8-[c c-] c8

Event classes: beam-event (page 55), music-event (page 59), span-event (page 62), and StreamEvent (page 63).

Accepted by: Beam_engraver (page 476), Beam_performer (page 476), and Grace_beam_engraver (page 493).

Properties:

name (symbol):
'BeamEvent

Name of this music object.

types (list):
'(post-event event beam-event span-event)

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

1.1.15 BeamForbidEvent

Specify that a note must not be auto-beamed.

Event classes: beam-forbid-event (page 55), music-event (page 59), and StreamEvent (page 63).

Accepted by: Auto_beam_engraver (page 470) and Grace_auto_beam_engraver (page 493).

Properties:

name (symbol):
'BeamForbidEvent

Name of this music object.

types (list):
'(post-event event beam-forbid-event)

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

1.1.16 BendAfterEvent

A drop/fall/doit jazz articulation.

Event classes: bend-after-event (page 55), music-event (page 59), and StreamEvent (page 63).

Accepted by: Bend_engraver (page 477).

Properties:

name (symbol):
'BendAfterEvent

Name of this music object.

types (list):
'(post-event bend-after-event event)

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

1.1.17 BendSpanEvent

Used to signal where a bend spanner starts and stops.

Event classes: bend-span-event (page 55), music-event (page 59), span-event (page 62), and StreamEvent (page 63).

Accepted by: Bend_spanner_engraver (page 478).

Properties:

name (symbol):
'BendSpanEvent

Name of this music object.

types (list):
'(bend-span-event post-event span-event event)

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

1.1.18 BreakDynamicSpanEvent

End an alignment spanner for dynamics here.

Event classes: break-dynamic-span-event (page 55), break-span-event (page 55), music-event (page 59), and StreamEvent (page 63).

Accepted by: Dynamic_engraver (page 488).

Properties:

name (symbol):
'BreakDynamicSpanEvent

Name of this music object.

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

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

1.1.19 BreathingEvent

A short span of silence that shortens the previous note.

Syntax: *note*\breathe

Event classes: breathing-event (page 55), music-event (page 59), and StreamEvent (page 63).

Accepted by: Breathing_sign_engraver (page 478) and Note_performer (page 507).

Properties:

midi-length (procedure):
breathe::midi-length

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

name (symbol):
'BreathingEvent

Name of this music object.

types (list):
'(event breathing-event)

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

1.1.20 CaesuraEvent

A short span of silence that does not shorten the previous note.

Syntax: *note*\caesura

Event classes: caesura-event (page 55), music-event (page 59), and StreamEvent (page 63).

Accepted by: Bar_engraver (page 472), Caesura_engraver (page 479), and Divisio_engraver (page 485).

Properties:

name (symbol):
'CaesuraEvent

Name of this music object.

types (list):
'(caesura-event event)

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

1.1.21 ChordSlurEvent

Do not arpeggiate this chord. This is similar to See Section 1.1.62 [NonArpeggiatoEvent], page 24, with the acknowledgment that performing all notes simultaneously might be impossible.

Syntax: *note*-\chordSlur

Event classes: chord-slur-event (page 55), music-event (page 59), and StreamEvent (page 63).

Accepted by: Arpeggio_engraver (page 470).

Properties:

name (symbol):
'ChordSlurEvent

Name of this music object.

types (list):
'(post-event chord-slur-event event)

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

1.1.22 ClusterNoteEvent

A note that is part of a cluster.

Event classes: cluster-note-event (page 56), melodic-event (page 58), music-event (page 59), rhythmic-event (page 61), and StreamEvent (page 63).

Accepted by: Cluster_spanner_engraver (page 481).

Properties:

iterator-ctor (procedure):
ly:rhythmic-music-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'ClusterNoteEvent

Name of this music object.

types (list):
```
'(cluster-note-event
  melodic-event
  rhythmic-event
  event)
```

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

1.1.23 CodaMarkEvent

Add a coda mark.

Event classes: coda-mark-event (page 56), music-event (page 59), StreamEvent (page 63), and structural-event (page 64).

Accepted by: Bar_engraver (page 472) and Mark_tracking_translator (page 502).

Properties:

name (symbol):
'CodaMarkEvent

Name of this music object.

types (list):
'(coda-mark-event structural-event event)

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

1.1.24 CompletizeExtenderEvent

Used internally to signal the end of a lyrics block to ensure extenders are completed correctly when a Lyrics context ends before its associated Voice context.

Event classes: completize-extender-event (page 56), music-event (page 59), and StreamEvent (page 63).

Accepted by: Extender_engraver (page 489).

Properties:

name (symbol):
'CompletizeExtenderEvent

Name of this music object.

types (list):
'(completize-extender-event event)

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

1.1.25 ContextChange

Change staves in Piano staff.

Syntax: \change Staff = *new-id*

Properties:

iterator-ctor (procedure):
ly:change-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'ContextChange

Name of this music object.

types (list):
'(translator-change-instruction)

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

1.1.26 ContextSpeccedMusic

Interpret the argument music within a specific context.

Properties:

iterator-ctor (procedure):
ly:context-specced-music-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:music-wrapper::length-callback

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'ContextSpeccedMusic

Name of this music object.

start-callback (procedure):
ly:music-wrapper::start-callback

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

types (list):
'(context-specification music-wrapper-music)

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

1.1.27 CrescendoEvent

Begin or end a crescendo.

Syntax: *note*\< ... *note*\!

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

Event classes: crescendo-event (page 56), music-event (page 59), span-dynamic-event (page 62), span-event (page 62), and StreamEvent (page 63).

Accepted by: Dynamic_engraver (page 488) and Dynamic_performer (page 489).

Properties:

name (symbol):
'CrescendoEvent

Name of this music object.

types (list):

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

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

1.1.28 DalSegnoEvent

Add a *D.S.* or similar instruction.

Event classes: dal-segno-event (page 56), music-event (page 59), StreamEvent (page 63), and structural-event (page 64).

Accepted by: Bar_engraver (page 472), Jump_engraver (page 497), and Volta_engraver (page 526).

Properties:

name (symbol):
'DalSegnoEvent

Name of this music object.

types (list):
'(dal-segno-event structural-event event)

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

1.1.29 DecrescendoEvent

Begin or end a decrescendo.

Syntax: *note*\> ... *note*\!

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

Event classes: decrescendo-event (page 56), music-event (page 59), span-dynamic-event (page 62), span-event (page 62), and StreamEvent (page 63).

Accepted by: Dynamic_engraver (page 488) and Dynamic_performer (page 489).

Properties:

name (symbol):
'DecrescendoEvent

Name of this music object.

types (list):
```
'(post-event
  span-event
  span-dynamic-event
  decrescendo-event
  event)
```

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

1.1.30 DoublePercentEvent

Used internally to signal double percent repeats.

Event classes: double-percent-event (page 56), music-event (page 59), rhythmic-event (page 61), and StreamEvent (page 63).

Accepted by: Double_percent_repeat_engraver (page 486).

Properties:

name (symbol):
'DoublePercentEvent

Name of this music object.

types (list):
'(event double-percent-event rhythmic-event)

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

1.1.31 DurationLineEvent

Initiate a duration line.

Syntax: *note*\-

Event classes: duration-line-event (page 56), music-event (page 59), and StreamEvent (page 63).

Accepted by: Duration_line_engraver (page 487).

Properties:

name (symbol):
'DurationLineEvent

Name of this music object.

types (list):
'(duration-line-event post-event event)

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

1.1.32 EpisemaEvent

Begin or end an episema.

Event classes: episema-event (page 56), music-event (page 59), span-event (page 62), and StreamEvent (page 63).

Accepted by: Episema_engraver (page 489).

Properties:

name (symbol):
'EpisemaEvent

Name of this music object.

types (list):
'(post-event span-event event episema-event)

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

1.1.33 Event

Unspecified music event.

Properties:

name (symbol):
'Event

Name of this music object.

types (list):
'(event)

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

`void` (boolean):
`#t`

If this property is `#t`, then the music expression is to be discarded by the top-level music handler.

1.1.34 EventChord

Explicitly entered chords.

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

An unexpanded chord repetition 'q' is recognizable by having its duration stored in `duration`.

Properties:

`iterator-ctor` (procedure):
`ly:event-chord-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length-callback` (procedure):
`ly:music-sequence::event-chord-length-callback`

How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`name` (symbol):
`'EventChord`

Name of this music object.

`to-relative-callback` (procedure):
`ly:music-sequence::event-chord-relative-callback`

How to transform a piece of music to relative pitches.

`types` (list):
`'(event-chord)`

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

1.1.35 ExtenderEvent

Extend lyrics.

Event classes: `extender-event` (page 56), `music-event` (page 59), and `StreamEvent` (page 63).

Accepted by: `Extender_engraver` (page 489).

Properties:

`name` (symbol):
`'ExtenderEvent`

Name of this music object.

`types` (list):
`'(post-event extender-event event)`

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

1.1.36 FineEvent

End the performance, not necessarily at the written end of the music.

Event classes: fine-event (page 57), music-event (page 59), StreamEvent (page 63), and structural-event (page 64).

Accepted by: Bar_engraver (page 472), Divisio_engraver (page 485), Jump_engraver (page 497), Timing_translator (page 524), and Volta_engraver (page 526).

Properties:

iterator-ctor (procedure):
ly:fine-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'FineEvent

Name of this music object.

types (list):
'(fine-event event)

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

1.1.37 FingerGlideEvent

Initiate a line connecting two equal fingerings. This line represents a finger gliding on a string.

Syntax: *note*\glide-*finger*

Event classes: finger-glide-event (page 57), music-event (page 59), span-event (page 62), and StreamEvent (page 63).

Not accepted by any engraver or performer.

Properties:

name (symbol):
'FingerGlideEvent

Name of this music object.

types (list):
'(finger-glide-event post-event event)

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

1.1.38 FingeringEvent

Specify what finger to use for this note.

Event classes: fingering-event (page 57), music-event (page 59), and StreamEvent (page 63).

Accepted by: Fingering_engraver (page 491), Fretboard_engraver (page 492), and Tab_note_heads_engraver (page 520).

Properties:

name (symbol):
'FingeringEvent

Name of this music object.

types (list):
'(post-event fingering-event event)

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

1.1.39 FootnoteEvent

Footnote a grob.

Event classes: footnote-event (page 57), music-event (page 59), and StreamEvent (page 63).

Not accepted by any engraver or performer.

Properties:

name (symbol):
'FootnoteEvent

Name of this music object.

types (list):
'(event footnote-event)

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

1.1.40 GlissandoEvent

Start a glissando on this note.

Event classes: glissando-event (page 57), music-event (page 59), and StreamEvent (page 63).

Accepted by: Glissando_engraver (page 493).

Properties:

name (symbol):
'GlissandoEvent

Name of this music object.

types (list):
'(post-event glissando-event event)

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

1.1.41 GraceMusic

Interpret the argument as grace notes.

Properties:

iterator-ctor (procedure):
ly:grace-iterator::constructor

Function to construct a music-event-iterator object for this music.

length (moment):
#<Mom 0>

The endpoint of this music. This property is unhappily named in that it does not account for any initial grace notes: the full length of the music is length minus the start time. A value of INF-MOMENT indicates indefinite length.

name (symbol):
'GraceMusic

Name of this music object.

start-callback (procedure):
ly:grace-music::start-callback

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

types (list):
'(grace-music music-wrapper-music)

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

1.1.42 HarmonicEvent

Mark a note as harmonic.

Event classes: harmonic-event (page 57), music-event (page 59), and StreamEvent (page 63).

Not accepted by any engraver or performer.

Properties:

name (symbol):
'HarmonicEvent

Name of this music object.

types (list):
'(post-event event harmonic-event)

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

1.1.43 HyphenEvent

A hyphen between lyric syllables.

Event classes: hyphen-event (page 57), music-event (page 59), and StreamEvent (page 63).

Accepted by: Extender_engraver (page 489) and Hyphen_engraver (page 496).

Properties:

name (symbol):
'HyphenEvent

Name of this music object.

types (list):
'(post-event hyphen-event event)

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

1.1.44 InitialContextMusic

Enter the initial context of the argument and ignore the rest of it.

Syntax: \initialContextFrom *music*

Properties:

iterator-ctor (procedure):
ly:initial-context-music-iterator::constructor

Function to construct a `music-event-iterator` object for this music.

`length` (moment):
`#<Mom 0>`

The endpoint of this music. This property is unhappily named in that it does not account for any initial grace notes: the full length of the music is `length` minus the start time. A value of `INF-MOMENT` indicates indefinite length.

`name` (symbol):
`'InitialContextMusic`

Name of this music object.

`to-relative-callback` (procedure):
`ly:relative-octave-music::no-relative-callback`

How to transform a piece of music to relative pitches.

`types` (list):
`'(initial-context-music)`

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

1.1.45 KeyChangeEvent

Change the key signature.

Syntax: `\key` *name scale*

Event classes: `key-change-event` (page 57), `music-event` (page 59), and `StreamEvent` (page 63).

Accepted by: `Key_engraver` (page 498) and `Key_performer` (page 499).

Properties:

`name` (symbol):
`'KeyChangeEvent`

Name of this music object.

`to-relative-callback` (procedure):
`#<procedure at lily/define-music-types.scm:352:33 (x p)>`

How to transform a piece of music to relative pitches.

`types` (list):
`'(key-change-event event)`

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

1.1.46 LabelEvent

Place a bookmarking label.

Event classes: `label-event` (page 57), `music-event` (page 59), and `StreamEvent` (page 63).

Accepted by: `Paper_column_engraver` (page 509).

Properties:

`name` (symbol):
`'LabelEvent`

Name of this music object.

types (list):
'(label-event event)

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

1.1.47 LaissezVibrerEvent

Don't damp this chord.

Syntax: *note*\laissezVibrer

Event classes: laissez-vibrer-event (page 57), music-event (page 59), and StreamEvent (page 63).

Accepted by: Laissez_vibrer_engraver (page 499).

Properties:

name (symbol):
'LaissezVibrerEvent

Name of this music object.

types (list):
'(post-event event laissez-vibrer-event)

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

1.1.48 LigatureEvent

Start or end a ligature.

Event classes: ligature-event (page 58), music-event (page 59), span-event (page 62), and StreamEvent (page 63).

Accepted by: Kievan_ligature_engraver (page 499), Ligature_bracket_engraver (page 500), Mensural_ligature_engraver (page 504), and Vaticana_ligature_engraver (page 526).

Properties:

name (symbol):
'LigatureEvent

Name of this music object.

types (list):
'(span-event ligature-event event)

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

1.1.49 LineBreakEvent

Allow, forbid or force a line break.

Event classes: break-event (page 55), line-break-event (page 58), music-event (page 59), and StreamEvent (page 63).

Accepted by: Page_turn_engraver (page 508) and Paper_column_engraver (page 509).

Properties:

name (symbol):
'LineBreakEvent

Name of this music object.

types (list):
'(line-break-event break-event event)

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

1.1.50 LyricCombineMusic

Align lyrics to the start of notes.

Syntax: \lyricsto *voicename lyrics*

Properties:

iterator-ctor (procedure):
ly:lyric-combine-music-iterator::constructor

Function to construct a music-event-iterator object for this music.

length (moment):
#<Mom infinity>

The endpoint of this music. This property is unhappily named in that it does not account for any initial grace notes: the full length of the music is length minus the start time. A value of INF-MOMENT indicates indefinite length.

name (symbol):
'LyricCombineMusic

Name of this music object.

types (list):
'(lyric-combine-music)

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

1.1.51 LyricEvent

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

Event classes: lyric-event (page 58), music-event (page 59), rhythmic-event (page 61), and StreamEvent (page 63).

Accepted by: Extender_engraver (page 489), Lyric_engraver (page 500), and Lyric_performer (page 500).

Properties:

iterator-ctor (procedure):
ly:rhythmic-music-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'LyricEvent

Name of this music object.

types (list):
'(rhythmic-event lyric-event event)

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

1.1.52 MeasureCounterEvent

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

Event classes: measure-counter-event (page 58), music-event (page 59), span-event (page 62), and StreamEvent (page 63).

Accepted by: Measure_counter_engraver (page 502).

Properties:

name (symbol):
'MeasureCounterEvent

Name of this music object.

types (list):
'(measure-counter-event span-event event)

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

1.1.53 MeasureLengthChangeEvent

An event announcing an exceptional change in measure length.

Event classes: measure-length-change-event (page 58), music-event (page 59), and StreamEvent (page 63).

Accepted by: Timing_translator (page 524).

Properties:

name (symbol):
'MeasureLengthChangeEvent

Name of this music object.

types (list):
'(measure-length-change-event event)

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

1.1.54 MeasureLengthSet

Create an irregular measure by setting the remaining length.

Syntax: \setMeasureLengthFromHere *duration*

Properties:

elements-callback (procedure):
make-measure-length-set

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

iterator-ctor (procedure):
ly:sequential-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:music-sequence::cumulative-length-callback

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'MeasureLengthSet

Name of this music object.

types (list):
'(measure-length-set)

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

1.1.55 MeasureRemainderMusic

End the current measure after this music.

Syntax: \measureRemainder *music*

Properties:

iterator-ctor (procedure):
ly:measure-remainder-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:music-wrapper::length-callback

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'MeasureRemainderMusic

Name of this music object.

start-callback (procedure):
ly:music-wrapper::start-callback

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

types (list):
'(measure-remainder-music music-wrapper-music)

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

1.1.56 MeasureSpannerEvent

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

Event classes: measure-spanner-event (page 58), music-event (page 59), span-event (page 62), and StreamEvent (page 63).

Accepted by: Measure_spanner_engraver (page 503).

Properties:

name (symbol):
'MeasureSpannerEvent

Name of this music object.

types (list):
'(measure-spanner-event span-event event)

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

1.1.57 MultiMeasureArticulationEvent

Articulations on multi-measure rests.

Event classes: multi-measure-articulation-event (page 58), music-event (page 59), and StreamEvent (page 63).

Accepted by: Multi_measure_rest_engraver (page 505).

Properties:

name (symbol):
'MultiMeasureArticulationEvent

Name of this music object.

types (list):
'(post-event
event
multi-measure-articulation-event)

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

1.1.58 MultiMeasureRestEvent

Used internally by MultiMeasureRestMusic to signal rests.

Event classes: general-rest-event (page 57), multi-measure-rest-event (page 59), music-event (page 59), rhythmic-event (page 61), and StreamEvent (page 63).

Accepted by: Current_chord_text_engraver (page 484) and Multi_measure_rest_engraver (page 505).

Properties:

iterator-ctor (procedure):
ly:rhythmic-music-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'MultiMeasureRestEvent

Name of this music object.

types (list):
'(event rhythmic-event
general-rest-event
multi-measure-rest-event)

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

1.1.59 MultiMeasureRestMusic

Rests that may be compressed into multi-measure rests.

Syntax: R2.*4 for 4 measures in 3/4 time.

Properties:

elements-callback (procedure):
mm-rest-child-list

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

`iterator-ctor` (procedure):
`ly:sequential-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`name` (symbol):
`'MultiMeasureRestMusic`

Name of this music object.

`types` (list):
`'(multi-measure-rest)`

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

1.1.60 `MultiMeasureTextEvent`

Texts on multi-measure rests.

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

Event classes: `multi-measure-text-event` (page 59), `music-event` (page 59), and `StreamEvent` (page 63).

Accepted by: `Multi_measure_rest_engraver` (page 505).

Properties:

`name` (symbol):
`'MultiMeasureTextEvent`

Name of this music object.

`types` (list):
`'(post-event event multi-measure-text-event)`

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

1.1.61 `Music`

Unspecified music expression.

Properties:

`iterator-ctor` (procedure):
`ly:music-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`name` (symbol):
`'Music`

Name of this music object.

`types` (list):
`'()`

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

`void` (boolean):
`#t`

If this property is `#t`, then the music expression is to be discarded by the top-level music handler.

1.1.62 NonArpeggiatoEvent

Do not arpeggiate this chord.

Syntax: *note*-\nonArpeggiato

Event classes: music-event (page 59), non-arpeggiato-event (page 59), and StreamEvent (page 63).

Accepted by: Arpeggio_engraver (page 470).

Properties:

name (symbol):
'NonArpeggiatoEvent

Name of this music object.

types (list):
'(post-event non-arpeggiato-event event)

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

1.1.63 NoteEvent

A note.

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

For iteration inside of chords, See Section 1.1.34 [EventChord], page 13.

Event classes: melodic-event (page 58), music-event (page 59), note-event (page 60), rhythmic-event (page 61), and StreamEvent (page 63).

Accepted by: Beat_engraver (page 476), Beat_performer (page 477), Bend_spanner_engraver (page 478), Completion_heads_engraver (page 482), Current_chord_text_engraver (page 484), Drum_note_performer (page 487), Drum_notes_engraver (page 487), Finger_glide_engraver (page 490), Fretboard_engraver (page 492), Note_heads_engraver (page 507), Note_name_engraver (page 507), Note_performer (page 507), Part_combine_engraver (page 509), Phrasing_slur_engraver (page 510), Slur_engraver (page 516), and Tab_note_heads_engraver (page 520).

Properties:

iterator-ctor (procedure):
ly:rhythmic-music-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'NoteEvent

Name of this music object.

types (list):
'(event note-event rhythmic-event melodic-event)

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

1.1.64 NoteGroupingEvent

Start or stop grouping brackets.

Event classes: music-event (page 59), note-grouping-event (page 60), and StreamEvent (page 63).

Accepted by: Horizontal_bracket_engraver (page 495).

Properties:

name (symbol):
'NoteGroupingEvent

Name of this music object.

types (list):
'(post-event event note-grouping-event)

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

1.1.65 OptionalMaterialEvent

Start or stop optional material.

Event classes: music-event (page 59), optional-material-event (page 60), span-event (page 62), and StreamEvent (page 63).

Accepted by: Optional_material_bracket_engraver (page 508).

Properties:

name (symbol):
'OptionalMaterialEvent

Name of this music object.

types (list):
'(optional-material-event span-event event)

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

1.1.66 OttavaEvent

Start or stop an ottava bracket.

Event classes: music-event (page 59), ottava-event (page 60), and StreamEvent (page 63).

Accepted by: Ottava_spanner_engraver (page 508).

Properties:

name (symbol):
'OttavaEvent

Name of this music object.

types (list):
'(ottava-event event)

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

1.1.67 OverrideProperty

Extend the definition of a graphical object.

Syntax: \override [*context* .] *object property* = *value*

Properties:

iterator-ctor (procedure):
ly:push-property-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'OverrideProperty

Name of this music object.

types (list):
'(layout-instruction-event
override-property-event)

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

untransposable (boolean):
#t

If set, this music is not transposed.

1.1.68 PageBreakEvent

Allow, forbid or force a page break.

Event classes: break-event (page 55), music-event (page 59), page-break-event (page 60), and StreamEvent (page 63).

Accepted by: Page_turn_engraver (page 508) and Paper_column_engraver (page 509).

Properties:

name (symbol):
'PageBreakEvent

Name of this music object.

types (list):
'(break-event page-break-event event)

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

1.1.69 PageTurnEvent

Allow, forbid or force a page turn.

Event classes: break-event (page 55), music-event (page 59), page-turn-event (page 60), and StreamEvent (page 63).

Accepted by: Page_turn_engraver (page 508) and Paper_column_engraver (page 509).

Properties:

name (symbol):
'PageTurnEvent

Name of this music object.

types (list):
'(break-event page-turn-event event)

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

1.1.70 PartCombineEvent

Announce partcombine status change, such as aDue, soloI, or soloII, based on value of property part-combine-status.

Event classes: music-event (page 59), part-combine-event (page 60), and StreamEvent (page 63).

Accepted by: Part_combine_engraver (page 509).

Properties:

name (symbol):
'PartCombineEvent

Name of this music object.

types (list):
'(event part-combine-event)

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

1.1.71 PartCombineMusic

Combine two parts on a staff, either merged or as separate voices.

Properties:

iterator-ctor (procedure):
ly:part-combine-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:music-sequence::maximum-length-callback

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'PartCombineMusic

Name of this music object.

start-callback (procedure):
ly:music-sequence::minimum-start-callback

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

types (list):
'(part-combine-music)

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

1.1.72 PartialEvent

An event announcing a partial measure.

Event classes: music-event (page 59), partial-event (page 60), and StreamEvent (page 63).

Accepted by: Timing_translator (page 524).

Properties:

name (symbol):
'PartialEvent

Name of this music object.

types (list):
'(partial-event event)

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

1.1.73 PartialSet

Create an anacrusis or upbeat (partial measure).

Properties:

`elements-callback` (procedure):
`make-partial-set`

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

`iterator-ctor` (procedure):
`ly:sequential-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length-callback` (procedure):
`ly:music-sequence::cumulative-length-callback`

How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`name` (symbol):
`'PartialSet`

Name of this music object.

`types` (list):
`'(partial-set)`

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

1.1.74 PercentEvent

Used internally to signal percent repeats.

Event classes: `music-event` (page 59), `percent-event` (page 60), and `StreamEvent` (page 63).

Accepted by: `Percent_repeat_engraver` (page 510).

Properties:

`name` (symbol):
`'PercentEvent`

Name of this music object.

`types` (list):
`'(event percent-event rhythmic-event)`

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

1.1.75 PercentRepeatedMusic

Repeats encoded by percents and slashes.

Properties:

`elements-callback` (procedure):
`make-percent-set`

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

`iterator-ctor` (procedure):
`ly:percent-repeat-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length-callback` (procedure):
`ly:calculated-sequential-music::length`

How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`name` (symbol):
`'PercentRepeatedMusic`

Name of this music object.

`start-callback` (procedure):
`ly:calculated-sequential-music::start`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `scm/define-music-types.scm`.

`types` (list):
`'(repeated-music percent-repeated-music)`

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

1.1.76 PhrasingSlurEvent

Start or end phrasing slur.

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

Event classes: `music-event` (page 59), `phrasing-slur-event` (page 61), `span-event` (page 62), and `StreamEvent` (page 63).

Accepted by: `Phrasing_slur_engraver` (page 510).

Properties:

`name` (symbol):
`'PhrasingSlurEvent`

Name of this music object.

`types` (list):
`'(post-event span-event event phrasing-slur-event)`

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

1.1.77 PolymetricTimeSignatureEvent

An event created when setting a new time signature

Event classes: `music-event` (page 59), `polymetric-time-signature-event` (page 61), `StreamEvent` (page 63), and `time-signature-event` (page 65).

Accepted by: `Time_signature_engraver` (page 523) and `Timing_translator` (page 524).

Properties:

`name` (symbol):
`'PolymetricTimeSignatureEvent`

Name of this music object.

types (list):
'(event time-signature-event
polymetric-time-signature-event)

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

1.1.78 PolymetricTimeSignatureMusic

Set a new time signature

Properties:

duration (duration):
#<Duration 1 >

Duration of this note or lyric.

elements-callback (procedure):
make-time-signature-set

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

iterator-ctor (procedure):
ly:sequential-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:music-sequence::cumulative-length-callback

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'PolymetricTimeSignatureMusic

Name of this music object.

types (list):
'(time-signature-music
polymetric-time-signature-music)

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

1.1.79 PostEvents

Container for several postevents.

This can be used to package several events into a single one. Should not be seen outside of the parser.

Properties:

name (symbol):
'PostEvents

Name of this music object.

types (list):
'(post-event post-event-wrapper)

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

1.1.80 PremeasureMusic

Create a lead-in partial measure from music.

Syntax: \premeasure *music*

Properties:

iterator-ctor (procedure):
ly:premeasure-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:music-wrapper::length-callback

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'PremeasureMusic

Name of this music object.

start-callback (procedure):
ly:music-wrapper::start-callback

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

types (list):
'(premeasure-music music-wrapper-music)

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

1.1.81 PropertySet

Set a context property.

Syntax: \set *context.prop* = *scheme-val*

Properties:

iterator-ctor (procedure):
ly:property-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'PropertySet

Name of this music object.

types (list):
'(layout-instruction-event)

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

untransposable (boolean):
#t

If set, this music is not transposed.

1.1.82 PropertyUnset

Restore the default setting for a context property. See Section 1.1.81 [PropertySet], page 31.

Syntax: `\unset` *`context.prop`*

Properties:

`iterator-ctor` (procedure):
`ly:property-unset-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`name` (symbol):
`'PropertyUnset`

Name of this music object.

`types` (list):
`'(layout-instruction-event)`

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

1.1.83 QuoteMusic

Quote preprocessed snippets of music.

Properties:

`iterator-ctor` (procedure):
`ly:music-wrapper-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length-callback` (procedure):
`ly:music-wrapper::length-callback`

How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`name` (symbol):
`'QuoteMusic`

Name of this music object.

`start-callback` (procedure):
`ly:music-wrapper::start-callback`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `scm/define-music-types.scm`.

`types` (list):
`'(music-wrapper-music)`

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

1.1.84 ReferenceTimeSignatureEvent

An event created when setting a new time signature

Event classes: `music-event` (page 59), `reference-time-signature-event` (page 61), `StreamEvent` (page 63), and `time-signature-event` (page 65).

Accepted by: `Time_signature_engraver` (page 523) and `Time_signature_performer` (page 523).

Properties:

name (symbol):
'ReferenceTimeSignatureEvent

Name of this music object.

types (list):
'(event time-signature-event
reference-time-signature-event)

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

1.1.85 ReferenceTimeSignatureMusic

Set a new time signature

Properties:

elements-callback (procedure):
make-time-signature-set

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

iterator-ctor (procedure):
ly:sequential-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'ReferenceTimeSignatureMusic

Name of this music object.

types (list):
'(time-signature-music
reference-time-signature-music)

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

1.1.86 RehearsalMarkEvent

Insert a rehearsal mark.

Syntax: \mark *marker*

Example: \mark 3

Event classes: mark-event (page 58), music-event (page 59), rehearsal-mark-event (page 61), and StreamEvent (page 63).

Accepted by: Mark_tracking_translator (page 502).

Properties:

name (symbol):
'RehearsalMarkEvent

Name of this music object.

types (list):
'(rehearsal-mark-event mark-event event)

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

1.1.87 RelativeOctaveCheck

Check if a pitch is in the correct octave.

Properties:

name (symbol):
'RelativeOctaveCheck

Name of this music object.

to-relative-callback (procedure):
ly:relative-octave-check::relative-callback

How to transform a piece of music to relative pitches.

types (list):
'(relative-octave-check)

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

1.1.88 RelativeOctaveMusic

Music in which the assignment of octaves is complete.

Properties:

iterator-ctor (procedure):
ly:music-wrapper-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:music-wrapper::length-callback

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'RelativeOctaveMusic

Name of this music object.

start-callback (procedure):
ly:music-wrapper::start-callback

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

to-relative-callback (procedure):
ly:relative-octave-music::relative-callback

How to transform a piece of music to relative pitches.

types (list):
'(music-wrapper-music relative-octave-music)

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

1.1.89 RepeatSlashEvent

Used internally to signal beat repeats.

Event classes: music-event (page 59), repeat-slash-event (page 61), rhythmic-event (page 61), and StreamEvent (page 63).

Accepted by: Slash_repeat_engraver (page 516).

Properties:

name (symbol):
'RepeatSlashEvent

Name of this music object.

types (list):
'(event repeat-slash-event rhythmic-event)

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

1.1.90 RepeatTieEvent

Ties for starting a second volta bracket.

Event classes: music-event (page 59), repeat-tie-event (page 61), and StreamEvent (page 63).

Accepted by: Repeat_tie_engraver (page 513).

Properties:

name (symbol):
'RepeatTieEvent

Name of this music object.

types (list):
'(post-event event repeat-tie-event)

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

1.1.91 RestEvent

A Rest.

Syntax: r4 for a quarter rest.

Event classes: general-rest-event (page 57), music-event (page 59), rest-event (page 61), rhythmic-event (page 61), and StreamEvent (page 63).

Accepted by: Completion_rest_engraver (page 483), Current_chord_text_engraver (page 484), Figured_bass_engraver (page 490), and Rest_engraver (page 513).

Properties:

iterator-ctor (procedure):
ly:rhythmic-music-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'RestEvent

Name of this music object.

types (list):
```
'(event rhythmic-event
     general-rest-event
     rest-event)
```

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

1.1.92 RevertProperty

The opposite of Section 1.1.67 [OverrideProperty], page 25: remove a previously added property from a graphical object definition.

Properties:

iterator-ctor (procedure):
ly:pop-property-iterator::constructor

Function to construct a music-event-iterator object for this music.

name (symbol):
'RevertProperty

Name of this music object.

types (list):
'(layout-instruction-event)

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

1.1.93 ScriptEvent

Add an articulation mark to a note.

Event classes: music-event (page 59), script-event (page 61), and StreamEvent (page 63).

Not accepted by any engraver or performer.

Properties:

name (symbol):
'ScriptEvent

Name of this music object.

types (list):
'(event)

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

1.1.94 SectionEvent

Add a section division, which is typically written as a thin double bar line.

Event classes: music-event (page 59), section-event (page 62), StreamEvent (page 63), and structural-event (page 64).

Accepted by: Bar_engraver (page 472) and Divisio_engraver (page 485).

Properties:

name (symbol):
'SectionEvent

Name of this music object.

types (list):
'(section-event event)

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

1.1.95 SectionLabelEvent

Mark the beginning of a named passage. Does not imply a section division.

Event classes: music-event (page 59), section-label-event (page 62), and StreamEvent (page 63).

Accepted by: Mark_tracking_translator (page 502).

Properties:

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

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

1.1.96 SegnoMarkEvent

Add a segno mark or bar line.

Event classes: music-event (page 59), segno-mark-event (page 62), StreamEvent (page 63), and structural-event (page 64).

Accepted by: Bar_engraver (page 472) and Mark_tracking_translator (page 502).

Properties:

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

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

1.1.97 SegnoRepeatedMusic

Repeats with alternatives placed sequentially and marked with segno, Coda, *D.C.*, etc.

Properties:

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

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

length-callback (procedure):
ly:calculated-sequential-music::length
How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

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

`start-callback` (procedure):
`ly:calculated-sequential-music::start`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `scm/define-music-types.scm`.

`types` (list):

```
'(segno-repeated-music
  folded-repeated-music
  repeated-music)
```

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

1.1.98 SequentialAlternativeMusic

Repeat alternatives in sequence.

Syntax: `\alternative { `*alternatives*` }`

Properties:

`elements-callback` (procedure):
`#<procedure at lily/define-music-types.scm:734:30 (m)>`

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

`iterator-ctor` (procedure):
`ly:alternative-sequence-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length-callback` (procedure):
`ly:music-sequence::cumulative-length-callback`

How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`name` (symbol):
`'SequentialAlternativeMusic`

Name of this music object.

`start-callback` (procedure):
`ly:music-sequence::first-start-callback`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `scm/define-music-types.scm`.

`types` (list):
`'(sequential-music sequential-alternative-music)`

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

1.1.99 SequentialMusic

Music expressions concatenated.

Syntax: `\sequential { ... }` or simply `{ ... }`

Properties:

`elements-callback` (procedure):
`#<procedure at lily/define-music-types.scm:747:30 (m)>`

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

`iterator-ctor` (procedure):
`ly:sequential-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length-callback` (procedure):
`ly:music-sequence::cumulative-length-callback`

How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`name` (symbol):
`'SequentialMusic`

Name of this music object.

`start-callback` (procedure):
`ly:music-sequence::first-start-callback`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `scm/define-music-types.scm`.

`types` (list):
`'(sequential-music)`

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

1.1.100 `SimultaneousMusic`

Music playing together.

Syntax: `\simultaneous { ... }` or `<< ... >>`

Properties:

`iterator-ctor` (procedure):
`ly:simultaneous-music-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length-callback` (procedure):
`ly:music-sequence::maximum-length-callback`

How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`name` (symbol):
`'SimultaneousMusic`

Name of this music object.

`start-callback` (procedure):
`ly:music-sequence::minimum-start-callback`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `scm/define-music-types.scm`.

`to-relative-callback` (procedure):
`ly:music-sequence::simultaneous-relative-callback`

How to transform a piece of music to relative pitches.

`types` (list):
`'(simultaneous-music)`

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

1.1.101 SkipEvent

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

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

Event classes: music-event (page 59), rhythmic-event (page 61), skip-event (page 62), and StreamEvent (page 63).

Not accepted by any engraver or performer.

Properties:

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

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

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

1.1.102 SkipMusic

Filler that takes up duration, does not print anything, and also does not create staves or voices implicitly.

Syntax: \skip *duration*

Properties:

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

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

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

1.1.103 SkippedMusic

Filler that takes up duration, does not print anything, and also does not create staves or voices implicitly.

Syntax: \skip *music*

Properties:

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

length-callback (procedure):
ly:music-wrapper::length-callback
How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'SkippedMusic

Name of this music object.

start-callback (procedure):
ly:music-wrapper::start-callback

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

types (list):
'(skipped-music music-wrapper-music)

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

1.1.104 SlurEvent

Start or end slur.

Syntax: *note*(and *note*)

Event classes: music-event (page 59), slur-event (page 62), span-event (page 62), and StreamEvent (page 63).

Accepted by: Slur_engraver (page 516) and Slur_performer (page 516).

Properties:

name (symbol):
'SlurEvent

Name of this music object.

types (list):
'(post-event span-event event slur-event)

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

1.1.105 SostenutoEvent

Depress or release sostenuto pedal.

Event classes: music-event (page 59), pedal-event (page 60), sostenuto-event (page 62), span-event (page 62), and StreamEvent (page 63).

Accepted by: Piano_pedal_engraver (page 511) and Piano_pedal_performer (page 512).

Properties:

name (symbol):
'SostenutoEvent

Name of this music object.

types (list):
'(post-event event pedal-event sostenuto-event)

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

1.1.106 SpacingSectionEvent

Start a new spacing section.

Event classes: music-event (page 59), spacing-section-event (page 62), and StreamEvent (page 63).

Accepted by: Spacing_engraver (page 516).

Properties:

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

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

1.1.107 SpanEvent

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

Event classes: music-event (page 59), span-event (page 62), and StreamEvent (page 63).

Not accepted by any engraver or performer.

Properties:

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

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

1.1.108 StaffHighlightEvent

Start or stop a staff highlight.

Syntax: \staffHighlight, \stopStaffHighlight.

Event classes: music-event (page 59), span-event (page 62), staff-highlight-event (page 63), and StreamEvent (page 63).

Accepted by: Staff_highlight_engraver (page 518).

Properties:

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

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

1.1.109 StaffSpanEvent

Start or stop a staff symbol.

Event classes: music-event (page 59), span-event (page 62), staff-span-event (page 63), and StreamEvent (page 63).

Accepted by: Staff_symbol_engraver (page 519).

Properties:

name (symbol):
'StaffSpanEvent

Name of this music object.

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

1.1.110 StanzaEvent

Set and display a stanza number in lyrics.

Syntax: `\stanza` *markup*.

Event classes: `music-event` (page 59), `stanza-event` (page 63), and `StreamEvent` (page 63).

Not accepted by any engraver or performer.

Properties:

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

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

1.1.111 StringNumberEvent

Specify on which string to play this note.

Syntax: `\`*number*

Event classes: `music-event` (page 59), `StreamEvent` (page 63), and `string-number-event` (page 64).

Accepted by: `Bend_spanner_engraver` (page 478), `Fretboard_engraver` (page 492), and `Tab_note_heads_engraver` (page 520).

Properties:

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

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

1.1.112 StrokeFingerEvent

Specify with which finger to pluck a string.

Syntax: `\rightHandFinger` *text*

Event classes: `music-event` (page 59), `StreamEvent` (page 63), and `stroke-finger-event` (page 64).

Not accepted by any engraver or performer.

Properties:

`name` (symbol):
`'StrokeFingerEvent`

Name of this music object.

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

1.1.113 SustainEvent

Depress or release sustain pedal.

Event classes: music-event (page 59), pedal-event (page 60), span-event (page 62), StreamEvent (page 63), and sustain-event (page 64).

Accepted by: Piano_pedal_engraver (page 511) and Piano_pedal_performer (page 512).

Properties:

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

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

1.1.114 TempoChangeEvent

A metronome mark or tempo indication.

Event classes: music-event (page 59), StreamEvent (page 63), and tempo-change-event (page 64).

Accepted by: Metronome_mark_engraver (page 504) and Tempo_performer (page 521).

Properties:

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

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

1.1.115 TempoGradualChangeEvent

Begin a gradual change in tempo.

Event classes: music-event (page 59), span-event (page 62), StreamEvent (page 63), and tempo-gradual-change-event (page 64).

Accepted by: Tempo_performer (page 521).

Properties:

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

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

1.1.116 TextMarkEvent

A textual mark.

Syntax: `\textMark` *markup* or `\textEndMark` *markup*.

Event classes: `music-event` (page 59), `StreamEvent` (page 63), and `text-mark-event` (page 64).

Accepted by: `Text_mark_engraver` (page 522).

Properties:

`name` (symbol):
`'TextMarkEvent`

Name of this music object.

`types` (list):
`'(text-mark-event event)`

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

1.1.117 TextScriptEvent

Print text.

Event classes: `music-event` (page 59), `script-event` (page 61), `StreamEvent` (page 63), and `text-script-event` (page 64).

Accepted by: `Text_engraver` (page 522).

Properties:

`name` (symbol):
`'TextScriptEvent`

Name of this music object.

`types` (list):
`'(post-event script-event text-script-event event)`

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

1.1.118 TextSpanEvent

Start a text spanner, for example, an octavation.

Event classes: `music-event` (page 59), `span-event` (page 62), `StreamEvent` (page 63), and `text-span-event` (page 64).

Accepted by: `Text_spanner_engraver` (page 522).

Properties:

`name` (symbol):
`'TextSpanEvent`

Name of this music object.

`types` (list):
`'(post-event span-event event text-span-event)`

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

1.1.119 TieEvent

A tie.

Syntax: *note*-~

Event classes: music-event (page 59), StreamEvent (page 63), and tie-event (page 64).

Accepted by: Drum_note_performer (page 487), Note_performer (page 507), Tie_engraver (page 522), and Tie_performer (page 523).

Properties:

name (symbol):
'TieEvent

Name of this music object.

types (list):
'(post-event tie-event event)

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

1.1.120 TimeScaledMusic

Multiply durations, as in tuplets.

Syntax: \times *fraction music*, e.g., \times 2/3 { ... } for triplets.

Properties:

iterator-ctor (procedure):
ly:tuplet-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:music-wrapper::length-callback

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'TimeScaledMusic

Name of this music object.

start-callback (procedure):
ly:music-wrapper::start-callback

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

types (list):
'(time-scaled-music)

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

1.1.121 TransposedMusic

Music that has been transposed.

Properties:

iterator-ctor (procedure):
ly:music-wrapper-iterator::constructor

Function to construct a music-event-iterator object for this music.

`length-callback` (procedure):
`ly:music-wrapper::length-callback`

How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`name` (symbol):
`'TransposedMusic`

Name of this music object.

`start-callback` (procedure):
`ly:music-wrapper::start-callback`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `scm/define-music-types.scm`.

`to-relative-callback` (procedure):
`ly:relative-octave-music::no-relative-callback`

How to transform a piece of music to relative pitches.

`types` (list):
`'(music-wrapper-music transposed-music)`

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

1.1.122 TremoloEvent

Unmeasured tremolo.

Event classes: `music-event` (page 59), `StreamEvent` (page 63), and `tremolo-event` (page 65).

Accepted by: `Stem_engraver` (page 519).

Properties:

`name` (symbol):
`'TremoloEvent`

Name of this music object.

`types` (list):
`'(post-event event tremolo-event)`

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

1.1.123 TremoloRepeatedMusic

Repeated notes denoted by tremolo beams.

Properties:

`elements-callback` (procedure):
`make-tremolo-set`

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

`iterator-ctor` (procedure):
`ly:sequential-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length-callback` (procedure):
`ly:calculated-sequential-music::length`

How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`name` (symbol):
`'TremoloRepeatedMusic`

Name of this music object.

`start-callback` (procedure):
`ly:calculated-sequential-music::start`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `scm/define-music-types.scm`.

`types` (list):
`'(repeated-music tremolo-repeated-music)`

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

1.1.124 TremoloSpanEvent

Tremolo over two stems.

Event classes: `music-event` (page 59), `span-event` (page 62), `StreamEvent` (page 63), and `tremolo-span-event` (page 65).

Accepted by: `Chord_tremolo_engraver` (page 481).

Properties:

`name` (symbol):
`'TremoloSpanEvent`

Name of this music object.

`types` (list):
`'(event span-event tremolo-span-event)`

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

1.1.125 TrillSpanEvent

Start a trill spanner.

Event classes: `music-event` (page 59), `span-event` (page 62), `StreamEvent` (page 63), and `trill-span-event` (page 65).

Accepted by: `Trill_spanner_engraver` (page 525).

Properties:

`name` (symbol):
`'TrillSpanEvent`

Name of this music object.

`types` (list):
`'(post-event span-event event trill-span-event)`

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

1.1.126 TupletSpanEvent

Used internally to signal where tuplet brackets start and stop.

Event classes: music-event (page 59), span-event (page 62), StreamEvent (page 63), and tuplet-span-event (page 65).

Accepted by: Tuplet_engraver (page 525).

Properties:

name (symbol):
'TupletSpanEvent

Name of this music object.

types (list):
'(tuplet-span-event span-event event post-event)

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

1.1.127 UnaCordaEvent

Depress or release una-corda pedal.

Event classes: music-event (page 59), pedal-event (page 60), span-event (page 62), StreamEvent (page 63), and una-corda-event (page 65).

Accepted by: Piano_pedal_engraver (page 511) and Piano_pedal_performer (page 512).

Properties:

name (symbol):
'UnaCordaEvent

Name of this music object.

types (list):
'(post-event event pedal-event una-corda-event)

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

1.1.128 UnfoldedRepeatedMusic

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

Properties:

elements-callback (procedure):
make-unfolded-set

Return a list of children, for use by a sequential iterator. Takes a single music parameter.

iterator-ctor (procedure):
ly:sequential-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:calculated-sequential-music::length

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'UnfoldedRepeatedMusic

Name of this music object.

start-callback (procedure):
ly:calculated-sequential-music::start

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

types (list):
'(repeated-music unfolded-repeated-music)

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

1.1.129 UnfoldedSpeccedMusic

Music that appears once repeated music is unfolded.

Properties:

iterator-ctor (procedure):
ly:music-iterator::constructor

Function to construct a music-event-iterator object for this music.

length (moment):
#<Mom 0>

The endpoint of this music. This property is unhappily named in that it does not account for any initial grace notes: the full length of the music is length minus the start time. A value of INF-MOMENT indicates indefinite length.

name (symbol):
'UnfoldedSpeccedMusic

Name of this music object.

types (list):
'(unfolded-specification music-wrapper-music)

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

1.1.130 UnrelativableMusic

Music that cannot be converted from relative to absolute notation. For example, transposed music.

Properties:

iterator-ctor (procedure):
ly:music-wrapper-iterator::constructor

Function to construct a music-event-iterator object for this music.

length-callback (procedure):
ly:music-wrapper::length-callback

How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

name (symbol):
'UnrelativableMusic

Name of this music object.

start-callback (procedure):
ly:music-wrapper::start-callback

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

`to-relative-callback` (procedure):
`ly:relative-octave-music::no-relative-callback`
How to transform a piece of music to relative pitches.

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

1.1.131 VoiceSeparator

Separate polyphonic voices in simultaneous music.

Syntax: `\\`

Properties:

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

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

1.1.132 VoltaRepeatEndEvent

Signal the end of a volta-style repeat. Multiple end events per start event can be expected when there are alternative endings.

Event classes: `music-event` (page 59), `StreamEvent` (page 63), `structural-event` (page 64), and `volta-repeat-end-event` (page 65).

Accepted by: `Divisio_engraver` (page 485), `Lyric_repeat_count_engraver` (page 500), `Repeat_acknowledge_engraver` (page 512), and `Signum_repetitionis_engraver` (page 515).

Properties:

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

`types` (list):
`'(volta-repeat-end-event structural-event event)`
The types of this music object; determines by what engraver this music expression is processed.

1.1.133 VoltaRepeatStartEvent

Signal the start of a volta-style repeat.

Event classes: `music-event` (page 59), `StreamEvent` (page 63), `structural-event` (page 64), and `volta-repeat-start-event` (page 65).

Accepted by: `Divisio_engraver` (page 485) and `Repeat_acknowledge_engraver` (page 512).

Properties:

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

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

1.1.134 VoltaRepeatedMusic

Repeats with alternatives placed sequentially.

Properties:

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

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

length-callback (procedure):
ly:calculated-sequential-music::length
How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

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

start-callback (procedure):
ly:calculated-sequential-music::start
Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

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

1.1.135 VoltaSpanEvent

Used internally to signal where volta brackets start and stop.

Event classes: music-event (page 59), span-event (page 62), StreamEvent (page 63), and volta-span-event (page 65).

Accepted by: Volta_engraver (page 526).

Properties:

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

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

1.1.136 VoltaSpeccedMusic

Music for a specific volta within repeated music.

Properties:

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

length-callback (procedure):
ly:music-wrapper::length-callback
How to compute the duration of this music. This property can only be defined as initializer in scm/define-music-types.scm.

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

start-callback (procedure):
ly:music-wrapper::start-callback
Function to compute the negative length of starting grace notes. This property can only be defined as initializer in scm/define-music-types.scm.

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

1.1.137 VowelTransitionEvent

A vowel transition between lyric syllables.

Event classes: music-event (page 59), StreamEvent (page 63), and vowel-transition-event (page 65).

Accepted by: Hyphen_engraver (page 496).

Properties:

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

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

1.2 Music classes

1.2.1 absolute-dynamic-event

Music event type absolute-dynamic-event is in music objects of type AbsoluteDynamicEvent (page 1).

Accepted by: Dynamic_engraver (page 488) and Dynamic_performer (page 489).

1.2.2 ad-hoc-jump-event

Music event type ad-hoc-jump-event is in music objects of type AdHocJumpEvent (page 1).

Accepted by: Bar_engraver (page 472) and Jump_engraver (page 497).

1.2.3 ad-hoc-mark-event

Music event type ad-hoc-mark-event is in music objects of type AdHocMarkEvent (page 1).

Accepted by: Mark_tracking_translator (page 502).

1.2.4 alternative-event

Music event type alternative-event is in music objects of type AlternativeEvent (page 2).

Accepted by: Timing_translator (page 524).

1.2.5 annotate-output-event

Music event type annotate-output-event is in music objects of type AnnotateOutputEvent (page 2).

Accepted by: Balloon_engraver (page 472).

1.2.6 apply-output-event

Music event type apply-output-event is in music objects of type ApplyOutputEvent (page 3).

Accepted by: Apply_output_engraver (page 470).

1.2.7 arpeggio-event

Music event type arpeggio-event is in music objects of type ArpeggioEvent (page 3).

Accepted by: Arpeggio_engraver (page 470).

1.2.8 articulation-event

Music event type articulation-event is in music objects of type ArticulationEvent (page 3).

Accepted by: Beat_engraver (page 476), Beat_performer (page 477), Drum_note_performer (page 487), Note_performer (page 507), Script_engraver (page 514), and Toe_heel_engraver (page 525).

1.2.9 bar-check-event

Music event type bar-check-event is in music objects of type BarCheckEvent (page 4).

Accepted by: Timing_translator (page 524).

1.2.10 bar-event

Music event type bar-event is in music objects of type BarEvent (page 4).

Accepted by: Timing_translator (page 524).

1.2.11 bass-figure-event

Music event type bass-figure-event is in music objects of type BassFigureEvent (page 5).

Accepted by: Figured_bass_engraver (page 490).

1.2.12 beam-break-event

Music event type beam-break-event is in music objects of type BeamBreakEvent (page 5).

Accepted by: Auto_beam_engraver (page 470) and Grace_auto_beam_engraver (page 493).

1.2.13 beam-event

Music event type beam-event is in music objects of type BeamEvent (page 5).

Accepted by: Beam_engraver (page 476), Beam_performer (page 476), and Grace_beam_engraver (page 493).

1.2.14 beam-forbid-event

Music event type beam-forbid-event is in music objects of type BeamForbidEvent (page 6).

Accepted by: Auto_beam_engraver (page 470) and Grace_auto_beam_engraver (page 493).

1.2.15 bend-after-event

Music event type bend-after-event is in music objects of type BendAfterEvent (page 6).

Accepted by: Bend_engraver (page 477).

1.2.16 bend-span-event

Music event type bend-span-event is in music objects of type BendSpanEvent (page 6).

Accepted by: Bend_spanner_engraver (page 478).

1.2.17 break-dynamic-span-event

Music event type break-dynamic-span-event is in music objects of type BreakDynamicSpanEvent (page 7).

Accepted by: Dynamic_engraver (page 488).

1.2.18 break-event

Music event type break-event is in music objects of type LineBreakEvent (page 18), PageBreakEvent (page 26), and PageTurnEvent (page 26).

Accepted by: Page_turn_engraver (page 508) and Paper_column_engraver (page 509).

1.2.19 break-span-event

Music event type break-span-event is in music objects of type BreakDynamicSpanEvent (page 7).

Not accepted by any engraver or performer.

1.2.20 breathing-event

Music event type breathing-event is in music objects of type BreathingEvent (page 7).

Accepted by: Breathing_sign_engraver (page 478) and Note_performer (page 507).

1.2.21 caesura-event

Music event type caesura-event is in music objects of type CaesuraEvent (page 7).

Accepted by: Bar_engraver (page 472), Caesura_engraver (page 479), and Divisio_engraver (page 485).

1.2.22 chord-slur-event

Music event type chord-slur-event is in music objects of type ChordSlurEvent (page 8).

Accepted by: Arpeggio_engraver (page 470).

1.2.23 cluster-note-event

Music event type cluster-note-event is in music objects of type ClusterNoteEvent (page 8).

Accepted by: Cluster_spanner_engraver (page 481).

1.2.24 coda-mark-event

Music event type coda-mark-event is in music objects of type CodaMarkEvent (page 9).

Accepted by: Bar_engraver (page 472) and Mark_tracking_translator (page 502).

1.2.25 completize-extender-event

Music event type completize-extender-event is in music objects of type CompletizeExtenderEvent (page 9).

Accepted by: Extender_engraver (page 489).

1.2.26 crescendo-event

Music event type crescendo-event is in music objects of type CrescendoEvent (page 10).

Accepted by: Dynamic_performer (page 489).

1.2.27 dal-segno-event

Music event type dal-segno-event is in music objects of type DalSegnoEvent (page 11).

Accepted by: Bar_engraver (page 472), Jump_engraver (page 497), and Volta_engraver (page 526).

1.2.28 decrescendo-event

Music event type decrescendo-event is in music objects of type DecrescendoEvent (page 11).

Accepted by: Dynamic_performer (page 489).

1.2.29 double-percent-event

Music event type double-percent-event is in music objects of type DoublePercentEvent (page 11).

Accepted by: Double_percent_repeat_engraver (page 486).

1.2.30 duration-line-event

Music event type duration-line-event is in music objects of type DurationLineEvent (page 12).

Accepted by: Duration_line_engraver (page 487).

1.2.31 dynamic-event

Music event type dynamic-event is in music objects of type AbsoluteDynamicEvent (page 1).

Not accepted by any engraver or performer.

1.2.32 episema-event

Music event type episema-event is in music objects of type EpisemaEvent (page 12).

Accepted by: Episema_engraver (page 489).

1.2.33 extender-event

Music event type extender-event is in music objects of type ExtenderEvent (page 13).

Accepted by: Extender_engraver (page 489).

1.2.34 fine-event

Music event type fine-event is in music objects of type FineEvent (page 14).

Accepted by: Bar_engraver (page 472), Divisio_engraver (page 485), Jump_engraver (page 497), Timing_translator (page 524), and Volta_engraver (page 526).

1.2.35 finger-glide-event

Music event type finger-glide-event is in music objects of type FingerGlideEvent (page 14).

Not accepted by any engraver or performer.

1.2.36 fingering-event

Music event type fingering-event is in music objects of type FingeringEvent (page 14).

Accepted by: Fingering_engraver (page 491), Fretboard_engraver (page 492), and Tab_note_heads_engraver (page 520).

1.2.37 footnote-event

Music event type footnote-event is in music objects of type FootnoteEvent (page 15).

Not accepted by any engraver or performer.

1.2.38 general-rest-event

Music event type general-rest-event is in music objects of type MultiMeasureRestEvent (page 22) and RestEvent (page 35).

Accepted by: Current_chord_text_engraver (page 484).

1.2.39 glissando-event

Music event type glissando-event is in music objects of type GlissandoEvent (page 15).

Accepted by: Glissando_engraver (page 493).

1.2.40 harmonic-event

Music event type harmonic-event is in music objects of type HarmonicEvent (page 16).

Not accepted by any engraver or performer.

1.2.41 hyphen-event

Music event type hyphen-event is in music objects of type HyphenEvent (page 16).

Accepted by: Extender_engraver (page 489) and Hyphen_engraver (page 496).

1.2.42 key-change-event

Music event type key-change-event is in music objects of type KeyChangeEvent (page 17).

Accepted by: Key_engraver (page 498) and Key_performer (page 499).

1.2.43 label-event

Music event type label-event is in music objects of type LabelEvent (page 17).

Accepted by: Paper_column_engraver (page 509).

1.2.44 laissez-vibrer-event

Music event type laissez-vibrer-event is in music objects of type LaissezVibrerEvent (page 18).

Accepted by: Laissez_vibrer_engraver (page 499).

1.2.45 layout-instruction-event

Music event type layout-instruction-event is in music objects of type ApplyOutputEvent (page 3).

Not accepted by any engraver or performer.

1.2.46 ligature-event

Music event type ligature-event is in music objects of type LigatureEvent (page 18).

Accepted by: Kievan_ligature_engraver (page 499), Ligature_bracket_engraver (page 500), Mensural_ligature_engraver (page 504), and Vaticana_ligature_engraver (page 526).

1.2.47 line-break-event

Music event type line-break-event is in music objects of type LineBreakEvent (page 18).

Not accepted by any engraver or performer.

1.2.48 lyric-event

Music event type lyric-event is in music objects of type LyricEvent (page 19).

Accepted by: Extender_engraver (page 489), Lyric_engraver (page 500), and Lyric_performer (page 500).

1.2.49 mark-event

Music event type mark-event is in music objects of type AdHocMarkEvent (page 1) and RehearsalMarkEvent (page 33).

Not accepted by any engraver or performer.

1.2.50 measure-counter-event

Music event type measure-counter-event is in music objects of type MeasureCounterEvent (page 20).

Accepted by: Measure_counter_engraver (page 502).

1.2.51 measure-length-change-event

Music event type measure-length-change-event is in music objects of type MeasureLengthChangeEvent (page 20).

Accepted by: Timing_translator (page 524).

1.2.52 measure-spanner-event

Music event type measure-spanner-event is in music objects of type MeasureSpannerEvent (page 21).

Accepted by: Measure_spanner_engraver (page 503).

1.2.53 melodic-event

Music event type melodic-event is in music objects of type ClusterNoteEvent (page 8) and NoteEvent (page 24).

Not accepted by any engraver or performer.

1.2.54 multi-measure-articulation-event

Music event type multi-measure-articulation-event is in music objects of type MultiMeasureArticulationEvent (page 22).

Accepted by: Multi_measure_rest_engraver (page 505).

1.2.55 multi-measure-rest-event

Music event type multi-measure-rest-event is in music objects of type MultiMeasureRestEvent (page 22).

Accepted by: Multi_measure_rest_engraver (page 505).

1.2.56 multi-measure-text-event

Music event type multi-measure-text-event is in music objects of type MultiMeasureTextEvent (page 23).

Accepted by: Multi_measure_rest_engraver (page 505).

1.2.57 music-event

Music event type music-event is in music objects of type AbsoluteDynamicEvent (page 1), AdHocJumpEvent (page 1), AdHocMarkEvent (page 1), AlternativeEvent (page 2), AnnotateOutputEvent (page 2), ApplyOutputEvent (page 3), ArpeggioEvent (page 3), ArticulationEvent (page 3), BarCheckEvent (page 4), BarEvent (page 4), BassFigureEvent (page 5), BeamBreakEvent (page 5), BeamEvent (page 5), BeamForbidEvent (page 6), BendAfterEvent (page 6), BendSpanEvent (page 6), BreakDynamicSpanEvent (page 7), BreathingEvent (page 7), CaesuraEvent (page 7), ChordSlurEvent (page 8), ClusterNoteEvent (page 8), CodaMarkEvent (page 9), CompletizeExtenderEvent (page 9), CrescendoEvent (page 10), DalSegnoEvent (page 11), DecrescendoEvent (page 11), DoublePercentEvent (page 11), DurationLineEvent (page 12), EpisemaEvent (page 12), ExtenderEvent (page 13), FineEvent (page 14), FingerGlideEvent (page 14), FingeringEvent (page 14), FootnoteEvent (page 15), GlissandoEvent (page 15), HarmonicEvent (page 16), HyphenEvent (page 16), KeyChangeEvent (page 17), LabelEvent (page 17), LaissezVibrerEvent (page 18), LigatureEvent (page 18), LineBreakEvent (page 18), LyricEvent (page 19), MeasureCounterEvent (page 20), MeasureLengthChangeEvent (page 20), MeasureSpannerEvent (page 21), MultiMeasureArticulationEvent (page 22), MultiMeasureRestEvent (page 22), MultiMeasureTextEvent (page 23), NonArpeggiatoEvent (page 24), NoteEvent (page 24), NoteGroupingEvent (page 24), OptionalMaterialEvent (page 25), OttavaEvent (page 25), PageBreakEvent (page 26), PageTurnEvent (page 26), PartCombineEvent (page 26), PartialEvent (page 27), PercentEvent (page 28), PhrasingSlurEvent (page 29), PolymetricTimeSignatureEvent (page 29), ReferenceTimeSignatureEvent (page 32), RehearsalMarkEvent (page 33), RepeatSlashEvent (page 34), RepeatTieEvent (page 35), RestEvent (page 35), ScriptEvent (page 36), SectionEvent (page 36), SectionLabelEvent (page 37), SegnoMarkEvent (page 37), SkipEvent (page 40), SlurEvent (page 41), SostenutoEvent (page 41), SpacingSectionEvent (page 41), SpanEvent (page 42), StaffHighlightEvent (page 42), StaffSpanEvent (page 42), StanzaEvent (page 43), StringNumberEvent (page 43), StrokeFingerEvent (page 43), SustainEvent (page 44), TempoChangeEvent (page 44), TempoGradualChangeEvent (page 44), TextMarkEvent (page 45), TextScriptEvent (page 45), TextSpanEvent (page 45), TieEvent (page 46), TremoloEvent (page 47), TremoloSpanEvent (page 48), TrillSpanEvent (page 48), TupletSpanEvent (page 49), UnaCordaEvent (page 49), VoltaRepeatEndEvent (page 51), VoltaRepeatStartEvent (page 51), VoltaSpanEvent (page 52), and VowelTransitionEvent (page 53).

Not accepted by any engraver or performer.

1.2.58 non-arpeggiato-event

Music event type non-arpeggiato-event is in music objects of type NonArpeggiatoEvent (page 24).

Accepted by: Arpeggio_engraver (page 470).

1.2.59 note-event

Music event type note-event is in music objects of type NoteEvent (page 24).

Accepted by: Beat_engraver (page 476), Beat_performer (page 477), Bend_spanner_engraver (page 478), Completion_heads_engraver (page 482), Current_chord_text_engraver (page 484), Drum_note_performer (page 487), Drum_notes_engraver (page 487), Finger_glide_engraver (page 490), Fretboard_engraver (page 492), Note_heads_engraver (page 507), Note_name_engraver (page 507), Note_performer (page 507), Part_combine_engraver (page 509), Phrasing_slur_engraver (page 510), Slur_engraver (page 516), and Tab_note_heads_engraver (page 520).

1.2.60 note-grouping-event

Music event type note-grouping-event is in music objects of type NoteGroupingEvent (page 24).

Accepted by: Horizontal_bracket_engraver (page 495).

1.2.61 optional-material-event

Music event type optional-material-event is in music objects of type OptionalMaterialEvent (page 25).

Accepted by: Optional_material_bracket_engraver (page 508).

1.2.62 ottava-event

Music event type ottava-event is in music objects of type OttavaEvent (page 25).

Accepted by: Ottava_spanner_engraver (page 508).

1.2.63 page-break-event

Music event type page-break-event is in music objects of type PageBreakEvent (page 26).

Not accepted by any engraver or performer.

1.2.64 page-turn-event

Music event type page-turn-event is in music objects of type PageTurnEvent (page 26).

Not accepted by any engraver or performer.

1.2.65 part-combine-event

Music event type part-combine-event is in music objects of type PartCombineEvent (page 26).

Accepted by: Part_combine_engraver (page 509).

1.2.66 partial-event

Music event type partial-event is in music objects of type PartialEvent (page 27).

Accepted by: Timing_translator (page 524).

1.2.67 pedal-event

Music event type pedal-event is in music objects of type SostenutoEvent (page 41), SustainEvent (page 44), and UnaCordaEvent (page 49).

Not accepted by any engraver or performer.

1.2.68 percent-event

Music event type percent-event is in music objects of type PercentEvent (page 28).

Accepted by: Percent_repeat_engraver (page 510).

1.2.69 phrasing-slur-event

Music event type phrasing-slur-event is in music objects of type PhrasingSlurEvent (page 29).

Accepted by: Phrasing_slur_engraver (page 510).

1.2.70 polymetric-time-signature-event

Music event type polymetric-time-signature-event is in music objects of type PolymetricTimeSignatureEvent (page 29).

Accepted by: Time_signature_engraver (page 523) and Timing_translator (page 524).

1.2.71 reference-time-signature-event

Music event type reference-time-signature-event is in music objects of type ReferenceTimeSignatureEvent (page 32).

Accepted by: Time_signature_engraver (page 523) and Time_signature_performer (page 523).

1.2.72 rehearsal-mark-event

Music event type rehearsal-mark-event is in music objects of type RehearsalMarkEvent (page 33).

Accepted by: Mark_tracking_translator (page 502).

1.2.73 repeat-slash-event

Music event type repeat-slash-event is in music objects of type RepeatSlashEvent (page 34).

Accepted by: Slash_repeat_engraver (page 516).

1.2.74 repeat-tie-event

Music event type repeat-tie-event is in music objects of type RepeatTieEvent (page 35).

Accepted by: Repeat_tie_engraver (page 513).

1.2.75 rest-event

Music event type rest-event is in music objects of type RestEvent (page 35).

Accepted by: Completion_rest_engraver (page 483), Figured_bass_engraver (page 490), and Rest_engraver (page 513).

1.2.76 rhythmic-event

Music event type rhythmic-event is in music objects of type BassFigureEvent (page 5), ClusterNoteEvent (page 8), DoublePercentEvent (page 11), LyricEvent (page 19), MultiMeasureRestEvent (page 22), NoteEvent (page 24), RepeatSlashEvent (page 34), RestEvent (page 35), and SkipEvent (page 40).

Not accepted by any engraver or performer.

1.2.77 script-event

Music event type script-event is in music objects of type ArticulationEvent (page 3), ScriptEvent (page 36), and TextScriptEvent (page 45).

Not accepted by any engraver or performer.

1.2.78 section-event

Music event type section-event is in music objects of type SectionEvent (page 36).

Accepted by: Bar_engraver (page 472) and Divisio_engraver (page 485).

1.2.79 section-label-event

Music event type section-label-event is in music objects of type SectionLabelEvent (page 37).

Accepted by: Mark_tracking_translator (page 502).

1.2.80 segno-mark-event

Music event type segno-mark-event is in music objects of type SegnoMarkEvent (page 37).

Accepted by: Bar_engraver (page 472) and Mark_tracking_translator (page 502).

1.2.81 skip-event

Music event type skip-event is in music objects of type SkipEvent (page 40).

Not accepted by any engraver or performer.

1.2.82 slur-event

Music event type slur-event is in music objects of type SlurEvent (page 41).

Accepted by: Slur_engraver (page 516) and Slur_performer (page 516).

1.2.83 sostenuto-event

Music event type sostenuto-event is in music objects of type SostenutoEvent (page 41).

Accepted by: Piano_pedal_engraver (page 511) and Piano_pedal_performer (page 512).

1.2.84 spacing-section-event

Music event type spacing-section-event is in music objects of type SpacingSectionEvent (page 41).

Accepted by: Spacing_engraver (page 516).

1.2.85 span-dynamic-event

Music event type span-dynamic-event is in music objects of type CrescendoEvent (page 10) and DecrescendoEvent (page 11).

Accepted by: Dynamic_engraver (page 488).

1.2.86 span-event

Music event type span-event is in music objects of type BeamEvent (page 5), BendSpanEvent (page 6), CrescendoEvent (page 10), DecrescendoEvent (page 11), EpisemaEvent (page 12), FingerGlideEvent (page 14), LigatureEvent (page 18), MeasureCounterEvent (page 20), MeasureSpannerEvent (page 21), OptionalMaterialEvent (page 25), PhrasingSlurEvent (page 29), SlurEvent (page 41), SostenutoEvent (page 41), SpanEvent (page 42), StaffHighlightEvent (page 42), StaffSpanEvent (page 42), SustainEvent (page 44), TempoGradualChangeEvent (page 44), TextSpanEvent (page 45), TremoloSpanEvent (page 48), TrillSpanEvent (page 48), TupletSpanEvent (page 49), UnaCordaEvent (page 49), and VoltaSpanEvent (page 52).

Not accepted by any engraver or performer.

1.2.87 staff-highlight-event

Music event type staff-highlight-event is in music objects of type StaffHighlightEvent (page 42).

Accepted by: Staff_highlight_engraver (page 518).

1.2.88 staff-span-event

Music event type staff-span-event is in music objects of type StaffSpanEvent (page 42).

Accepted by: Staff_symbol_engraver (page 519).

1.2.89 stanza-event

Music event type stanza-event is in music objects of type StanzaEvent (page 43).

Not accepted by any engraver or performer.

1.2.90 StreamEvent

Music event type StreamEvent is in music objects of type AbsoluteDynamicEvent (page 1), AdHocJumpEvent (page 1), AdHocMarkEvent (page 1), AlternativeEvent (page 2), AnnotateOutputEvent (page 2), ApplyOutputEvent (page 3), ArpeggioEvent (page 3), ArticulationEvent (page 3), BarCheckEvent (page 4), BarEvent (page 4), BassFigureEvent (page 5), BeamBreakEvent (page 5), BeamEvent (page 5), BeamForbidEvent (page 6), BendAfterEvent (page 6), BendSpanEvent (page 6), BreakDynamicSpanEvent (page 7), BreathingEvent (page 7), CaesuraEvent (page 7), ChordSlurEvent (page 8), ClusterNoteEvent (page 8), CodaMarkEvent (page 9), CompletizeExtenderEvent (page 9), CrescendoEvent (page 10), DalSegnoEvent (page 11), DecrescendoEvent (page 11), DoublePercentEvent (page 11), DurationLineEvent (page 12), EpisemaEvent (page 12), ExtenderEvent (page 13), FineEvent (page 14), FingerGlideEvent (page 14), FingeringEvent (page 14), FootnoteEvent (page 15), GlissandoEvent (page 15), HarmonicEvent (page 16), HyphenEvent (page 16), KeyChangeEvent (page 17), LabelEvent (page 17), LaissezVibrerEvent (page 18), LigatureEvent (page 18), LineBreakEvent (page 18), LyricEvent (page 19), MeasureCounterEvent (page 20), MeasureLengthChangeEvent (page 20), MeasureSpannerEvent (page 21), MultiMeasureArticulationEvent (page 22), MultiMeasureRestEvent (page 22), MultiMeasureTextEvent (page 23), NonArpeggiatoEvent (page 24), NoteEvent (page 24), NoteGroupingEvent (page 24), OptionalMaterialEvent (page 25), OttavaEvent (page 25), PageBreakEvent (page 26), PageTurnEvent (page 26), PartCombineEvent (page 26), PartialEvent (page 27), PercentEvent (page 28), PhrasingSlurEvent (page 29), PolymetricTimeSignatureEvent (page 29), ReferenceTimeSignatureEvent (page 32), RehearsalMarkEvent (page 33), RepeatSlashEvent (page 34), RepeatTieEvent (page 35), RestEvent (page 35), ScriptEvent (page 36), SectionEvent (page 36), SectionLabelEvent (page 37), SegnoMarkEvent (page 37), SkipEvent (page 40), SlurEvent (page 41), SostenutoEvent (page 41), SpacingSectionEvent (page 41), SpanEvent (page 42), StaffHighlightEvent (page 42), StaffSpanEvent (page 42), StanzaEvent (page 43), StringNumberEvent (page 43), StrokeFingerEvent (page 43), SustainEvent (page 44), TempoChangeEvent (page 44), TempoGradualChangeEvent (page 44), TextMarkEvent (page 45), TextScriptEvent (page 45), TextSpanEvent (page 45), TieEvent (page 46), TremoloEvent (page 47), TremoloSpanEvent (page 48), TrillSpanEvent (page 48), TupletSpanEvent (page 49), UnaCordaEvent (page 49), VoltaRepeatEndEvent (page 51), VoltaRepeatStartEvent (page 51), VoltaSpanEvent (page 52), and VowelTransitionEvent (page 53).

Not accepted by any engraver or performer.

1.2.91 string-number-event

Music event type string-number-event is in music objects of type StringNumberEvent (page 43).

Accepted by: Bend_spanner_engraver (page 478), Fretboard_engraver (page 492), and Tab_note_heads_engraver (page 520).

1.2.92 stroke-finger-event

Music event type stroke-finger-event is in music objects of type StrokeFingerEvent (page 43).

Not accepted by any engraver or performer.

1.2.93 structural-event

Music event type structural-event is in music objects of type AlternativeEvent (page 2), CodaMarkEvent (page 9), DalSegnoEvent (page 11), FineEvent (page 14), SectionEvent (page 36), SegnoMarkEvent (page 37), VoltaRepeatEndEvent (page 51), and VoltaRepeatStartEvent (page 51).

Not accepted by any engraver or performer.

1.2.94 sustain-event

Music event type sustain-event is in music objects of type SustainEvent (page 44).

Accepted by: Piano_pedal_engraver (page 511) and Piano_pedal_performer (page 512).

1.2.95 tempo-change-event

Music event type tempo-change-event is in music objects of type TempoChangeEvent (page 44).

Accepted by: Metronome_mark_engraver (page 504) and Tempo_performer (page 521).

1.2.96 tempo-gradual-change-event

Music event type tempo-gradual-change-event is in music objects of type TempoGradualChangeEvent (page 44).

Accepted by: Tempo_performer (page 521).

1.2.97 text-mark-event

Music event type text-mark-event is in music objects of type TextMarkEvent (page 45).

Accepted by: Text_mark_engraver (page 522).

1.2.98 text-script-event

Music event type text-script-event is in music objects of type TextScriptEvent (page 45).

Accepted by: Text_engraver (page 522).

1.2.99 text-span-event

Music event type text-span-event is in music objects of type TextSpanEvent (page 45).

Accepted by: Text_spanner_engraver (page 522).

1.2.100 tie-event

Music event type tie-event is in music objects of type TieEvent (page 46).

Accepted by: Drum_note_performer (page 487), Note_performer (page 507), Tie_engraver (page 522), and Tie_performer (page 523).

1.2.101 time-signature-event

Music event type time-signature-event is in music objects of type PolymetricTimeSignatureEvent (page 29) and ReferenceTimeSignatureEvent (page 32).

Not accepted by any engraver or performer.

1.2.102 tremolo-event

Music event type tremolo-event is in music objects of type TremoloEvent (page 47).

Accepted by: Stem_engraver (page 519).

1.2.103 tremolo-span-event

Music event type tremolo-span-event is in music objects of type TremoloSpanEvent (page 48).

Accepted by: Chord_tremolo_engraver (page 481).

1.2.104 trill-span-event

Music event type trill-span-event is in music objects of type TrillSpanEvent (page 48).

Accepted by: Trill_spanner_engraver (page 525).

1.2.105 tuplet-span-event

Music event type tuplet-span-event is in music objects of type TupletSpanEvent (page 49).

Accepted by: Tuplet_engraver (page 525).

1.2.106 una-corda-event

Music event type una-corda-event is in music objects of type UnaCordaEvent (page 49).

Accepted by: Piano_pedal_engraver (page 511) and Piano_pedal_performer (page 512).

1.2.107 volta-repeat-end-event

Music event type volta-repeat-end-event is in music objects of type VoltaRepeatEndEvent (page 51).

Accepted by: Divisio_engraver (page 485), Lyric_repeat_count_engraver (page 500), Repeat_acknowledge_engraver (page 512), and Signum_repetitionis_engraver (page 515).

1.2.108 volta-repeat-start-event

Music event type volta-repeat-start-event is in music objects of type VoltaRepeatStartEvent (page 51).

Accepted by: Divisio_engraver (page 485) and Repeat_acknowledge_engraver (page 512).

1.2.109 volta-span-event

Music event type volta-span-event is in music objects of type VoltaSpanEvent (page 52).

Accepted by: Volta_engraver (page 526).

1.2.110 vowel-transition-event

Music event type vowel-transition-event is in music objects of type VowelTransitionEvent (page 53).

Accepted by: Hyphen_engraver (page 496).

1.3 Music properties

`absolute-octave` (integer)
: The absolute octave for an octave check note.

`alteration` (number)
: Alteration for figured bass.

`alteration-bracket` (boolean)
: Put brackets around bass figure alteration.

`alternative-dir` (direction)
: Indicates that an `alternative-event` is the first (-1), middle (0), or last (1) of group of alternate endings.

`alternative-number` (non-negative, exact integer)
: The index of the current `\alternative` element, starting from one.

`articulation-type` (symbol)
: Key for script definitions alist.

`articulations` (list of music objects)
: Articulation events specifically for this note.

`associated-context` (string)
: Name of the context associated with this `\lyricsto` section.

`associated-context-type` (symbol)
: Type of the context associated with this `\lyricsto` section.

`augmented` (boolean)
: This figure is for an augmented figured bass (with + sign).

`augmented-slash` (boolean)
: This figure is for an augmented figured bass (back-slashed number).

`automatically-numbered` (boolean)
: Should a footnote be automatically numbered?

`autosplit-end` (boolean)
: Duration of event was truncated by automatic splitting in `Completion_heads_engraver`.

`bar-type` (string)
: The type of bar line to create, e.g., `"|"`

`bass` (boolean)
: Set if this note is a bass note in a chord.

`beam-break-permission` (symbol)
: Whether to force or forbid breaking of an automatic beam between two notes.

`beat-structure` (a number list or a list of them)
: Beat structure for automatic beams, optionally with inner lists defining submeasure structure for automatic bar lines.

`bracket-start` (boolean)
: Start a bracket here.

  TODO: Use SpanEvents?

`bracket-stop` (boolean)
: Stop a bracket here.

`break-penalty` (number)
Penalty for line break hint.

`break-permission` (symbol)
Whether to allow, forbid or force a line break.

`cautionary` (boolean)
If set, this alteration needs a cautionary accidental.

`change-tag` (symbol)
Tag identifying the musical scope of a context change. The change applies to the nearest enclosing music with this tag.

`change-to-id` (string)
Name of the context to change to.

`change-to-type` (symbol)
Type of the context to change to.

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

`color` (color)
The color of a highlight.

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

`context-id` (string)
Name of context.

`context-type` (symbol)
Type of context.

`create-new` (boolean)
Create a fresh context.

`delta-step` (number)
How much should a fall change pitch?

`denominator` (rational number)
Denominator of a ratio.

`digit` (non-negative, exact integer)
Digit for fingering.

`diminished` (boolean)
This bass figure should be slashed.

`direction` (direction)
Print this up or down?

`drum-type` (symbol)
Which percussion instrument to play this note on.

`duration` (duration)
Duration of this note or lyric.

`element` (music)
The single child of a Music_wrapper music object, or the body of a repeat.

`elements` (list of music objects)
A list of elements for sequential of simultaneous music, or the alternatives of repeated music.

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

`error-found` (boolean)
: If true, a parsing error was found in this expression.

`figure` (integer)
: A bass figure.

`fine-folded` (boolean)
: True in a `fine-event` that is issued from within a folded repeat (segno or volta).

`footnote-text` (markup)
: Text to appear in a footnote.

`force-accidental` (boolean)
: If set, a cautionary accidental should always be printed on this note.

`grob-property` (symbol)
: The symbol of the grob property to set.

`grob-property-path` (list)
: A list of symbols, locating a nested grob property, e.g., `(beamed-lengths details)`.

`grob-value` (any type)
: The value of the grob property to set.

`horizontal-direction` (direction)
: This is `RIGHT` for `\textMark`, and `LEFT` for `\textEndMark`.

`id` (index or symbol)
: The ID of an event.

`in-grace` (boolean)
: Whether we are entering grace mode right now.

`input-tag` (any type)
: Arbitrary marker to relate input and output.

`inversion` (boolean)
: If set, this chord note is inverted.

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

`label` (non-negative, exact integer)
: Sequence number of a mark. 1 is first.

`last-pitch` (pitch)
: The last pitch after relativization.

`length` (moment)
: The endpoint of this music. This property is unhappily named in that it does not account for any initial grace notes: the full length of the music is `length` minus the start time. A value of `INF-MOMENT` indicates indefinite length.

`length-callback` (procedure)
: How to compute the duration of this music. This property can only be defined as initializer in `scm/define-music-types.scm`.

`line-break-permission` (symbol)
: When the music is at top-level, whether to allow, forbid or force a line break.

`metronome-count` (number or pair of numbers)
: How many beats in a minute?

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

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

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

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

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

`no-continuation` (boolean)
: If set, disallow continuation lines.

`numerator` (rational number)
: Numerator of a ratio.

`octavation` (integer)
: This pitch was octavated by how many octaves? For chord inversions, this is negative.

`once` (boolean)
: Apply this operation only during one time step?

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

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

`ottava-number` (integer)
: The octavation for `\ottava`.

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

`page-label` (symbol)
: The label of a page marker.

`page-marker` (boolean)
: If true, and the music expression is found at top-level, a page marker object is instanciated instead of a score.

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

`part-combine-status` (symbol)
: Change to what kind of state? Options are `solo1`, `solo2` and `unisono`.

`pitch` (pitch)
: The pitch of this note.

`pitch-alist` (list)
: A list of pitches jointly forming the scale of a key signature.

`pitch-approximate` (boolean)
: The `pitch` property approximates a pitch that cannot be known exactly, such as the highest note a singer can sing.

`pop-first` (boolean)
: Do a revert before we try to do an override on some grob property.

`procedure` (procedure)
: The function to run with `\applycontext`. It must take a single argument, being the context.

`property-operations` (list)
: Do these operations for instantiating the context.

`property-path` (symbol)
: The path of a property.

`quoted-context-id` (string)
: The ID of the context to direct quotes to, e.g., `cue`.

`quoted-context-type` (symbol)
: The name of the context to direct quotes to, e.g., `Voice`.

`quoted-events` (vector)
: A vector of with `moment` and `event-list` entries.

`quoted-music-clef` (string)
: The clef of the voice to quote.

`quoted-music-name` (string)
: The name of the voice to quote.

`quoted-transposition` (pitch)
: The pitch used for the quote, overriding `\transposition`.

`quoted-voice-direction` (direction)
: Should the quoted voice be up-stem or down-stem?

`repeat-body-start-moment` (moment)
: In a *D.S.* event, the moment of the segno.

`repeat-count` (non-negative, exact integer)
: The number of times to perform a `\repeat`.

`return-count` (non-negative, exact integer)
: The number of times to perform a *D.S.*

`search-direction` (direction)
: Limits the scope of `\context` searches.

`slash-count` (integer)
: The number of slashes in a single-beat repeat. If zero, signals a beat containing varying durations.

`span-direction` (direction)
: Does this start or stop a spanner?

`span-text` (markup)
: The displayed text for dynamic text spanners (e.g., cresc.).

`span-type` (symbol)
: What kind of dynamic spanner should be created? Options are `'text` and `'hairpin`.

`spanner-id` (index or symbol)
: Identifier to distinguish concurrent spanners.

`start-callback` (procedure)
: Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `scm/define-music-types.scm`.

`string-number` (integer)
: The number of the string in a `StringNumberEvent`.

`stroke-finger-digit` (non-negative, exact integer)
: Digit for stroke finger.

`stroke-finger-text` (markup)
: Markup expression to be printed for stroke finger.

`symbol` (symbol)
: Grob name to perform an override or revert on.

`tags` (list)
: List of symbols that for denoting extra details, e.g., `\tag #'part ...` could tag a piece of music as only being active in a part.

`tempo-unit` (duration)
: The unit for the metronome count.

`text` (markup)
: Markup expression to be printed.

`time-signature` (time signature)
: A time-signature specification. See the `\time` command.

`to-relative-callback` (procedure)
: How to transform a piece of music to relative pitches.

`tonic` (pitch)
: Base of the scale.

`tremolo-type` (integer)
: Speed of tremolo, e.g., 16 for `c4:16`.

`trill-pitch` (pitch)
: Pitch of other note of the trill.

`tweaks` (list)
: An alist of properties to override in the backend for the grob made of this event.

`type` (symbol)
: The type of this music object. Determines iteration in some cases.

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

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

`value` (any type)
: Assignment value for a translation property.

`void` (boolean)
: If this property is `#t`, then the music expression is to be discarded by the top-level music handler.

`volta-depth` (non-negative, exact integer)
: The depth in the repeat structure.

`volta-numbers` (number list)
: Volte to which this music applies.

`what` (symbol)
: What to change for auto-change.

  FIXME: Naming.

`X-offset` (number)
: Offset of resulting grob; only used for balloon texts.

`Y-offset` (number)
: Offset of resulting grob; only used for balloon texts.

2 Translation

2.1 Contexts

2.1.1 ChoirStaff

Identical to StaffGroup except that the contained staves are not connected vertically.

This context creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), ChordSlur (page 587), InstrumentName (page 644), SpanBarStub (page 721), StaffGrouper (page 725), SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), and VerticalAlignment (page 769).

This context sets the following properties:

- Revert grob property extra-spacing-width in DynamicText (page 622)
- Set context property instrumentName to '().
- Set context property localAlterations to #f.
- Set context property localAlterations to '().
- Set context property shortInstrumentName to '().
- Set context property systemStartDelimiter to 'SystemStartBracket.
- Set context property topLevelAlignment to #f.
- Set grob property extra-spacing-width in DynamicText (page 622) to #f.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Staff (page 322).

Context ChoirStaff can contain ChoirStaff (page 73), ChordNames (page 105), Devnull (page 118), DrumStaff (page 119), Dynamics (page 138), FiguredBass (page 144), FretBoards (page 145), GrandStaff (page 148), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), KievanStaff (page 204), Lyrics (page 229), MensuralStaff (page 232), NoteNames (page 257), OneStaff (page 261), PetrucciStaff (page 262), PianoStaff (page 288), RhythmicStaff (page 290), Staff (page 322), StaffGroup (page 335), TabStaff (page 381), VaticanaLyrics (page 404), and VaticanaStaff (page 432).

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

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Instrument_name_engraver (page 496)
: Create a system start text for instrument or vocal names.

  Properties (read)

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

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

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Span_arpeggio_engraver` (page 517)
Make arpeggios, non-arpeggiato brackets, and vertical slurs spanning multiple staves.

Properties (read)

`connectArpeggios` (boolean)
If set, connect arpeggios across piano staff.

`connectChordBrackets` (boolean)
If set, connect chord brackets across piano staff.

`connectChordSlurs` (boolean)
If set, connect chord slurs across piano staff.

This engraver creates the following layout object(s): `Arpeggio` (page 557), `ChordBracket` (page 585), and `ChordSlur` (page 587).

`Span_bar_stub_engraver` (page 517)
Make stubs for span bars in all contexts that the span bars cross.

This engraver creates the following layout object(s): `SpanBarStub` (page 721).

`System_start_delimiter_engraver` (page 520)
Create a system start delimiter (i.e., a `SystemStartBar`, `SystemStartBrace`, `SystemStartBracket` or `SystemStartSquare` spanner).

Properties (read)

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

`systemStartDelimiter` (symbol)
Which grob to make for the start of the system/staff? Set to `SystemStartBrace`, `SystemStartBracket` or `SystemStartBar`.

`systemStartDelimiterHierarchy` (pair)
A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s): `SystemStartBar` (page 740), `SystemStartBrace` (page 741), `SystemStartBracket` (page 742), and `SystemStartSquare` (page 743).

`Vertical_align_engraver` (page 526)
Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)
Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)
Where to insert newly created context in vertical alignment.

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

This engraver creates the following layout object(s): StaffGrouper (page 725) and VerticalAlignment (page 769).

2.1.2 ChordGrid

Creates chord grid notation. This context is always part of a ChordGridScore context.

This context also accepts commands for the following context(s): Staff (page 322).

This context creates the following layout object(s): BarLine (page 560), ChordSquare (page 589), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), GridChordName (page 637), PercentRepeat (page 693), PercentRepeatCounter (page 694), StaffSymbol (page 727), SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set grob property font-size in BarLine (page 560) to 3.
- Set grob property hair-thickness in BarLine (page 560) to 2.
- Set grob property kern in BarLine (page 560) to 5.
- Set grob property line-positions in StaffSymbol (page 727) to :
  '(-13.5 13.5)
- Set grob property thickness in StaffSymbol (page 727) to 2.
- Set grob property thickness in SystemStartBar (page 740) to 2.

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

This context cannot contain other contexts.

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

Alteration_glyph_engraver (page 469)
: Set the glyph-name-alist of all grobs having the accidental-switch-interface to the value of the context's alterationGlyphs property, when defined.

  Properties (read)

  alterationGlyphs (list)
  : Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Axis_group_engraver (page 471)
: Group all objects created in this context in a VerticalAxisGroup spanner.

  Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Bar_engraver` (page 472)
Create bar lines for various commands, including `\\bar`.

If `forbidBreakBetweenBarLines` is true, allow line breaks at bar lines only.

Music types accepted: `ad-hoc-jump-event` (page 53), `caesura-event` (page 55), `coda-mark-event` (page 56), `dal-segno-event` (page 56), `fine-event` (page 57), `section-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`caesuraType` (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

The first argument is the context.

The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is ‘`:..:`’.

`doubleRepeatSegnoBarType` (string)
Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is ‘`:|.S.|:`’.

`endRepeatBarType` (string)
Bar line to insert at the end of a `\repeat volta`. The default is ‘`:|.`’.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args*`...)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

  `end-repeat` *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  `volta` *text*
  : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

`currentBarLine` (graphical (layout) object)
: Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `BarLine` (page 560).

`Chord_square_engraver` (page 480)
: Engrave chord squares in chord grids.

Properties (read)

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

This engraver creates the following layout object(s): `ChordSquare` (page 589).

`Current_chord_text_engraver` (page 484)
: Catch note and rest events and generate the appropriate chord text using `chordNameFunction`. Actually creating a chord name grob is left to other engravers.

Music types accepted: `general-rest-event` (page 57) and `note-event` (page 60)

Properties (read)

`chordNameExceptions` (list)
: An alist of chord exceptions. Contains (*`chord . markup`*) entries.

`chordNameFunction` (procedure)
The function that converts lists of pitches to chord names.

`chordNoteNamer` (procedure)
A function that converts from a pitch object to a text markup. Used for single pitches.

`chordRootNamer` (procedure)
A function that converts from a pitch object to a text markup. Used for chords.

`majorSevenSymbol` (markup)
How should the major 7th be formatted in a chord name?

`noChordSymbol` (markup)
Markup to be displayed for rests in a ChordNames context.

Properties (write)

`currentChordCause` (stream event)
Event cause of the chord that should be created in this time step (if any).

`currentChordText` (markup)
In contexts printing chord names, this is at any point of time the markup that will be put in the chord name.

`Double_percent_repeat_engraver` (page 486)
Make double measure repeats.

Music types accepted: `double-percent-event` (page 56)

Properties (read)

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

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

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `DoublePercentRepeat` (page 615) and `DoublePercentRepeatCounter` (page 616).

`Grid_chord_name_engraver` (page 494)
Read `currentChordText` to create chord names adapted for typesetting within a chord grid.

Properties (read)

`currentChordCause` (stream event)
Event cause of the chord that should be created in this time step (if any).

currentChordText (markup)
In contexts printing chord names, this is at any point of time the markup that will be put in the chord name.

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

This engraver creates the following layout object(s): GridChordName (page 637).

Percent_repeat_engraver (page 510)
Make whole measure repeats.

Music types accepted: percent-event (page 60)

Properties (read)

countPercentRepeats (boolean)
If set, produce counters for percent repeats.

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

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

This engraver creates the following layout object(s): PercentRepeat (page 693) and PercentRepeatCounter (page 694).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

System_start_delimiter_engraver (page 520)
Create a system start delimiter (i.e., a SystemStartBar, SystemStartBrace, SystemStartBracket or SystemStartSquare spanner).

Properties (read)

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

systemStartDelimiter (symbol)
Which grob to make for the start of the system/staff? Set to SystemStartBrace, SystemStartBracket or SystemStartBar.

systemStartDelimiterHierarchy (pair)
A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s): SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), and SystemStartSquare (page 743).

2.1.3 ChordGridScore

Top-level context replacing Score in chord grid notation. Compared to Score, it uses proportional notation, and has a few other settings like removing bar numbers.

This context also accepts commands for the following context(s): Score (page 296) and Timing (page 296).

This context creates the following layout object(s): BreakAlignGroup (page 576), BreakAlignment (page 577), CenteredBarNumberLineSpanner (page 583), CodaMark (page 596), ControlPoint (page 600), ControlPolygon (page 601), Footnote (page 632), GraceSpacing (page 637), JumpScript (page 646), LeftEdge (page 657), MetronomeMark (page 672), NonMusicalPaperColumn (page 681), PaperColumn (page 691), Parentheses (page 692), RehearsalMark (page 699), SectionLabel (page 707), SegnoMark (page 709), SpacingSpanner (page 719), StaffGrouper (page 725), TextMark (page 746), VerticalAlignment (page 769), VoltaBracket (page 772), and VoltaBracketSpanner (page 774).

This context sets the following properties:

- Set context property additionalPitchPrefix to "add".
- Set context property aDueText to "a2".
- Set context property alterationGlyphs to #f.
- Set context property alternativeRestores to:

```
'(measurePosition
  measureLength
  measureStartNow
  lastChord)
```

- Set context property associatedVoiceType to 'Voice.
- Set context property autoAccidentals to:

```
'(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
```

- Set context property autoBeamCheck to default-auto-beam-check.
- Set context property autoBeaming to #t.
- Set context property autoCautionaries to '().
- Set context property barNumberFormatter to robust-bar-number-function.
- Set context property barNumberVisibility to first-bar-number-invisible-and-no-parenthesized-bar-numbers.
- Set context property beamHalfMeasure to #t.
- Set context property breathMarkDefinitions to:

```
'((altcomma
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.raltcomma"))
  (caesura
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.caesura.straight"))
  (chantdoublebar
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
    #<procedure ly:breathing-sign::finalis (_)>)
   (Y-offset . 0.0))
  (chantfullbar
```

```
 (extra-spacing-width -1.0 . 0.0)
 (stencil
  .
  #<procedure ly:breathing-sign::divisio-maxima (_)>)
 (Y-offset . 0.0))
(chanthalfbar
 (extra-spacing-height
  .
  #<procedure item::extra-spacing-height-including-staff (grob)>)
 (extra-spacing-width -1.0 . 0.0)
 (stencil
  .
  #<procedure ly:breathing-sign::divisio-maior (_)>)
 (Y-offset . 0.0))
(chantquarterbar
 (extra-spacing-height
  .
  #<procedure item::extra-spacing-height-including-staff (grob)>)
 (extra-spacing-width -1.0 . 0.0)
 (stencil
  .
  #<procedure ly:breathing-sign::divisio-minima (_)>))
(comma (text #<procedure musicglyph-markup (layout props glyph-name)>
        "scripts.rcomma"))
(curvedcaesura
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.caesura.curved"))
(outsidecomma
 (outside-staff-priority . 40)
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.rcomma"))
(spacer
 (text #<procedure null-markup (layout props)>))
(tickmark
 (outside-staff-priority . 40)
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.tickmark"))
(upbow (outside-staff-priority . 40)
    (text #<procedure musicglyph-markup (layout props glyph-name)>
        "scripts.uupbow"))
(varcomma
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.rvarcomma")))
```

- Set context property `breathMarkType` to `'comma`.
- Set context property `caesuraType` to:
  `'((breath . caesura))`
- Set context property `centerBarNumbers` to `#f`.
- Set context property `chordNameExceptions` to:

```
'(((#<Pitch e' > #<Pitch gis' >)
  #<procedure line-markup (layout props args)>
  ("+"))
```

```
((#<Pitch ees' > #<Pitch ges' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure line-markup (layout props args)>
  ((#<procedure fontsize-markup (layout props increment arg)>
   2
   "°")))))
((#<Pitch ees' > #<Pitch ges' > #<Pitch bes' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "ø")))
((#<Pitch ees' > #<Pitch ges' > #<Pitch beses' >)
 #<procedure concat-markup (layout props args)>
 ((#<procedure line-markup (layout props args)>
  ((#<procedure fontsize-markup (layout props increment arg)>
   2
   "°")))
  (#<procedure super-markup (layout props arg)>
  "7")))
((#<Pitch e' >
 #<Pitch g' >
 #<Pitch bes' >
 #<Pitch des'' >
 #<Pitch ees'' >
 #<Pitch fis'' >
 #<Pitch aes'' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "alt")))
((#<Pitch g' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "5")))
((#<Pitch g' > #<Pitch c'' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "5"))))
```

- Set context property `chordNameFunction` to `ignatzek-chord-names`.
- Set context property `chordNameLowercaseMinor` to `#f`.
- Set context property `chordNameSeparator` to:

  ```
  '(#<procedure hspace-markup (layout props amount)>
   0.5)
  ```

- Set context property `chordNoteNamer` to `#<procedure at lily/chord-name.scm:118:0 (pitch lowercase?)>`.
- Set context property `chordPrefixSpacer` to `0`.
- Set context property `chordRootNamer` to `#<procedure at lily/chord-name.scm:118:0 (pitch lowercase?)>`.
- Set context property `clefGlyph` to `"clefs.G"`.
- Set context property `clefPosition` to `-2`.
- Set context property `clefTranspositionFormatter` to `clef-transposition-markup`.

- Set context property codaMarkFormatter to #<procedure at lily/translation-functions.scm:232:4 (number context)>.
- Set context property completionFactor to unity-if-multimeasure.
- Set context property crescendoSpanner to 'hairpin.
- Set context property cueClefTranspositionFormatter to clef-transposition-markup.
- Set context property dalSegnoTextFormatter to format-dal-segno-text.
- Set context property decrescendoSpanner to 'hairpin.
- Set context property deprecatedBarCheckSynchronize to #f.
- Set context property doubleRepeatBarType to ":..:".
- Set context property doubleRepeatSegnoBarType to ":|.S.|:".
- Set context property drumStyleTable to #<hash-table>.
- Set context property endRepeatBarType to ":|.".
- Set context property endRepeatSegnoBarType to ":|.S".
- Set context property explicitClefVisibility to:
  #(#t #t #t)
- Set context property explicitCueClefVisibility to:
  #(#f #t #t)
- Set context property explicitKeySignatureVisibility to:
  #(#t #t #t)
- Set context property extendersOverRests to #t.
- Set context property extraNatural to #t.
- Set context property figuredBassAlterationDirection to -1.
- Set context property figuredBassFormatter to format-bass-figure.
- Set context property figuredBassLargeNumberAlignment to 0.
- Set context property figuredBassPlusDirection to -1.
- Set context property figuredBassPlusStrokedAlist to:

```
'((2 . "figbass.twoplus")
  (4 . "figbass.fourplus")
  (5 . "figbass.fiveplus")
  (6 . "figbass.sixstroked")
  (7 . "figbass.sevenstroked")
  (9 . "figbass.ninestroked"))
```

- Set context property fineBarType to "|.".
- Set context property fineSegnoBarType to "|.S".
- Set context property fineStartRepeatSegnoBarType to "|.S.|:".
- Set context property fineText to "Fine".
- Set context property fingeringOrientations to:
  '(up down)
- Set context property firstClef to #t.
- Set context property forbidBreakBetweenBarLines to #t.
- Set context property graceSettings to:

```
'((Voice Stem direction 1)
  (Voice Slur direction -1)
  (Voice Stem font-size -3)
```

```
(Voice Flag font-size -3)
(Voice NoteHead font-size -3)
(Voice TabNoteHead font-size -4)
(Voice Dots font-size -3)
(Voice Stem length-fraction 0.8)
(Voice Stem no-stem-extend #t)
(Voice Beam beam-thickness 0.384)
(Voice Beam length-fraction 0.8)
(Voice Accidental font-size -4)
(Voice AccidentalCautionary font-size -4)
(Voice Script font-size -3)
(Voice Fingering font-size -8)
(Voice StringNumber font-size -8))
```

- Set context property `harmonicAccidentals` to `#t`.
- Set context property `highStringOne` to `#t`.
- Set context property `initialTimeSignatureVisibility` to:

  ```
  #(#f #t #t)
  ```

- Set context property `instrumentTransposition` to `#<Pitch c' >`.
- Set context property `keepAliveInterfaces` to:

  ```
  '(bass-figure-interface
    chord-name-interface
    cluster-beacon-interface
    dynamic-interface
    fret-diagram-interface
    lyric-syllable-interface
    note-head-interface
    tab-note-head-interface
    lyric-interface
    percent-repeat-interface
    stanza-number-interface)
  ```

- Set context property `keyAlterationOrder` to:

  ```
  '((6 . -1/2)
    (2 . -1/2)
    (5 . -1/2)
    (1 . -1/2)
    (4 . -1/2)
    (0 . -1/2)
    (3 . -1/2)
    (3 . 1/2)
    (0 . 1/2)
    (4 . 1/2)
    (1 . 1/2)
    (5 . 1/2)
    (2 . 1/2)
    (6 . 1/2)
    (6 . -1)
    (2 . -1)
    (5 . -1)
    (1 . -1)
    (4 . -1)
  ```

```
(0 . -1)
(3 . -1)
(3 . 1)
(0 . 1)
(4 . 1)
(1 . 1)
(5 . 1)
(2 . 1)
(6 . 1))
```

- Set context property `lyricMelismaAlignment` to `-1`.
- Set context property `majorSevenSymbol` to:

```
'(#<procedure line-markup (layout props args)>
 ((#<procedure fontsize-markup (layout props increment arg)>
  -3
  (#<procedure triangle-markup (layout props filled)>
   #f))))
```

- Set context property `measureBarType` to `"|"`.
- Set context property `melismaBusyProperties` to:

```
'(melismaBusy
  slurMelismaBusy
  tieMelismaBusy
  beamMelismaBusy
  completionBusy)
```

- Set context property `metronomeMarkFormatter` to `format-metronome-markup`.
- Set context property `middleCClefPosition` to `-6`.
- Set context property `middleCPosition` to `-6`.
- Set context property `minorChordModifier` to `"m"`.
- Set context property `noChordSymbol` to `"N.C."`.
- Set context property `noteNameFunction` to `note-name-markup`.
- Set context property `noteNameSeparator` to `"/"`.
- Set context property `noteToFretFunction` to `determine-frets`.
- Set context property `partCombineTextsOnNote` to `#t`.
- Set context property `pedalSostenutoStrings` to:

```
'("Sost. Ped." "*Sost. Ped." "*")
```

- Set context property `pedalSostenutoStyle` to `'mixed`.
- Set context property `pedalSustainStrings` to:

```
'("Ped." "*Ped." "*")
```

- Set context property `pedalSustainStyle` to `'text`.
- Set context property `pedalUnaCordaStrings` to:

```
'("una corda" "" "tre corde")
```

- Set context property `pedalUnaCordaStyle` to `'text`.
- Set context property `predefinedDiagramTable` to `#f`.
- Set context property `printAccidentalNames` to `#t`.
- Set context property `printInitialRepeatBar` to `#t`.
- Set context property `printKeyCancellation` to `#t`.
- Set context property `printOctaveNames` to `#f`.

- Set context property printPartCombineTexts to #t.
- Set context property printTrivialVoltaRepeats to #f.
- Set context property proportionalNotationDuration to 1/4.
- Set context property quotedCueEventTypes to:

```
'(note-event
  rest-event
  tie-event
  beam-event
  tuplet-span-event
  tremolo-event)
```

- Set context property quotedEventTypes to:

```
'(StreamEvent)
```

- Set context property rehearsalMarkFormatter to #<procedure at lily/translation-functions.scm:232:4 (number context)>.
- Set context property rehearsalMark to 1.
- Set context property repeatCountVisibility to all-repeat-counts-visible.
- Set context property restNumberThreshold to 1.
- Set context property scriptDefinitions to:

```
'((accent
   (avoid-slur . around)
   (padding . 0.2)
   (script-stencil feta "sforzato" . "sforzato")
   (side-axis . 1)
   (side-relative-direction . -1))
  (accentus
   (script-stencil feta "uaccentus" . "uaccentus")
   (side-relative-direction . -1)
   (avoid-slur . ignore)
   (padding . 0.2)
   (quantize-position . #t)
   (script-priority . -100)
   (side-axis . 1)
   (direction . 1))
  (altcomma
   (script-stencil feta "laltcomma" . "raltcomma")
   (quantize-position . #t)
   (padding . 0.2)
   (avoid-slur . ignore)
   (side-axis . 1)
   (direction . 1))
  (bachschleifer
   (script-stencil
    feta
    "bachschleifer"
    .
    "bachschleifer")
   (no-ledgers . #f)
   (padding . 0.8)
   (length-fraction . 1.5)
```

```
 (avoid-slur . around)
 (side-axis . 0)
 (direction . -1)
 (staff-position
  .
  #<procedure at lily/output-lib.scm:1970:0 (grob)>))
(circulus
 (script-stencil feta "circulus" . "circulus")
 (side-relative-direction . -1)
 (avoid-slur . ignore)
 (padding . 0.2)
 (quantize-position . #t)
 (script-priority . -100)
 (side-axis . 1)
 (direction . 1))
(coda (script-stencil feta "coda" . "coda")
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (direction . 1))
(comma (script-stencil feta "lcomma" . "rcomma")
     (quantize-position . #t)
     (padding . 0.2)
     (avoid-slur . ignore)
     (side-axis . 1)
     (direction . 1))
(downbow
 (script-stencil feta "ddownbow" . "udownbow")
 (padding . 0.2)
 (skyline-horizontal-padding . 0.2)
 (avoid-slur . around)
 (direction . 1)
 (side-axis . 1)
 (script-priority . 180))
(downmordent
 (script-stencil
  feta
  "downmordent"
  .
  "downmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(downprall
 (script-stencil feta "downprall" . "downprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(espressivo
 (avoid-slur . around)
```

```
 (padding . 0.2)
 (script-stencil feta "espr" . "espr")
 (side-axis . 1)
 (side-relative-direction . -1))
(fermata
 (script-stencil feta "dfermata" . "ufermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(flageolet
 (script-stencil feta "flageolet" . "flageolet")
 (padding . 0.2)
 (avoid-slur . around)
 (direction . 1)
 (side-axis . 1)
 (script-priority . 50))
(halfopen
 (avoid-slur . outside)
 (padding . 0.2)
 (script-stencil feta "halfopen" . "halfopen")
 (side-axis . 1)
 (direction . 1))
(halfopenvertical
 (avoid-slur . outside)
 (padding . 0.2)
 (script-stencil
  feta
  "halfopenvertical"
  .
  "halfopenvertical")
 (side-axis . 1)
 (direction . 1))
(haydnturn
 (script-stencil feta "haydnturn" . "haydnturn")
 (padding . 0.2)
 (avoid-slur . inside)
 (side-axis . 1)
 (direction . 1))
(heel (script-stencil feta "upedalheel" . "upedalheel")
    (padding . 0.2)
    (avoid-slur . around)
    (side-axis . 1)
    (direction . 1))
(heelcircle
 (script-stencil
  feta
  "pedalheelcircle"
  .
  "pedalheelcircle")
```

```
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(henzelongfermata
 (script-stencil
  feta
  "dhenzelongfermata"
  .
  "uhenzelongfermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(henzeshortfermata
 (script-stencil
  feta
  "dhenzeshortfermata"
  .
  "uhenzeshortfermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(ictus (script-stencil feta "ictus" . "ictus")
    (side-relative-direction . -1)
    (quantize-position . #t)
    (avoid-slur . ignore)
    (padding . 0.2)
    (script-priority . -100)
    (side-axis . 1)
    (direction . -1))
(lheel (script-stencil feta "upedalheel" . "upedalheel")
    (padding . 0.2)
    (avoid-slur . around)
    (side-axis . 1)
    (direction . -1))
(lineprall
 (script-stencil feta "lineprall" . "lineprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(longfermata
 (script-stencil
  feta
  "dlongfermata"
  .
```

```
   "ulongfermata")
  (padding . 0.4)
  (avoid-slur . around)
  (outside-staff-priority . 75)
  (script-priority . 175)
  (side-axis . 1)
  (direction . 1))
 (ltoe (script-stencil feta "upedaltoe" . "upedaltoe")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . -1))
 (marcato
  (script-stencil feta "dmarcato" . "umarcato")
  (padding . 0.2)
  (avoid-slur . inside)
  (quantize-position . #t)
  (side-axis . 1)
  (side-relative-direction . -1))
 (mordent
  (script-stencil feta "mordent" . "mordent")
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
  (direction . 1))
 (open (avoid-slur . outside)
     (padding . 0.2)
     (script-stencil feta "open" . "open")
     (side-axis . 1)
     (direction . 1))
 (outsidecomma
  (avoid-slur . around)
  (direction . 1)
  (padding . 0.2)
  (side-axis . 1)
  (script-stencil feta "lcomma" . "rcomma"))
 (portato
  (script-stencil feta "uportato" . "dportato")
  (avoid-slur . around)
  (padding . 0.45)
  (side-axis . 1)
  (side-relative-direction . -1))
 (prall (script-stencil feta "prall" . "prall")
      (padding . 0.2)
      (avoid-slur . around)
      (side-axis . 1)
      (direction . 1))
 (pralldown
  (script-stencil feta "pralldown" . "pralldown")
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
```

```
 (direction . 1))
(prallmordent
 (script-stencil
  feta
  "prallmordent"
  .
  "prallmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(prallprall
 (script-stencil feta "prallprall" . "prallprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(prallup
 (script-stencil feta "prallup" . "prallup")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(reverseturn
 (script-stencil
  feta
  "reverseturn"
  .
  "reverseturn")
 (padding . 0.2)
 (avoid-slur . inside)
 (side-axis . 1)
 (direction . 1))
(rheel (script-stencil feta "dpedalheel" . "dpedalheel")
    (padding . 0.2)
    (avoid-slur . around)
    (side-axis . 1)
    (direction . 1))
(rtoe (script-stencil feta "dpedaltoe" . "dpedaltoe")
   (padding . 0.2)
   (avoid-slur . around)
   (side-axis . 1)
   (direction . 1))
(segno (script-stencil feta "segno" . "segno")
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (direction . 1))
(semicirculus
 (script-stencil
  feta
  "dsemicirculus"
```

```
    .
    "dsemicirculus")
   (side-relative-direction . -1)
   (quantize-position . #t)
   (avoid-slur . ignore)
   (padding . 0.2)
   (script-priority . -100)
   (side-axis . 1)
   (direction . 1))
  (shortfermata
   (script-stencil
    feta
    "dshortfermata"
    .
    "ushortfermata")
   (padding . 0.4)
   (avoid-slur . around)
   (outside-staff-priority . 75)
   (script-priority . 175)
   (side-axis . 1)
   (direction . 1))
  (signumcongruentiae
   (script-stencil
    feta
    "dsignumcongruentiae"
    .
    "usignumcongruentiae")
   (padding . 0.2)
   (avoid-slur . outside)
   (side-axis . 1)
   (direction . 1))
  (slashturn
   (script-stencil feta "slashturn" . "slashturn")
   (padding . 0.2)
   (avoid-slur . inside)
   (side-axis . 1)
   (direction . 1))
  (snappizzicato
   (script-stencil
    feta
    "snappizzicato"
    .
    "snappizzicato")
   (padding . 0.2)
   (avoid-slur . outside)
   (side-axis . 1)
   (direction . 1))
  (staccatissimo
   (avoid-slur . inside)
   (quantize-position . #t)
   (script-stencil
    feta
```

```
    "dstaccatissimo"
    .
    "ustaccatissimo")
   (padding . 0.2)
   (skyline-horizontal-padding . 0.1)
   (side-axis . 1)
   (side-relative-direction . -1)
   (toward-stem-shift . 1.0)
   (toward-stem-shift-in-column . 0.0))
  (staccato
   (script-stencil feta "staccato" . "staccato")
   (side-axis . 1)
   (side-relative-direction . -1)
   (quantize-position . #t)
   (avoid-slur . inside)
   (toward-stem-shift . 1.0)
   (toward-stem-shift-in-column . 0.0)
   (padding . 0.2)
   (skyline-horizontal-padding . 0.1)
   (script-priority . -100))
  (stopped
   (script-stencil feta "stopped" . "stopped")
   (avoid-slur . inside)
   (padding . 0.2)
   (side-axis . 1)
   (direction . 1))
  (tenuto
   (script-stencil feta "tenuto" . "tenuto")
   (quantize-position . #t)
   (avoid-slur . inside)
   (padding . 0.2)
   (script-priority . -50)
   (side-axis . 1)
   (side-relative-direction . -1))
  (toe (script-stencil feta "dpedaltoe" . "dpedaltoe")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . 1))
  (trill (script-stencil feta "trill" . "trill")
      (direction . 1)
      (padding . 0.2)
      (avoid-slur . outside)
      (side-axis . 1)
      (script-priority . 150))
  (turn (script-stencil feta "turn" . "turn")
     (avoid-slur . inside)
     (padding . 0.2)
     (side-axis . 1)
     (direction . 1))
  (upbow (script-stencil feta "dupbow" . "uupbow")
      (avoid-slur . around)
```

```
      (padding . 0.2)
      (direction . 1)
      (side-axis . 1)
      (script-priority . 180))
    (upmordent
     (script-stencil feta "upmordent" . "upmordent")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . 1))
    (upprall
     (script-stencil feta "upprall" . "upprall")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . 1))
    (varcoda
     (script-stencil feta "varcoda" . "varcoda")
     (padding . 0.2)
     (avoid-slur . outside)
     (side-axis . 1)
     (direction . 1))
    (varcomma
     (script-stencil feta "lvarcomma" . "rvarcomma")
     (quantize-position . #t)
     (padding . 0.2)
     (avoid-slur . ignore)
     (side-axis . 1)
     (direction . 1))
    (varheel
     (script-stencil feta "dpedalheel" . "dpedalheel")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . 1))
    (vartoe
     (script-stencil feta "upedaltoe" . "upedaltoe")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . 1))
    (verylongfermata
     (script-stencil
      feta
      "dverylongfermata"
      .
      "uverylongfermata")
     (padding . 0.4)
     (avoid-slur . around)
     (outside-staff-priority . 75)
     (script-priority . 175)
     (side-axis . 1)
```

```
  (direction . 1))
 (veryshortfermata
  (script-stencil
   feta
   "dveryshortfermata"
   .
   "uveryshortfermata")
  (padding . 0.4)
  (avoid-slur . around)
  (outside-staff-priority . 75)
  (script-priority . 175)
  (side-axis . 1)
  (direction . 1)))
```

- Set context property `sectionBarType` to `"||"`.
- Set context property `segnoBarType` to `"S"`.
- Set context property `segnoMarkFormatter` to `format-segno-mark-considering-bar-lines`.
- Set context property `segnoStyle` to `'mark`.
- Set context property `slashChordSeparator` to `"/"`.
- Set context property `soloIIText` to `"Solo II"`.
- Set context property `soloText` to `"Solo"`.
- Set context property `startRepeatBarType` to `".|:"`.
- Set context property `startRepeatSegnoBarType` to `"S.|:"`.
- Set context property `stringNumberOrientations` to:
  `'(up down)`
- Set context property `stringOneTopmost` to `#t`.
- Set context property `stringTunings` to:

```
'(#<Pitch e' >
 #<Pitch b >
 #<Pitch g >
 #<Pitch d >
 #<Pitch a, >
 #<Pitch e, >)
```

- Set context property `strokeFingerOrientations` to:
  `'(right)`
- Set context property `subdivideBeams` to `#f`.
- Set context property `submeasureBarsEnabled` to `#f`.
- Set context property `submeasureBarType` to `"!"`.
- Set context property `suspendMelodyDecisions` to `#f`.
- Set context property `systemStartDelimiter` to `'SystemStartBar`.
- Set context property `tablatureFormat` to `fret-number-tablature-format`.
- Set context property `tabStaffLineLayoutFunction` to `tablature-position-on-lines`.
- Set context property `tempoCountPrecision` to `1/4`.
- Set context property `tieWaitForNote` to `#f`.
- Set context property `timeSignatureSettings` to:
  `'(((2 . 2) (beamExceptions (end (1/32 8 8 8 8))))`

```
((2 . 8) (beamExceptions (end (1/8 2))))
((3 . 2)
 (beamExceptions (end (1/32 8 8 8 8 8 8))))
((3 . 4)
 (beamExceptions (end (1/8 6) (1/12 3 3 3))))
((3 . 8) (beamExceptions (end (1/8 3))))
((4 . 2)
 (beamExceptions (end (1/16 4 4 4 4 4 4 4 4))))
((4 . 4)
 (beamExceptions (end (1/8 4 4) (1/12 3 3 3 3))))
((4 . 8) (beatStructure 2 2))
((6 . 4)
 (beamExceptions (end (1/16 4 4 4 4 4 4))))
((9 . 4)
 (beamExceptions (end (1/32 8 8 8 8 8 8 8 8 8))))
((12 . 4)
 (beamExceptions
  (end (1/32 8 8 8 8 8 8 8 8 8 8 8 8))))
((5 . 8) (beatStructure 3 2))
((8 . 8) (beatStructure 3 3 2)))
```

- Set context property `timeSignature` to:

  `'(4 . 4)`
- Set context property `timing` to `#t`.
- Set context property `topLevelAlignment` to `#t`.
- Set context property `underlyingRepeatBarType` to `"||"`.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type `Staff` (page 322).

Context `ChordGridScore` can contain `ChoirStaff` (page 73), `ChordGrid` (page 75), `ChordNames` (page 105), `Devnull` (page 118), `DrumStaff` (page 119), `Dynamics` (page 138), `FiguredBass` (page 144), `FretBoards` (page 145), `GrandStaff` (page 148), `GregorianTranscriptionLyrics` (page 150), `GregorianTranscriptionStaff` (page 153), `KievanStaff` (page 204), `Lyrics` (page 229), `MensuralStaff` (page 232), `NoteNames` (page 257), `OneStaff` (page 261), `PetrucciStaff` (page 262), `PianoStaff` (page 288), `RhythmicStaff` (page 290), `Staff` (page 322), `StaffGroup` (page 335), `TabStaff` (page 381), `VaticanaLyrics` (page 404), and `VaticanaStaff` (page 432).

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

`Apply_output_engraver` (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: `apply-output-event` (page 54)

`Beam_collision_engraver` (page 476)
: Help beams avoid colliding with notes and clefs in other voices.

`Break_align_engraver` (page 478)
: Align grobs with corresponding `break-align-symbols` into groups, and order the groups according to `breakAlignOrder`. The left edge of the alignment gets a separate group, with a symbol `left-edge`.

  This engraver creates the following layout object(s): `BreakAlignGroup` (page 576), `BreakAlignment` (page 577), and `LeftEdge` (page 657).

`Centered_bar_number_align_engraver` (page 480)
Group measure-centered bar numbers in a `CenteredBarNumberLineSpanner` so they end up on the same vertical position.

Properties (read)

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

This engraver creates the following layout object(s): `CenteredBarNumberLineSpanner` (page 583).

`Concurrent_hairpin_engraver` (page 483)
Collect concurrent hairpins.

`Footnote_engraver` (page 491)
Create footnote texts.

This engraver creates the following layout object(s): `Footnote` (page 632).

`Grace_spacing_engraver` (page 494)
Bookkeeping of shortest starting and playing notes in grace note runs.

Properties (read)

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

This engraver creates the following layout object(s): `GraceSpacing` (page 637).

`Jump_engraver` (page 497)
This engraver creates instructions such as *D.C.* and *Fine*, placing them vertically outside the set of staves given in the `stavesFound` context property.

If `Jump_engraver` is added or moved to another context, `Staff_collecting_engraver` (page 518) also needs to be there so that marks appear at the intended Y location.

Music types accepted: `ad-hoc-jump-event` (page 53), `dal-segno-event` (page 56), and `fine-event` (page 57)

Properties (read)

`codaMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`codaMarkFormatter` (procedure)
A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as arguments the mark sequence number and the context. It should return a markup object.

`dalSegnoTextFormatter` (procedure)
Format a jump instruction such as *D.S.*

The first argument is the context.

The second argument is the number of times the instruction is performed.

The third argument is a list of three markups: *start-markup*, *end-markup*, and *next-markup*.

If *start-markup* is `#f`, the form is *da capo*; otherwise the form is *dal segno* and *start-markup* is the sign at the start of the repeated section.

If *end-markup* is not `#f`, it is either the sign at the end of the main body of the repeat, or it is a *Fine* instruction. When it is a Fine instruction, *next-markup* is `#f`.

If *next-markup* is not `#f`, it is the mark to be jumped to after performing the body of the repeat, e.g., Coda.

`finalFineTextVisibility` (boolean)
: Whether `\fine` at the written end of the music should create a *Fine* instruction.

`fineText` (markup)
: The text to print at `\fine`.

`segnoMarkCount` (non-negative, exact integer)
: Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

`segnoMarkFormatter` (procedure)
: A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

`stavesFound` (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): `JumpScript` (page 646).

`Mark_engraver` (page 501)
: This engraver creates rehearsal marks, segno and coda marks, and section labels.

`Mark_engraver` creates marks, formats them, and places them vertically outside the set of staves given in the `stavesFound` context property.

If `Mark_engraver` is added or moved to another context, `Staff_collecting_engraver` (page 518) also needs to be there so that marks appear at the intended Y location.

By default, `Mark_engravers` in multiple contexts create a common sequence of marks chosen by the `Score`-level `Mark_tracking_translator` (page 502). If independent sequences are desired, multiple `Mark_tracking_translators` must be used.

Properties (read)

`codaMarkFormatter` (procedure)
: A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as arguments the mark sequence number and the context. It should return a markup object.

`currentPerformanceMarkEvent` (stream event)
: The coda, section, or segno mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`currentRehearsalMarkEvent` (stream event)
: The ad-hoc or rehearsal mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`rehearsalMarkFormatter` (procedure)
A procedure taking as arguments the context and the sequence number of the rehearsal mark. It should return the formatted mark as a markup object.

`segnoMarkFormatter` (procedure)
A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

`stavesFound` (list of grobs)
A list of all staff-symbols found.

This engraver creates the following layout object(s): `CodaMark` (page 596), `RehearsalMark` (page 699), `SectionLabel` (page 707), and `SegnoMark` (page 709).

`Mark_tracking_translator` (page 502)
This translator chooses which marks `Mark_engraver` should engrave.

Music types accepted: `ad-hoc-mark-event` (page 54), `coda-mark-event` (page 56), `rehearsal-mark-event` (page 61), `section-label-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`codaMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`rehearsalMark` (integer)
The next rehearsal mark to print.

`segnoMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

Properties (write)

`codaMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`currentPerformanceMarkEvent` (stream event)
The coda, section, or segno mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`currentRehearsalMarkEvent` (stream event)
The ad-hoc or rehearsal mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`rehearsalMark` (integer)
The next rehearsal mark to print.

`segnoMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

`Metronome_mark_engraver` (page 504)
Engrave metronome marking. This delegates the formatting work to the function in the `metronomeMarkFormatter` property. The mark is put over all staves. The staves are taken from the `stavesFound` property, which is maintained by `Staff_collecting_engraver` (page 518).

Music types accepted: `tempo-change-event` (page 64)

Properties (read)

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

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

`metronomeMarkFormatter` (procedure)
How to produce a metronome markup. Called with two arguments: a `TempoChangeEvent` and context.

`stavesFound` (list of grobs)
A list of all staff-symbols found.

`tempoHideNote` (boolean)
Hide the note = count in tempo marks.

This engraver creates the following layout object(s): `MetronomeMark` (page 672).

`Paper_column_engraver` (page 509)
Take care of generating columns.

This engraver decides whether a column is breakable. The default is that a column is always breakable. However, every `Bar_engraver` that does not have a barline at a certain point will set `forbidBreaks` in the score context to stop line breaks. In practice, this means that you can make a break point by creating a bar line (assuming that there are no beams or notes that prevent a break point).

Music types accepted: `break-event` (page 55) and `label-event` (page 57)

Properties (read)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

Properties (write)

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

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

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

This engraver creates the following layout object(s): NonMusicalPaperColumn (page 681) and PaperColumn (page 691).

Parenthesis_engraver (page 509)
: Parenthesize objects whose parenthesize property is #t.

  This engraver creates the following layout object(s): Parentheses (page 692).

Repeat_acknowledge_engraver (page 512)
: This engraver augments repeatCommands with start-repeat and end-repeat entries based on received events. This is internal behavior that allows simplifying other engravers that must support both \repeat volta and manual repeats.

  This engraver also resets repeatCommands at the beginning of each time step. This is user-facing behavior: it allows setting a value for the current time step simply with \set rather than requiring \once \set.

  Music types accepted: volta-repeat-end-event (page 65) and volta-repeat-start-event (page 65)

  Properties (write)

  repeatCommands (list)
  : A list of commands related to volta-style repeats. In general, each element is a list, '(*command args...*), but a command with no arguments may be abbreviated to a symbol; e.g., '((start-repeat)) may be given as '(start-repeat).

    end-repeat *return-count*
    : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

    start-repeat *repeat-count*
    : Start a repeated section. *repeat-count* is the number of times to perform this section.

    volta *text*
    : If *text* is markup, start a volta bracket with that label; if *text* is #f, end a volta bracket.

Show_control_points_engraver (page 515)
: Create grobs to visualize control points of Bézier curves (ties and slurs) for ease of tweaking.

  This engraver creates the following layout object(s): ControlPoint (page 600) and ControlPolygon (page 601).

Spacing_engraver (page 516)
: Make a SpacingSpanner and do bookkeeping of shortest starting and playing notes.

  Music types accepted: spacing-section-event (page 62)

  Properties (read)

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

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

  proportionalNotationDuration (non-negative exact rational or +inf.0)
  : Global override for shortest-playing duration. This is used for switching on proportional notation.

This engraver creates the following layout object(s): SpacingSpanner (page 719).

Spanner_tracking_engraver (page 517)
Helper for creating spanners attached to other spanners. If a spanner has the sticky-grob-interface, the engraver tracks the spanner contained in its sticky-host object. When the host ends, the sticky spanner attached to it has its end announced too.

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Stanza_number_align_engraver (page 519)
This engraver ensures that stanza numbers are neatly aligned across all lyrics contexts.

Text_mark_engraver (page 522)
Engraves arbitrary textual marks.

Music types accepted: text-mark-event (page 64)

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

This engraver creates the following layout object(s): TextMark (page 746).

Timing_translator (page 524)
This engraver adds the alias Timing to its containing context. Responsible for synchronizing timing information from staves. Normally in Score. In order to create polyrhythmic music, this engraver should be removed from Score and placed in Staff.

Music types accepted: alternative-event (page 54), bar-check-event (page 54), bar-event (page 54), fine-event (page 57), measure-length-change-event (page 58), partial-event (page 60), and polymetric-time-signature-event (page 61)

Properties (read)

alternativeNumberingStyle (symbol)
The scheme and style for numbering bars in repeat alternatives. If not set (the default), bar numbers continue through alternatives. Can be set to numbers to reset the bar number at each alternative, or set to numbers-with-letters to reset and also include letter suffixes.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

currentBarNumber (integer)
Contains the current bar number. This property is incremented at every bar line.

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

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

`measurePosition` (moment)
The current point within the measure.

`timeSignature` (time signature)
A time-signature specification. See the `\time` command.

Properties (write)

`alternativeNumber` (non-negative, exact integer)
When set, the first volta number for the current `\alternative` element. Not set outside of alternatives.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`currentBarNumber` (integer)
Contains the current bar number. This property is incremented at every bar line.

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

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

`measurePosition` (moment)
The current point within the measure.

`measureStartNow` (boolean)
True at the beginning of a measure.

`timeSignature` (time signature)
A time-signature specification. See the `\time` command.

`Tweak_engraver` (page 526)
Read the `tweaks` property from the originating event, and set properties.

`Vertical_align_engraver` (page 526)
Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)
Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)
Where to insert newly created context in vertical alignment.

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

This engraver creates the following layout object(s): `StaffGrouper` (page 725) and `VerticalAlignment` (page 769).

`Volta_engraver` (page 526)
Make volta brackets.

Music types accepted: `dal-segno-event` (page 56), `fine-event` (page 57), and `volta-span-event` (page 65)

Properties (read)

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

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args*`...)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

`end-repeat` *return-count*
: End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

`start-repeat` *repeat-count*
: Start a repeated section. *repeat-count* is the number of times to perform this section.

`volta` *text*
: If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`stavesFound` (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): `VoltaBracket` (page 772) and `VoltaBracketSpanner` (page 774).

2.1.4 ChordNames

Typesets chord names.

This context also accepts commands for the following context(s): `Staff` (page 322).

This context creates the following layout object(s): `ChordName` (page 586), `StaffSpacing` (page 727), and `VerticalAxisGroup` (page 770).

This context sets the following properties:

- Set grob property `font-size` in `Parentheses` (page 692) to `1.5`.
- Set grob property `nonstaff-nonstaff-spacing.padding` in `VerticalAxisGroup` (page 770) to `0.5`.
- Set grob property `nonstaff-relatedstaff-spacing.padding` in `VerticalAxisGroup` (page 770) to `0.5`.
- Set grob property `remove-empty` in `VerticalAxisGroup` (page 770) to `#t`.
- Set grob property `remove-first` in `VerticalAxisGroup` (page 770) to `#t`.
- Set grob property `staff-affinity` in `VerticalAxisGroup` (page 770) to `-1`.

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

This context cannot contain other contexts.

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

`Alteration_glyph_engraver` (page 469)
: Set the `glyph-name-alist` of all grobs having the `accidental-switch-interface` to the value of the context's `alterationGlyphs` property, when defined.

Properties (read)

`alterationGlyphs` (list)
Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Apply_output_engraver` (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Chord_name_engraver` (page 480)
Read `currentChordText` to create chord names.

Properties (read)

`chordChanges` (boolean)
Only show changes in chords scheme?

`currentChordCause` (stream event)
Event cause of the chord that should be created in this time step (if any).

`currentChordText` (markup)
In contexts printing chord names, this is at any point of time the markup that will be put in the chord name.

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

Properties (write)

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

This engraver creates the following layout object(s): `ChordName` (page 586).

`Current_chord_text_engraver` (page 484)
Catch note and rest events and generate the appropriate chord text using `chordNameFunction`. Actually creating a chord name grob is left to other engravers.

Music types accepted: general-rest-event (page 57) and note-event (page 60)

Properties (read)

chordNameExceptions (list)
: An alist of chord exceptions. Contains (*chord* . *markup*) entries.

chordNameFunction (procedure)
: The function that converts lists of pitches to chord names.

chordNoteNamer (procedure)
: A function that converts from a pitch object to a text markup. Used for single pitches.

chordRootNamer (procedure)
: A function that converts from a pitch object to a text markup. Used for chords.

majorSevenSymbol (markup)
: How should the major 7th be formatted in a chord name?

noChordSymbol (markup)
: Markup to be displayed for rests in a ChordNames context.

Properties (write)

currentChordCause (stream event)
: Event cause of the chord that should be created in this time step (if any).

currentChordText (markup)
: In contexts printing chord names, this is at any point of time the markup that will be put in the chord name.

Pure_from_neighbor_engraver (page 512)
: Coordinates items that get their pure heights from their neighbors.

Separating_line_group_engraver (page 515)
: Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)
: Create StaffSpacing objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
: True if currentCommandColumn contains items that will affect spacing.

This engraver creates the following layout object(s): StaffSpacing (page 727).

2.1.5 CueVoice

A voice context used to render notes of a reduced size, intended primarily for adding cue notes to a staff. Usually left to be created implicitly.

This context also accepts commands for the following context(s): Voice (page 457).

This context creates the following layout object(s): ApproximatePitchNoteHead (page 555), Arpeggio (page 557), Beam (page 570), BendAfter (page 573), BreathingSign (page 578), ChordBracket (page 585), ChordSlur (page 587), ClusterSpanner (page 595), ClusterSpannerBeacon (page 595), CombineTextScript (page 598), Dots (page 614), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616),

DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), FingerGlideSpanner (page 627), Fingering (page 629), Flag (page 631), Glissando (page 635), Hairpin (page 639), InstrumentSwitch (page 645), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), LigatureBracket (page 659), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteHead (page 684), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), Slur (page 714), Stem (page 729), StemStub (page 731), StemTremolo (page 732), StringNumber (page 733), StrokeFinger (page 735), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), and VoiceFollower (page 771).

This context sets the following properties:

- Set context property fontSize to -4.
- Set grob property beam-thickness in Beam (page 570) to 0.35.
- Set grob property beam-thickness in StemTremolo (page 732) to 0.35.
- Set grob property ignore-ambitus in NoteHead (page 684) to #t.
- Set grob property length-fraction in Beam (page 570) to 0.6299605249474366.
- Set grob property length-fraction in Stem (page 729) to 0.6299605249474366.

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

This context cannot contain other contexts.

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

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Arpeggio_engraver (page 470)
: Create arpeggiato and non-arpeggiato symbols.

  Music types accepted: arpeggio-event (page 54), chord-slur-event (page 55), and non-arpeggiato-event (page 59)

  This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Auto_beam_engraver (page 470)
: Generate beams based on measure characteristics and observed Stems. Uses beatBase, beatStructure, beamExceptions, measureLength, and measurePosition to decide when to start and stop a beam. Overriding beaming is done through Stem_engraver (page 519) properties stemLeftBeamCount and stemRightBeamCount.

  Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

  Properties (read)

  autoBeaming (boolean)
  : If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

`beamExceptions` (list)
An alist of exceptions to auto-beam rules that normally end on beats.

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

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Beam_engraver` (page 476)
Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
Signal if a beam is present.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Bend_engraver` (page 477)
Create fall spanners.

Music types accepted: `bend-after-event` (page 55)

Properties (read)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

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

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

This engraver creates the following layout object(s): BendAfter (page 573).

Breathing_sign_engraver (page 478)
Notate breath marks.

Music types accepted: breathing-event (page 55)

Properties (read)

breathMarkType (symbol)
The type of BreathingSign to create at \breathe.

This engraver creates the following layout object(s): BreathingSign (page 578).

Chord_tremolo_engraver (page 481)
Generate beams for tremolo repeats.

Music types accepted: tremolo-span-event (page 65)

This engraver creates the following layout object(s): Beam (page 570).

Cluster_spanner_engraver (page 481)
Engrave a cluster using Spanner notation.

Music types accepted: cluster-note-event (page 56)

This engraver creates the following layout object(s): ClusterSpanner (page 595) and ClusterSpannerBeacon (page 595).

Dots_engraver (page 486)
Create Dots (page 614) objects for rhythmic-head-interface (page 842)s.

This engraver creates the following layout object(s): Dots (page 614).

Double_percent_repeat_engraver (page 486)
Make double measure repeats.

Music types accepted: double-percent-event (page 56)

Properties (read)

countPercentRepeats (boolean)
If set, produce counters for percent repeats.

measureLength (positive exact rational or +inf.0)
The musical length of the current measure.

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

Properties (write)

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): DoublePercentRepeat (page 615) and DoublePercentRepeatCounter (page 616).

Dynamic_align_engraver (page 488)
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

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

This engraver creates the following layout object(s): DynamicLineSpanner (page 621).

Dynamic_engraver (page 488)
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: absolute-dynamic-event (page 53), break-dynamic-span-event (page 55), and span-dynamic-event (page 62)

Properties (read)

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

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

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

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

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

This engraver creates the following layout object(s): DynamicText (page 622), DynamicTextSpanner (page 624), and Hairpin (page 639).

Finger_glide_engraver (page 490)
Engraver to print a line between two Fingering, StringNumber or StrokeFinger grobs.

Music types accepted: note-event (page 60)

This engraver creates the following layout object(s): FingerGlideSpanner (page 627).

Fingering_engraver (page 491)
Create fingering scripts.

Music types accepted: fingering-event (page 57)

This engraver creates the following layout object(s): Fingering (page 629).

Font_size_engraver (page 491)
Put fontSize into font-size grob property.

Properties (read)

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

Forbid_line_break_engraver (page 491)
Forbid line breaks when note heads are still playing at some point.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`Glissando_engraver` (page 493)
Engrave glissandi.

Music types accepted: `glissando-event` (page 57)

Properties (read)

`glissandoMap` (list)
A map in the form of `'((source1 . target1) (source2 . target2) ... (sourcen . targetn))`, showing the glissandi to be drawn for note columns. The value `'()` defaults to `'((0 . 0) (1 . 1) ... (n . n))`, where *n* is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): `Glissando` (page 635).

`Grace_auto_beam_engraver` (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or `\noBeam` will block autobeaming, just like setting the context property 'autoBeaming' to `##f`.

Music types accepted: `beam-break-event` (page 54) and `beam-forbid-event` (page 55)

Properties (read)

`autoBeaming` (boolean)
If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_beam_engraver` (page 493)
Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
Signal if a beam is present.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_engraver` (page 494)
Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)
Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Instrument_switch_engraver` (page 496)
Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

`instrumentCueName` (markup)
The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): `InstrumentSwitch` (page 645).

`Laissez_vibrer_engraver` (page 499)
Create laissez vibrer items.

Music types accepted: `laissez-vibrer-event` (page 57)

This engraver creates the following layout object(s): `LaissezVibrerTie` (page 654) and `LaissezVibrerTieColumn` (page 656).

`Ligature_bracket_engraver` (page 500)
Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted: `ligature-event` (page 58)

This engraver creates the following layout object(s): `LigatureBracket` (page 659).

`Multi_measure_rest_engraver` (page 505)
Engrave multi-measure rests that are produced with 'R'. It reads `measureStartNow` and `internalBarNumber` to determine what number to print over the `MultiMeasureRest` (page 674).

Music types accepted: `multi-measure-articulation-event` (page 58), `multi-measure-rest-event` (page 59), and `multi-measure-text-event` (page 59)

Properties (read)

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

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

`measureStartNow` (boolean)
: True at the beginning of a measure.

`restNumberThreshold` (number)
: If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

`New_fingering_engraver` (page 506)
: Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

`fingeringOrientations` (list)
: A list of symbols, containing '`left`', '`right`', '`up`' and/or '`down`'. This list determines where fingerings are put relative to the chord being fingered.

`harmonicDots` (boolean)
: If set, harmonic notes in dotted chords get dots.

`stringNumberOrientations` (list)
: See `fingeringOrientations`.

`strokeFingerOrientations` (list)
: See `fingeringOrientations`.

This engraver creates the following layout object(s): `Fingering` (page 629), `Script` (page 705), `StringNumber` (page 733), and `StrokeFinger` (page 735).

`Note_head_line_engraver` (page 506)
: Engrave a line between two note heads in a staff switch if `followVoice` is set.

Properties (read)

`followVoice` (boolean)
: If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): `VoiceFollower` (page 771).

`Note_heads_engraver` (page 507)
: Generate note heads.

Music types accepted: `note-event` (page 60)

Properties (read)

`middleCPosition` (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`staffLineLayoutFunction` (procedure)
: Layout of staff lines, `traditional`, or `semitone`.

This engraver creates the following layout object(s): `ApproximatePitchNoteHead` (page 555) and `NoteHead` (page 684).

`Note_spacing_engraver` (page 508)
Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): `NoteSpacing` (page 686).

`Part_combine_engraver` (page 509)
Part combine engraver for orchestral scores: Print markings 'a2', 'Solo', 'Solo II', and 'unisono'.

Music types accepted: `note-event` (page 60) and `part-combine-event` (page 60)

Properties (read)

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

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

`printPartCombineTexts` (boolean)
Set 'Solo' and 'A due' texts in the part combiner?

`soloIIText` (markup)
The text for the start of a solo for voice 'two' when part-combining.

`soloText` (markup)
The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): `CombineTextScript` (page 598).

`Percent_repeat_engraver` (page 510)
Make whole measure repeats.

Music types accepted: `percent-event` (page 60)

Properties (read)

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

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

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

This engraver creates the following layout object(s): `PercentRepeat` (page 693) and `PercentRepeatCounter` (page 694).

`Phrasing_slur_engraver` (page 510)
Print phrasing slurs. Similar to `Slur_engraver` (page 516).

Music types accepted: `note-event` (page 60) and `phrasing-slur-event` (page 61)

This engraver creates the following layout object(s): `PhrasingSlur` (page 696).

`Pitched_trill_engraver` (page 512)
Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s): `TrillPitchAccidental` (page 757), `TrillPitchGroup` (page 758), `TrillPitchHead` (page 759), and `TrillPitchParentheses` (page 761).

`Repeat_tie_engraver` (page 513)
Create repeat ties.

Music types accepted: `repeat-tie-event` (page 61)

This engraver creates the following layout object(s): `RepeatTie` (page 702) and `RepeatTieColumn` (page 703).

`Rest_engraver` (page 513)
Engrave rests.

Music types accepted: `rest-event` (page 61)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Rest` (page 704).

`Rhythmic_column_engraver` (page 514)
Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): `NoteColumn` (page 683).

`Script_column_engraver` (page 514)
Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Script_engraver` (page 514)
Handle note scripted articulations.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `Script` (page 705).

`Slash_repeat_engraver` (page 516)
Make beat repeats.

Music types accepted: `repeat-slash-event` (page 61)

This engraver creates the following layout object(s): `DoubleRepeatSlash` (page 618) and `RepeatSlash` (page 701).

`Slur_engraver` (page 516)
Build slur grobs from slur events.

Music types accepted: `note-event` (page 60) and `slur-event` (page 62)

Properties (read)

`doubleSlurs` (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)
Signal if a slur is present.

This engraver creates the following layout object(s): `Slur` (page 714).

`Spanner_break_forbid_engraver` (page 517)
Forbid breaks in certain spanners.

`Stem_engraver` (page 519)
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted: `tremolo-event` (page 65)

Properties (read)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`stemLeftBeamCount` (integer)
Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

`stemRightBeamCount` (integer)
See `stemLeftBeamCount`.

This engraver creates the following layout object(s): `Flag` (page 631), `Stem` (page 729), `StemStub` (page 731), and `StemTremolo` (page 732).

`Text_engraver` (page 522)
Create text scripts.

Music types accepted: `text-script-event` (page 64)

This engraver creates the following layout object(s): `TextScript` (page 748).

`Text_spanner_engraver` (page 522)
Create text spanner from an event.

Music types accepted: `text-span-event` (page 64)

Properties (read)

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

This engraver creates the following layout object(s): `TextSpanner` (page 750).

`Tie_engraver` (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: `tie-event` (page 64)

Properties (read)

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

`tieWaitForNote` (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

`Toe_heel_engraver` (page 525)
Read the `toeHeelStyle` context property and use it to style `\rtoe` and its siblings, based on the data in the `toe-heel-styles` alist.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`toeHeelStyle` (symbol)
The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`Trill_spanner_engraver` (page 525)
Create trill spanners.

Music types accepted: `trill-span-event` (page 65)

Properties (read)

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

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

This engraver creates the following layout object(s): `TrillSpanner` (page 761).

`Tuplet_engraver` (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: `tuplet-span-event` (page 65)

Properties (read)

`tupletFullLength` (boolean)
If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): `TupletBracket` (page 763) and `TupletNumber` (page 765).

2.1.6 Devnull

Silently discard all musical information given to this context.

This context also accepts commands for the following context(s): `Staff` (page 322) and `Voice` (page 457).

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

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

This context cannot contain other contexts.

2.1.7 DrumStaff

Handles typesetting for percussion. Can contain DrumVoice.

This context also accepts commands for the following context(s): Staff (page 322).

This context creates the following layout object(s): BarLine (page 560), BassFigure (page 566), BassFigureAlignment (page 566), BassFigureAlignmentPositioning (page 567), BassFigureBracket (page 568), BassFigureContinuation (page 569), BassFigureLine (page 569), BreathingSign (page 578), CaesuraScript (page 581), Clef (page 590), ClefModifier (page 593), CueClef (page 602), CueEndClef (page 605), DotColumn (page 613), FingeringColumn (page 631), InstrumentName (page 644), LedgerLineSpanner (page 656), NoteCollision (page 682), OptionalMaterialBracket (page 687), RestCollision (page 705), ScriptColumn (page 707), ScriptRow (page 707), SostenutoPedalLineSpanner (page 718), StaffEllipsis (page 722), StaffHighlight (page 726), StaffSpacing (page 727), StaffSymbol (page 727), SustainPedalLineSpanner (page 738), TimeSignature (page 754), UnaCordaPedalLineSpanner (page 767), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property clefGlyph to "clefs.percussion".
- Set context property clefPosition to 0.
- Set context property createSpacing to #t.
- Set context property ignoreFiguredBassRest to #f.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property ottavationMarkups to:

```
'((4 . "29")
 (3 . "22")
 (2 . "15")
 (1 . "8")
 (-1 . "8")
 (-2 . "15")
 (-3 . "22")
 (-4 . "29"))
```

- Set context property shortInstrumentName to '().
- Set grob property staff-padding in Script (page 705) to 0.75.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type DrumVoice (page 128).

Context DrumStaff can contain CueVoice (page 107), DrumVoice (page 128), and NullVoice (page 259).

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

Alteration_glyph_engraver (page 469)

Set the glyph-name-alist of all grobs having the accidental-switch-interface to the value of the context's alterationGlyphs property, when defined.

Properties (read)

alterationGlyphs (list)

Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Apply_output_engraver` (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Bar_engraver` (page 472)
Create bar lines for various commands, including `\\bar`.

If `forbidBreakBetweenBarLines` is true, allow line breaks at bar lines only.

Music types accepted: `ad-hoc-jump-event` (page 53), `caesura-event` (page 55), `coda-mark-event` (page 56), `dal-segno-event` (page 56), `fine-event` (page 57), `section-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`caesuraType` (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

The first argument is the context.

The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform

function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, '`(`*`command args...`*`)`, but a command with no arguments may be abbreviated to a symbol; e.g., '`((start-repeat))` may be given as '`(start-repeat)`.

  `end-repeat` *`return-count`*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *`repeat-count`*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

volta *text*
: If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

`currentBarLine` (graphical (layout) object)
: Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `BarLine` (page 560).

Caesura_engraver (page 479)

Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of caesuraType through caesuraTypeTransform, this engraver may create a BreathingSign with CaesuraScript grobs aligned to it, or it may create CaesuraScript grobs and align them to a BarLine.

If this engraver observes a BarLine, it calls caesuraTypeTransform again with the new information, and if necessary, recreates its grobs.

Music types accepted: caesura-event (page 55)

Properties (read)

breathMarkDefinitions (list)

The description of breath marks. This is used by the Breathing_sign_engraver. See scm/breath.scm for more information.

caesuraType (list)

An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)

An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

scriptDefinitions (list)

The description of scripts. This is used by the Script_engraver for typesetting note-superscripts and subscripts. See scm/script.scm for more information.

This engraver creates the following layout object(s): BreathingSign (page 578) and CaesuraScript (page 581).

Clef_engraver (page 481)

Determine and set reference point for pitches.

Properties (read)

clefGlyph (string)

Name of the symbol within the music font.

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

`clefTransposition` (integer)
: Add this much extra transposition to a clef. Values of 7 and -7 are common.

`clefTranspositionStyle` (symbol)
: Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitClefVisibility` (vector)
: 'break-visibility' function for clef changes.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

`forceClef` (boolean)
: Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): `Clef` (page 590) and `ClefModifier` (page 593).

`Collision_engraver` (page 482)
: Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s): `NoteCollision` (page 682).

`Cue_clef_engraver` (page 483)
: Determine and set reference point for pitches in cued voices.

Properties (read)

`clefTransposition` (integer)
: Add this much extra transposition to a clef. Values of 7 and -7 are common.

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

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

`cueClefTransposition` (integer)
: Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
: Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

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

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

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

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Dot_column_engraver` (page 486)
: Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): `DotColumn` (page 613).

`Figured_bass_engraver` (page 490)
: Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
: Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
: Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
: A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)
: Don't swallow rest events.

`implicitBassFigures` (list)
: A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)
: Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), and `BassFigureLine` (page 569).

`Figured_bass_position_engraver` (page 490)
: Position figured bass alignments over notes.

This engraver creates the following layout object(s): `BassFigureAlignmentPositioning` (page 567).

`Fingering_column_engraver` (page 491)
: Find potentially colliding scripts and put them into a `FingeringColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `FingeringColumn` (page 631).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Horizontal_script_engraver` (page 495)
Aligns `Script` horizontally

`Instrument_name_engraver` (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Ledger_line_engraver` (page 499)
Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): `LedgerLineSpanner` (page 656).

`Merge_mmrest_numbers_engraver` (page 504)
Engraver to merge multi-measure rest numbers in multiple voices.

This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

`Non_musical_script_column_engraver` (page 506)
Find potentially colliding non-musical scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Optional_material_bracket_engraver` (page 508)
Notate in-staff brackets for optional material.

Music types accepted: `optional-material-event` (page 60)

This engraver creates the following layout object(s): `OptionalMaterialBracket` (page 687).

`Piano_pedal_align_engraver` (page 511)
Align piano pedal symbols and brackets.

Properties (read)

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

This engraver creates the following layout object(s): `SostenutoPedalLineSpanner` (page 718), `SustainPedalLineSpanner` (page 738), and `UnaCordaPedalLineSpanner` (page 767).

`Pure_from_neighbor_engraver` (page 512)
Coordinates items that get their pure heights from their neighbors.

`Rest_collision_engraver` (page 513)
Handle collisions of rests.

Properties (read)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): `RestCollision` (page 705).

`Script_row_engraver` (page 514)
Determine order in horizontal side position elements.

This engraver creates the following layout object(s): `ScriptRow` (page 707).

`Separating_line_group_engraver` (page 515)
Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
True if `currentCommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s): `StaffSpacing` (page 727).

`Skip_typesetting_engraver` (page 515)
Create a `StaffEllipsis` when `skipTypesetting` is used.

Properties (read)

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

This engraver creates the following layout object(s): StaffEllipsis (page 722).

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Staff_highlight_engraver (page 518)
Highlights music passages.

Music types accepted: staff-highlight-event (page 63)

Properties (read)

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

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

Time_signature_engraver (page 523)
Create a TimeSignature (page 754) whenever timeSignature changes.

Music types accepted: polymetric-time-signature-event (page 61) and reference-time-signature-event (page 61)

Properties (read)

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

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

timeSignature (time signature)
A time-signature specification. See the \time command.

This engraver creates the following layout object(s): TimeSignature (page 754).

2.1.8 DrumVoice

A voice on a percussion staff.

This context also accepts commands for the following context(s): Voice (page 457).

This context creates the following layout object(s): Beam (page 570), BendAfter (page 573), BreathingSign (page 578), CombineTextScript (page 598), Dots (page 614),

DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), FingerGlideSpanner (page 627), Flag (page 631), Hairpin (page 639), InstrumentSwitch (page 645), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteHead (page 684), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), Slur (page 714), Stem (page 729), StemStub (page 731), StemTremolo (page 732), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), and TupletNumber (page 765).

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

This context cannot contain other contexts.

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

Apply_output_engraver (page 470)

Apply a procedure to any grob acknowledged.

Music types accepted: apply-output-event (page 54)

Auto_beam_engraver (page 470)

Generate beams based on measure characteristics and observed Stems. Uses beatBase, beatStructure, beamExceptions, measureLength, and measurePosition to decide when to start and stop a beam. Overriding beaming is done through Stem_engraver (page 519) properties stemLeftBeamCount and stemRightBeamCount.

Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

Properties (read)

autoBeaming (boolean)

If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

beamExceptions (list)

An alist of exceptions to auto-beam rules that normally end on beats.

beamHalfMeasure (boolean)

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

beatBase (positive exact rational or +inf.0)

The musical length corresponding to one unit of beatStructure.

beatStructure (number list)

A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)

If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Beam_engraver (page 476)
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Bend_engraver (page 477)
Create fall spanners.

Music types accepted: bend-after-event (page 55)

Properties (read)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

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

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

This engraver creates the following layout object(s): BendAfter (page 573).

Breathing_sign_engraver (page 478)
Notate breath marks.

Music types accepted: breathing-event (page 55)

Properties (read)

breathMarkType (symbol)
The type of BreathingSign to create at \breathe.

This engraver creates the following layout object(s): BreathingSign (page 578).

Chord_tremolo_engraver (page 481)
Generate beams for tremolo repeats.

Music types accepted: tremolo-span-event (page 65)

This engraver creates the following layout object(s): Beam (page 570).

`Dots_engraver` (page 486)
Create `Dots` (page 614) objects for `rhythmic-head-interface` (page 842)s.

This engraver creates the following layout object(s): `Dots` (page 614).

`Double_percent_repeat_engraver` (page 486)
Make double measure repeats.

Music types accepted: `double-percent-event` (page 56)

Properties (read)

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

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

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `DoublePercentRepeat` (page 615) and `DoublePercentRepeatCounter` (page 616).

`Drum_notes_engraver` (page 487)
Generate drum note heads.

Music types accepted: `note-event` (page 60)

Properties (read)

`drumStyleTable` (hash table)
A hash table which maps drums to layout settings. Predefined values: '`drums-style`', '`agostini-drums-style`', '`weinberg-drums-style`', '`timbales-style`', '`congas-style`', '`bongos-style`', and '`percussion-style`'.

The layout style is a hash table, containing the drum-pitches (e.g., the symbol '`hihat`') as keys, and a list (*`notehead-style script vertical-position`*) as values.

This engraver creates the following layout object(s): `NoteHead` (page 684) and `Script` (page 705).

`Dynamic_align_engraver` (page 488)
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

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

This engraver creates the following layout object(s): `DynamicLineSpanner` (page 621).

Dynamic_engraver (page 488)
Create hairpins, dynamic texts and dynamic text spanners.
Music types accepted: absolute-dynamic-event (page 53), break-dynamic-span-event (page 55), and span-dynamic-event (page 62)
Properties (read)
crescendoSpanner (symbol)
The type of spanner to be used for crescendi. Available values are 'hairpin' and 'text'. If unset, a hairpin crescendo is used.
crescendoText (markup)
The text to print at start of non-hairpin crescendo, i.e., 'cresc.'.
currentMusicalColumn (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).
decrescendoSpanner (symbol)
The type of spanner to be used for decrescendi. Available values are 'hairpin' and 'text'. If unset, a hairpin decrescendo is used.
decrescendoText (markup)
The text to print at start of non-hairpin decrescendo, i.e., 'dim.'.
This engraver creates the following layout object(s): DynamicText (page 622), DynamicTextSpanner (page 624), and Hairpin (page 639).

Finger_glide_engraver (page 490)
Engraver to print a line between two Fingering, StringNumber or StrokeFinger grobs.
Music types accepted: note-event (page 60)
This engraver creates the following layout object(s): FingerGlideSpanner (page 627).

Font_size_engraver (page 491)
Put fontSize into font-size grob property.
Properties (read)
fontSize (number)
The relative size of all grobs in a context.

Forbid_line_break_engraver (page 491)
Forbid line breaks when note heads are still playing at some point.
Properties (read)
busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).
Properties (write)
forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

Grace_auto_beam_engraver (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \noBeam will block autobeaming, just like setting the context property 'autoBeaming' to ##f.

Music types accepted: `beam-break-event` (page 54) and `beam-forbid-event` (page 55)

Properties (read)

`autoBeaming` (boolean)
: If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_beam_engraver` (page 493)
: Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
: Signal if a beam is present.

`beatBase` (positive exact rational or +inf.0)
: The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
: A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
: If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_engraver` (page 494)
: Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)
: Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

`Grob_pq_engraver` (page 495)
: Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
: A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
: A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Instrument_switch_engraver` (page 496)
Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

`instrumentCueName` (markup)
The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): `InstrumentSwitch` (page 645).

`Laissez_vibrer_engraver` (page 499)
Create laissez vibrer items.

Music types accepted: `laissez-vibrer-event` (page 57)

This engraver creates the following layout object(s): `LaissezVibrerTie` (page 654) and `LaissezVibrerTieColumn` (page 656).

`Multi_measure_rest_engraver` (page 505)
Engrave multi-measure rests that are produced with 'R'. It reads `measureStartNow` and `internalBarNumber` to determine what number to print over the `MultiMeasureRest` (page 674).

Music types accepted: `multi-measure-articulation-event` (page 58), `multi-measure-rest-event` (page 59), and `multi-measure-text-event` (page 59)

Properties (read)

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

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

`measureStartNow` (boolean)
True at the beginning of a measure.

`restNumberThreshold` (number)
If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

`Note_spacing_engraver` (page 508)
Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): `NoteSpacing` (page 686).

`Part_combine_engraver` (page 509)
Part combine engraver for orchestral scores: Print markings 'a2', 'Solo', 'Solo II', and 'unisono'.

Music types accepted: `note-event` (page 60) and `part-combine-event` (page 60)

Properties (read)

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

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

printPartCombineTexts (boolean)
: Set 'Solo' and 'A due' texts in the part combiner?

soloIIText (markup)
: The text for the start of a solo for voice 'two' when part-combining.

soloText (markup)
: The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): CombineTextScript (page 598).

Percent_repeat_engraver (page 510)
: Make whole measure repeats.

Music types accepted: percent-event (page 60)

Properties (read)

countPercentRepeats (boolean)
: If set, produce counters for percent repeats.

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

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

This engraver creates the following layout object(s): PercentRepeat (page 693) and PercentRepeatCounter (page 694).

Phrasing_slur_engraver (page 510)
: Print phrasing slurs. Similar to Slur_engraver (page 516).

Music types accepted: note-event (page 60) and phrasing-slur-event (page 61)

This engraver creates the following layout object(s): PhrasingSlur (page 696).

Pitched_trill_engraver (page 512)
: Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s): TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), and TrillPitchParentheses (page 761).

Repeat_tie_engraver (page 513)
: Create repeat ties.

Music types accepted: repeat-tie-event (page 61)

This engraver creates the following layout object(s): RepeatTie (page 702) and RepeatTieColumn (page 703).

Rest_engraver (page 513)
: Engrave rests.

Music types accepted: rest-event (page 61)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Rest` (page 704).

`Rhythmic_column_engraver` (page 514)
Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): `NoteColumn` (page 683).

`Script_column_engraver` (page 514)
Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Script_engraver` (page 514)
Handle note scripted articulations.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `Script` (page 705).

`Slash_repeat_engraver` (page 516)
Make beat repeats.

Music types accepted: `repeat-slash-event` (page 61)

This engraver creates the following layout object(s): `DoubleRepeatSlash` (page 618) and `RepeatSlash` (page 701).

`Slur_engraver` (page 516)
Build slur grobs from slur events.

Music types accepted: `note-event` (page 60) and `slur-event` (page 62)

Properties (read)

`doubleSlurs` (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)
Signal if a slur is present.

This engraver creates the following layout object(s): `Slur` (page 714).

`Spanner_break_forbid_engraver` (page 517)
Forbid breaks in certain spanners.

`Stem_engraver` (page 519)
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted: `tremolo-event` (page 65)

Properties (read)

currentBarLine (graphical (layout) object)
: Set to the BarLine that Bar_engraver has created in the current time step.

stemLeftBeamCount (integer)
: Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)
: See stemLeftBeamCount.

This engraver creates the following layout object(s): Flag (page 631), Stem (page 729), StemStub (page 731), and StemTremolo (page 732).

Text_engraver (page 522)
: Create text scripts.

Music types accepted: text-script-event (page 64)

This engraver creates the following layout object(s): TextScript (page 748).

Text_spanner_engraver (page 522)
: Create text spanner from an event.

Music types accepted: text-span-event (page 64)

Properties (read)

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

This engraver creates the following layout object(s): TextSpanner (page 750).

Tie_engraver (page 522)
: Generate ties between note heads of equal pitch.

Music types accepted: tie-event (page 64)

Properties (read)

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

tieWaitForNote (boolean)
: If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

tieMelismaBusy (boolean)
: Signal whether a tie is present.

This engraver creates the following layout object(s): Tie (page 752) and TieColumn (page 754).

Toe_heel_engraver (page 525)
: Read the toeHeelStyle context property and use it to style \rtoe and its siblings, based on the data in the toe-heel-styles alist.

Music types accepted: articulation-event (page 54)

Properties (read)

toeHeelStyle (symbol)
The style for the glyph shape and behavior of \rtoe and siblings. Possible values are default, standard, reversed, circleheels, and below. If not set (the default), use value default.

Trill_spanner_engraver (page 525)
Create trill spanners.

Music types accepted: trill-span-event (page 65)

Properties (read)

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

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

This engraver creates the following layout object(s): TrillSpanner (page 761).

Tuplet_engraver (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: tuplet-span-event (page 65)

Properties (read)

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

tupletFullLengthNote (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): TupletBracket (page 763) and TupletNumber (page 765).

2.1.9 Dynamics

Holds a single line of dynamics centered between the staves surrounding this context.

This context also accepts commands for the following context(s): Staff (page 322) and Voice (page 457).

This context creates the following layout object(s): BarLine (page 560), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), Hairpin (page 639), PianoPedalBracket (page 698), Script (page 705), SostenutoPedal (page 717), SustainPedal (page 737), TextScript (page 748), TextSpanner (page 750), UnaCordaPedal (page 766), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property pedalSustainStrings to:
  `'("Ped." "*Ped." "*")`
- Set context property pedalUnaCordaStrings to:
  `'("una corda" "" "tre corde")`
- Set grob property font-shape in TextScript (page 748) to 'italic.
- Set grob property nonstaff-relatedstaff-spacing in VerticalAxisGroup (page 770) to :
  `'((basic-distance . 5) (padding . 0.5))`

- Set grob property `outside-staff-priority` in `DynamicLineSpanner` (page 621) to `#f`.
- Set grob property `outside-staff-priority` in `DynamicText` (page 622) to `#f`.
- Set grob property `outside-staff-priority` in `Hairpin` (page 639) to `#f`.
- Set grob property `staff-affinity` in `VerticalAxisGroup` (page 770) to `0`.
- Set grob property `Y-offset` in `DynamicLineSpanner` (page 621) to `0`.

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

This context cannot contain other contexts.

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

`Apply_output_engraver` (page 470)

Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)

Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Bar_engraver` (page 472)

Create bar lines for various commands, including `\\bar`.

If `forbidBreakBetweenBarLines` is true, allow line breaks at bar lines only.

Music types accepted: `ad-hoc-jump-event` (page 53), `caesura-event` (page 55), `coda-mark-event` (page 56), `dal-segno-event` (page 56), `fine-event` (page 57), `section-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`caesuraType` (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

  The first argument is the context.

  The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

  The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*`command args...`*`)`, but a command with no

arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

`end-repeat` *`return-count`*
: End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

`start-repeat` *`repeat-count`*
: Start a repeated section. *repeat-count* is the number of times to perform this section.

`volta` *`text`*
: If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

currentBarLine (graphical (layout) object)
: Set to the BarLine that Bar_engraver has created in the current time step.

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): BarLine (page 560).

Dynamic_align_engraver (page 488)
: Align hairpins and dynamic texts on a horizontal line.

Properties (read)

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

This engraver creates the following layout object(s): DynamicLineSpanner (page 621).

Dynamic_engraver (page 488)
: Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: absolute-dynamic-event (page 53), break-dynamic-span-event (page 55), and span-dynamic-event (page 62)

Properties (read)

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

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

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

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

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

This engraver creates the following layout object(s): DynamicText (page 622), DynamicTextSpanner (page 624), and Hairpin (page 639).

Font_size_engraver (page 491)
: Put fontSize into font-size grob property.

Properties (read)

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

Piano_pedal_engraver (page 511)
: Engrave piano pedal symbols and brackets.

Music types accepted: sostenuto-event (page 62), sustain-event (page 64), and una-corda-event (page 65)

Properties (read)

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

pedalSostenutoStrings (list)
: See pedalSustainStrings.

pedalSostenutoStyle (symbol)
: See pedalSustainStyle.

pedalSustainStrings (list)
: A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
: A symbol that indicates how to print sustain pedals: text, bracket or mixed (both).

pedalUnaCordaStrings (list)
: See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
: See pedalSustainStyle.

This engraver creates the following layout object(s): PianoPedalBracket (page 698), SostenutoPedal (page 717), SustainPedal (page 737), and UnaCordaPedal (page 766).

Script_engraver (page 514)
: Handle note scripted articulations.

Music types accepted: articulation-event (page 54)

Properties (read)

scriptDefinitions (list)
: The description of scripts. This is used by the Script_engraver for typesetting note-superscripts and subscripts. See scm/script.scm for more information.

This engraver creates the following layout object(s): Script (page 705).

Text_engraver (page 522)
: Create text scripts.

Music types accepted: text-script-event (page 64)

This engraver creates the following layout object(s): TextScript (page 748).

Text_spanner_engraver (page 522)
: Create text spanner from an event.

Music types accepted: text-span-event (page 64)

Properties (read)

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

This engraver creates the following layout object(s): TextSpanner (page 750).

Toe_heel_engraver (page 525)
Read the toeHeelStyle context property and use it to style \rtoe and its siblings, based on the data in the toe-heel-styles alist.

Music types accepted: articulation-event (page 54)

Properties (read)

toeHeelStyle (symbol)
The style for the glyph shape and behavior of \rtoe and siblings. Possible values are default, standard, reversed, circleheels, and below. If not set (the default), use value default.

2.1.10 FiguredBass

The context in which BassFigure grobs are created from input entered in \figuremode mode.

This context creates the following layout object(s): BassFigure (page 566), BassFigureAlignment (page 566), BassFigureBracket (page 568), BassFigureContinuation (page 569), BassFigureLine (page 569), StaffSpacing (page 727), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set grob property nonstaff-nonstaff-spacing.padding in VerticalAxisGroup (page 770) to 0.5.
- Set grob property nonstaff-relatedstaff-spacing.padding in VerticalAxisGroup (page 770) to 0.5.
- Set grob property remove-empty in VerticalAxisGroup (page 770) to #t.
- Set grob property remove-first in VerticalAxisGroup (page 770) to #t.
- Set grob property staff-affinity in VerticalAxisGroup (page 770) to 1.

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

This context cannot contain other contexts.

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

Axis_group_engraver (page 471)
Group all objects created in this context in a VerticalAxisGroup spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

`Figured_bass_engraver` (page 490)
Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)
Don't swallow rest events.

`implicitBassFigures` (list)
A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)
Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), and `BassFigureLine` (page 569).

`Separating_line_group_engraver` (page 515)
Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
True if `currentCommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s): `StaffSpacing` (page 727).

2.1.11 FretBoards

A context for displaying fret diagrams.

This context also accepts commands for the following context(s): `Staff` (page 322).

This context creates the following layout object(s): `FretBoard` (page 633), `InstrumentName` (page 644), `StaffSpacing` (page 727), and `VerticalAxisGroup` (page 770).

This context sets the following properties:

- Set context property `handleNegativeFrets` to `'recalculate`.
- Set context property `instrumentName` to `'()`.
- Set context property `predefinedDiagramTable` to `#<hash-table>`.
- Set context property `restrainOpenStrings` to `#f`.
- Set context property `shortInstrumentName` to `'()`.

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

This context cannot contain other contexts.

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

`Apply_output_engraver` (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
: Group all objects created in this context in a `VerticalAxisGroup` spanner.

  Properties (read)

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

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

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

  Properties (write)

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

  This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Font_size_engraver` (page 491)
: Put `fontSize` into `font-size` grob property.

  Properties (read)

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

`Fretboard_engraver` (page 492)
: Generate fret diagram from one or more events of type `NoteEvent`.

  Music types accepted: `fingering-event` (page 57), `note-event` (page 60), and `string-number-event` (page 64)

  Properties (read)

  `chordChanges` (boolean)
  : Only show changes in chords scheme?

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

  `highStringOne` (boolean)
  : Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

  `maximumFretStretch` (number)
  : Don't allocate frets further than this from specified frets.

`minimumFret` (number)
: The tablature auto string-selecting mechanism selects the highest string with a fret at least `minimumFret`.

`noteToFretFunction` (procedure)
: Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

`predefinedDiagramTable` (hash table)
: The hash table of predefined fret diagrams to use in FretBoards.

`stringTunings` (list)
: The tablature strings tuning. It is a list of the pitches of each string (starting with the lowest numbered one).

`tablatureFormat` (procedure)
: A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

This engraver creates the following layout object(s): `FretBoard` (page 633).

`Instrument_name_engraver` (page 496)
: Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
: See `instrumentName`.

`shortVocalName` (markup)
: Name of a vocal line, short version.

`vocalName` (markup)
: Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Separating_line_group_engraver` (page 515)
: Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
: Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
: True if `currentCommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s): `StaffSpacing` (page 727).

2.1.12 Global

Hard coded entry point for LilyPond. Usually not meant to be modified directly.

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

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Score (page 296).

Context Global can contain ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.1.13 GrandStaff

Connect staves vertically by adding a brace on the left side. The bar lines of the contained staves are connected vertically, too.

This context creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), ChordSlur (page 587), InstrumentName (page 644), SpanBar (page 720), SpanBarStub (page 721), StaffGrouper (page 725), SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), and VerticalAlignment (page 769).

This context sets the following properties:

- Set context property instrumentName to '().
- Set context property localAlterations to #f.
- Set context property localAlterations to '().
- Set context property localAlterations to '().
- Set context property shortInstrumentName to '().
- Set context property systemStartDelimiter to 'SystemStartBrace.
- Set context property systemStartDelimiter to 'SystemStartBracket.
- Set context property topLevelAlignment to #f.
- Set grob property extra-spacing-width in DynamicText (page 622) to #f.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Staff (page 322).

Context GrandStaff can contain ChoirStaff (page 73), ChordNames (page 105), Devnull (page 118), DrumStaff (page 119), Dynamics (page 138), FiguredBass (page 144), FretBoards (page 145), GrandStaff (page 148), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), KievanStaff (page 204), Lyrics (page 229), MensuralStaff (page 232), NoteNames (page 257), OneStaff (page 261), PetrucciStaff (page 262), PianoStaff (page 288), RhythmicStaff (page 290), Staff (page 322), StaffGroup (page 335), TabStaff (page 381), VaticanaLyrics (page 404), and VaticanaStaff (page 432).

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

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Instrument_name_engraver (page 496)
: Create a system start text for instrument or vocal names.

  Properties (read)

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

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

shortInstrumentName (markup)
: See instrumentName.

shortVocalName (markup)
: Name of a vocal line, short version.

vocalName (markup)
: Name of a vocal line.

This engraver creates the following layout object(s): InstrumentName (page 644).

Span_arpeggio_engraver (page 517)
: Make arpeggios, non-arpeggiato brackets, and vertical slurs spanning multiple staves.

Properties (read)

connectArpeggios (boolean)
: If set, connect arpeggios across piano staff.

connectChordBrackets (boolean)
: If set, connect chord brackets across piano staff.

connectChordSlurs (boolean)
: If set, connect chord slurs across piano staff.

This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Span_bar_engraver (page 517)
: Make cross-staff bar lines: It catches all normal bar lines and draws a single span bar across them.

This engraver creates the following layout object(s): SpanBar (page 720).

Span_bar_stub_engraver (page 517)
: Make stubs for span bars in all contexts that the span bars cross.

This engraver creates the following layout object(s): SpanBarStub (page 721).

System_start_delimiter_engraver (page 520)
: Create a system start delimiter (i.e., a SystemStartBar, SystemStartBrace, SystemStartBracket or SystemStartSquare spanner).

Properties (read)

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

systemStartDelimiter (symbol)
: Which grob to make for the start of the system/staff? Set to SystemStartBrace, SystemStartBracket or SystemStartBar.

systemStartDelimiterHierarchy (pair)
: A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s): SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), and SystemStartSquare (page 743).

Vertical_align_engraver (page 526)

Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

alignAboveContext (string)

Where to insert newly created context in vertical alignment.

alignBelowContext (string)

Where to insert newly created context in vertical alignment.

hasAxisGroup (boolean)

True if the current context is contained in an axis group.

This engraver creates the following layout object(s): StaffGrouper (page 725) and VerticalAlignment (page 769).

2.1.14 GregorianTranscriptionLyrics

A lyrics context for notating Gregorian chant in modern style.

This context also accepts commands for the following context(s): Lyrics (page 229).

This context creates the following layout object(s): InstrumentName (page 644), LyricExtender (page 661), LyricHyphen (page 661), LyricRepeatCount (page 663), LyricSpace (page 665), LyricText (page 665), StanzaNumber (page 728), VerticalAxisGroup (page 770), and VowelTransition (page 775).

This context sets the following properties:

- Set context property instrumentName to '().
- Set context property lyricRepeatCountFormatter to #<procedure at lily/translation-functions.scm:218:4 (context repeat-count)>.
- Set context property searchForVoice to #f.
- Set context property shortInstrumentName to '().
- Set grob property bar-extent in BarLine (page 560) to :

  ```
  '(-0.05 . 0.05)
  ```

- Set grob property font-size in InstrumentName (page 644) to 1.0.
- Set grob property nonstaff-nonstaff-spacing in VerticalAxisGroup (page 770) to :

  ```
  '((basic-distance . 0)
   (minimum-distance . 2.8)
   (padding . 0.2)
   (stretchability . 0))
  ```

- Set grob property nonstaff-relatedstaff-spacing in VerticalAxisGroup (page 770) to :

  ```
  '((basic-distance . 5.5)
   (padding . 0.5)
   (stretchability . 1))
  ```

- Set grob property nonstaff-unrelatedstaff-spacing.padding in VerticalAxisGroup (page 770) to 1.5.
- Set grob property parent-alignment-X in LyricRepeatCount (page 663) to 1.
- Set grob property remove-empty in VerticalAxisGroup (page 770) to #t.
- Set grob property remove-first in VerticalAxisGroup (page 770) to #t.
- Set grob property self-alignment-Y in InstrumentName (page 644) to #f.
- Set grob property short-bar-extent in BarLine (page 560) to :

  ```
  '(-0.05 . 0.05)
  ```

- Set grob property staff-affinity in VerticalAxisGroup (page 770) to 1.

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

This context cannot contain other contexts.

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

Axis_group_engraver (page 471)
Group all objects created in this context in a VerticalAxisGroup spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

Extender_engraver (page 489)
Create lyric extenders.

Music types accepted: completize-extender-event (page 56), extender-event (page 56), hyphen-event (page 57), and lyric-event (page 58)

Properties (read)

autoExtenders (boolean)
Create lyric extenders automatically for syllables in melismata that are not followed by a hyphen.

extendersOverRests (boolean)
Whether to continue extenders as they cross a rest.

This engraver creates the following layout object(s): LyricExtender (page 661).

Font_size_engraver (page 491)
Put fontSize into font-size grob property.

Properties (read)

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

Hyphen_engraver (page 496)
Create lyric hyphens, vowel transitions and distance constraints between words.

Music types accepted: hyphen-event (page 57) and vowel-transition-event (page 65)

This engraver creates the following layout object(s): LyricHyphen (page 661), LyricSpace (page 665), and VowelTransition (page 775).

`Instrument_name_engraver` (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Lyric_engraver` (page 500)
Engrave text for lyrics.

Music types accepted: `lyric-event` (page 58)

Properties (read)

`ignoreMelismata` (boolean)
Ignore melismata for this Section "Lyrics" in *Internals Reference* line.

`lyricMelismaAlignment` (number)
Alignment to use for a melisma syllable.

`searchForVoice` (boolean)
Signal whether a search should be made of all contexts in the context hierarchy for a voice to provide rhythms for the lyrics.

This engraver creates the following layout object(s): `LyricText` (page 665).

`Lyric_repeat_count_engraver` (page 500)
Create repeat counts within lyrics for modern transcriptions of Gregorian chant.

Music types accepted: `volta-repeat-end-event` (page 65)

Properties (read)

`lyricRepeatCountFormatter` (procedure)
A procedure taking as arguments the context and the numeric repeat count. It should return the formatted repeat count as markup. If it does not return markup, no grob is created.

This engraver creates the following layout object(s): `LyricRepeatCount` (page 663).

`Pure_from_neighbor_engraver` (page 512)
Coordinates items that get their pure heights from their neighbors.

`Stanza_number_engraver` (page 519)
Engrave stanza numbers.

Properties (read)

`stanzaReminders` (boolean)
Whether to print stanza reminders.

`stanzaReminderText` (procedure-or-markup)
: The text for stanza reminders, or a procedure that generates the reminder text when given the full current stanza number markup.

This engraver creates the following layout object(s): `StanzaNumber` (page 728).

2.1.15 GregorianTranscriptionStaff

A staff for notating Gregorian chant in modern style.

This context also accepts commands for the following context(s): `Staff` (page 322).

This context creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), `AccidentalSuggestion` (page 549), `BarLine` (page 560), `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureAlignmentPositioning` (page 567), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), `BassFigureLine` (page 569), `Clef` (page 590), `ClefModifier` (page 593), `CueClef` (page 602), `CueEndClef` (page 605), `Divisio` (page 610), `DotColumn` (page 613), `FingeringColumn` (page 631), `InstrumentName` (page 644), `KeyCancellation` (page 648), `KeySignature` (page 651), `LedgerLineSpanner` (page 656), `NoteCollision` (page 682), `OptionalMaterialBracket` (page 687), `OttavaBracket` (page 690), `PianoPedalBracket` (page 698), `RestCollision` (page 705), `ScriptColumn` (page 707), `ScriptRow` (page 707), `SostenutoPedal` (page 717), `SostenutoPedalLineSpanner` (page 718), `StaffEllipsis` (page 722), `StaffHighlight` (page 726), `StaffSpacing` (page 727), `StaffSymbol` (page 727), `SustainPedal` (page 737), `SustainPedalLineSpanner` (page 738), `UnaCordaPedal` (page 766), `UnaCordaPedalLineSpanner` (page 767), and `VerticalAxisGroup` (page 770).

This context sets the following properties:

- Set context property `autoAccidentals` to:
  `'(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)`
- Set context property `autoCautionaries` to `'()`.
- Set context property `caesuraTypeTransform` to `caesura-to-bar-line-or-divisio`.
- Set context property `caesuraType` to:
  `'((breath . varcomma))`
- Set context property `createSpacing` to `#t`.
- Set context property `doubleRepeatBarType` to `"||"`.
- Set context property `doubleRepeatSegnoBarType` to `"S-||"`.
- Set context property `endRepeatBarType` to `"||"`.
- Set context property `endRepeatSegnoBarType` to `"S-||"`.
- Set context property `extraNatural` to `#f`.
- Set context property `fineBarType` to `"||"`.
- Set context property `fineSegnoBarType` to `"S-||"`.
- Set context property `fineStartRepeatSegnoBarType` to `"S-||"`.
- Set context property `forbidBreakBetweenBarLines` to `#f`.
- Set context property `ignoreFiguredBassRest` to `#f`.
- Set context property `instrumentName` to `'()`.
- Set context property `localAlterations` to `'()`.
- Set context property `measureBarType` to `'()`.
- Set context property `ottavationMarkups` to:
  `'((4 . "29")`

```
(3 . "22")
(2 . "15")
(1 . "8")
(-1 . "8")
(-2 . "15")
(-3 . "22")
(-4 . "29"))
```

- Set context property printKeyCancellation to #f.
- Set context property printTrivialVoltaRepeats to #t.
- Set context property sectionBarType to "||".
- Set context property segnoBarType to "S-||".
- Set context property shortInstrumentName to '().
- Set context property startRepeatBarType to "||".
- Set context property startRepeatSegnoBarType to "S-||".
- Set context property submeasureBarType to '().
- Set context property underlyingRepeatBarType to "||".
- Set grob property extra-spacing-height in BreathingSign (page 578) to item::extra-spacing-height-including-staff.
- Set grob property extra-spacing-width in BreathingSign (page 578) to :

  '(-1.0 . 0.0)

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type GregorianTranscriptionVoice (page 166).

Context GregorianTranscriptionStaff can contain CueVoice (page 107), GregorianTranscriptionVoice (page 166), and NullVoice (page 259).

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

Accidental_engraver (page 467)
: Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at Voice level, so you can \override them at Voice.

  Properties (read)

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

  autoAccidentals (list)
  : List of different ways to typeset an accidental.

    For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

    Each entry in the list is either a symbol or a procedure.

    symbol
    : The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in *Internals Reference* then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

procedure
The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

`context`
The current context to which the rule should be applied.

`pitch`
The pitch of the note to be evaluated.

`barnum`
The current bar number.

The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

`autoCautionaries` (list)
List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

`extraNatural` (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

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

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), and `AccidentalSuggestion` (page 549).

`Alteration_glyph_engraver` (page 469)
Set the `glyph-name-alist` of all grobs having the `accidental-switch-interface` to the value of the context's `alterationGlyphs` property, when defined.

Properties (read)

`alterationGlyphs` (list)
Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Apply_output_engraver` (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Bar_engraver` (page 472)
Create bar lines for various commands, including `\\bar`.

If `forbidBreakBetweenBarLines` is true, allow line breaks at bar lines only.

Music types accepted: `ad-hoc-jump-event` (page 53), `caesura-event` (page 55), `coda-mark-event` (page 56), `dal-segno-event` (page 56), `fine-event` (page 57), `section-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`caesuraType` (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

The first argument is the context.

The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args...*`)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

`end-repeat` *`return-count`*
: End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

`start-repeat` *`repeat-count`*
: Start a repeated section. *repeat-count* is the number of times to perform this section.

`volta` *`text`*
: If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

`currentBarLine` (graphical (layout) object)
: Set to the `BarLine` that `Bar_engraver` has created in the current time step.

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): BarLine (page 560).

Clef_engraver (page 481)
Determine and set reference point for pitches.

Properties (read)

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

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

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

clefTranspositionStyle (symbol)
Determines the way the ClefModifier grob of a clef is displayed. Possible values are 'default, 'parenthesized, and 'bracketed.

explicitClefVisibility (vector)
'break-visibility' function for clef changes.

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
Set to #t when an event forcing a line break was heard.

forceClef (boolean)
Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): Clef (page 590) and ClefModifier (page 593).

Collision_engraver (page 482)
Collect NoteColumns, and as soon as there are two or more, put them in a NoteCollision object.

This engraver creates the following layout object(s): NoteCollision (page 682).

Cue_clef_engraver (page 483)
Determine and set reference point for pitches in cued voices.

Properties (read)

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

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

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

`cueClefTransposition` (integer)
: Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
: Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

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

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

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

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Divisio_engraver` (page 485)
: Create divisiones: chant notation for points of breathing or caesura.

Music types accepted: `caesura-event` (page 55), `fine-event` (page 57), `section-event` (page 62), `volta-repeat-end-event` (page 65), and `volta-repeat-start-event` (page 65)

Properties (read)

`caesuraType` (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

The first argument is the context.

The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

This engraver creates the following layout object(s): `Divisio` (page 610).

`Dot_column_engraver` (page 486)
Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): `DotColumn` (page 613).

`Figured_bass_engraver` (page 490)
Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)
Don't swallow rest events.

`implicitBassFigures` (list)
A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)
Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), and `BassFigureLine` (page 569).

`Figured_bass_position_engraver` (page 490)
Position figured bass alignments over notes.

This engraver creates the following layout object(s): `BassFigureAlignmentPositioning` (page 567).

`Fingering_column_engraver` (page 491)
Find potentially colliding scripts and put them into a `FingeringColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `FingeringColumn` (page 631).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Horizontal_script_engraver (page 495)
Aligns Script horizontally

Instrument_name_engraver (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

shortInstrumentName (markup)
See instrumentName.

shortVocalName (markup)
Name of a vocal line, short version.

vocalName (markup)
Name of a vocal line.

This engraver creates the following layout object(s): InstrumentName (page 644).

Key_engraver (page 498)
Engrave a key signature.

Music types accepted: key-change-event (page 57)

Properties (read)

createKeyOnClefChange (boolean)
Print a key signature whenever the clef is changed.

explicitKeySignatureVisibility (vector)
'break-visibility' function for explicit key changes. '\override' of the break-visibility property will set the visibility for normal (i.e., at the start of the line) key signatures.

extraNatural (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`keyAlterationOrder` (list)
A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

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

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

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

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

Properties (write)

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

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

`tonic` (pitch)
The tonic of the current scale.

This engraver creates the following layout object(s): `KeyCancellation` (page 648) and `KeySignature` (page 651).

`Ledger_line_engraver` (page 499)
Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): `LedgerLineSpanner` (page 656).

`Merge_mmrest_numbers_engraver` (page 504)
Engraver to merge multi-measure rest numbers in multiple voices.

This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

`Non_musical_script_column_engraver` (page 506)
Find potentially colliding non-musical scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Optional_material_bracket_engraver` (page 508)
Notate in-staff brackets for optional material.

Music types accepted: `optional-material-event` (page 60)

This engraver creates the following layout object(s): `OptionalMaterialBracket` (page 687).

`Ottava_spanner_engraver` (page 508)
Create a text spanner when the ottavation property changes.

Music types accepted: `ottava-event` (page 60)

Properties (read)

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

`middleCOffset` (number)
The offset of middle C from the position given by `middleCClefPosition` This is used for ottava brackets.

`ottavation` (markup)
If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s): `OttavaBracket` (page 690).

`Piano_pedal_align_engraver` (page 511)
Align piano pedal symbols and brackets.

Properties (read)

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

This engraver creates the following layout object(s): `SostenutoPedalLineSpanner` (page 718), `SustainPedalLineSpanner` (page 738), and `UnaCordaPedalLineSpanner` (page 767).

`Piano_pedal_engraver` (page 511)
Engrave piano pedal symbols and brackets.

Music types accepted: `sostenuto-event` (page 62), `sustain-event` (page 64), and `una-corda-event` (page 65)

Properties (read)

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

`pedalSostenutoStrings` (list)
See `pedalSustainStrings`.

`pedalSostenutoStyle` (symbol)
See `pedalSustainStyle`.

`pedalSustainStrings` (list)
A list of strings to print for sustain-pedal. Format is `(up updown down)`, where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
A symbol that indicates how to print sustain pedals: text, bracket or mixed (both).

pedalUnaCordaStrings (list)
See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
See pedalSustainStyle.

This engraver creates the following layout object(s): PianoPedalBracket (page 698), SostenutoPedal (page 717), SustainPedal (page 737), and UnaCordaPedal (page 766).

Pure_from_neighbor_engraver (page 512)
Coordinates items that get their pure heights from their neighbors.

Rest_collision_engraver (page 513)
Handle collisions of rests.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): RestCollision (page 705).

Script_row_engraver (page 514)
Determine order in horizontal side position elements.

This engraver creates the following layout object(s): ScriptRow (page 707).

Separating_line_group_engraver (page 515)
Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)
Create StaffSpacing objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
True if currentCommandColumn contains items that will affect spacing.

This engraver creates the following layout object(s): StaffSpacing (page 727).

Skip_typesetting_engraver (page 515)
Create a StaffEllipsis when skipTypesetting is used.

Properties (read)

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

This engraver creates the following layout object(s): StaffEllipsis (page 722).

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Staff_highlight_engraver (page 518)
Highlights music passages.

Music types accepted: staff-highlight-event (page 63)

Properties (read)

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

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

2.1.16 GregorianTranscriptionVoice

A voice for notating Gregorian chant in modern style.

This context also accepts commands for the following context(s): Voice (page 457).

This context creates the following layout object(s): ApproximatePitchNoteHead (page 555), Arpeggio (page 557), Beam (page 570), BendAfter (page 573), BreathingSign (page 578), ChordBracket (page 585), ChordSlur (page 587), ClusterSpanner (page 595), ClusterSpannerBeacon (page 595), CombineTextScript (page 598), Dots (page 614), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), Episema (page 626), FingerGlideSpanner (page 627), Fingering (page 629), Glissando (page 635), Hairpin (page 639), InstrumentSwitch (page 645), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteHead (page 684), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), Slur (page 714), StringNumber (page 733), StrokeFinger (page 735), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), and VoiceFollower (page 771).

This context sets the following properties:

- Set context property autoBeaming to #f.

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

This context cannot contain other contexts.

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

Apply_output_engraver (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: apply-output-event (page 54)

`Arpeggio_engraver` (page 470)
Create arpeggiato and non-arpeggiato symbols.

Music types accepted: `arpeggio-event` (page 54), `chord-slur-event` (page 55), and `non-arpeggiato-event` (page 59)

This engraver creates the following layout object(s): `Arpeggio` (page 557), `ChordBracket` (page 585), and `ChordSlur` (page 587).

`Auto_beam_engraver` (page 470)
Generate beams based on measure characteristics and observed Stems. Uses `beatBase`, `beatStructure`, `beamExceptions`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through `Stem_engraver` (page 519) properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted: `beam-break-event` (page 54) and `beam-forbid-event` (page 55)

Properties (read)

`autoBeaming` (boolean)
If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

`beamExceptions` (list)
An alist of exceptions to auto-beam rules that normally end on beats.

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

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Beam_engraver` (page 476)
Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
Signal if a beam is present.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Bend_engraver (page 477)
Create fall spanners.

Music types accepted: bend-after-event (page 55)

Properties (read)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

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

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

This engraver creates the following layout object(s): BendAfter (page 573).

Breathing_sign_engraver (page 478)
Notate breath marks.

Music types accepted: breathing-event (page 55)

Properties (read)

breathMarkType (symbol)
The type of BreathingSign to create at \breathe.

This engraver creates the following layout object(s): BreathingSign (page 578).

Chord_tremolo_engraver (page 481)
Generate beams for tremolo repeats.

Music types accepted: tremolo-span-event (page 65)

This engraver creates the following layout object(s): Beam (page 570).

Cluster_spanner_engraver (page 481)
Engrave a cluster using Spanner notation.

Music types accepted: cluster-note-event (page 56)

This engraver creates the following layout object(s): ClusterSpanner (page 595) and ClusterSpannerBeacon (page 595).

Dots_engraver (page 486)
Create Dots (page 614) objects for rhythmic-head-interface (page 842)s.

This engraver creates the following layout object(s): Dots (page 614).

Double_percent_repeat_engraver (page 486)
Make double measure repeats.

Music types accepted: double-percent-event (page 56)

Properties (read)

countPercentRepeats (boolean)
If set, produce counters for percent repeats.

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

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

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `DoublePercentRepeat` (page 615) and `DoublePercentRepeatCounter` (page 616).

`Dynamic_align_engraver` (page 488)
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

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

This engraver creates the following layout object(s): `DynamicLineSpanner` (page 621).

`Dynamic_engraver` (page 488)
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: `absolute-dynamic-event` (page 53), `break-dynamic-span-event` (page 55), and `span-dynamic-event` (page 62)

Properties (read)

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

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

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

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

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

This engraver creates the following layout object(s): `DynamicText` (page 622), `DynamicTextSpanner` (page 624), and `Hairpin` (page 639).

`Episema_engraver` (page 489)
Create an *Editio Vaticana*-style episema line.

Music types accepted: `episema-event` (page 56)

This engraver creates the following layout object(s): `Episema` (page 626).

`Finger_glide_engraver` (page 490)
Engraver to print a line between two `Fingering`, `StringNumber` or `StrokeFinger` grobs.

Music types accepted: `note-event` (page 60)

This engraver creates the following layout object(s): `FingerGlideSpanner` (page 627).

`Fingering_engraver` (page 491)
Create fingering scripts.

Music types accepted: `fingering-event` (page 57)

This engraver creates the following layout object(s): `Fingering` (page 629).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Forbid_line_break_engraver` (page 491)
Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`Glissando_engraver` (page 493)
Engrave glissandi.

Music types accepted: `glissando-event` (page 57)

Properties (read)

`glissandoMap` (list)
A map in the form of `'((source1 . target1) (source2 . target2) ... (sourcen . targetn))`, showing the glissandi to be drawn for note columns. The value `'()` defaults to `'((0 . 0) (1 . 1) ... (n . n))`, where *n* is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): `Glissando` (page 635).

`Grace_auto_beam_engraver` (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or `\noBeam` will block autobeaming, just like setting the context property 'autoBeaming' to `##f`.

Music types accepted: `beam-break-event` (page 54) and `beam-forbid-event` (page 55)

Properties (read)

`autoBeaming` (boolean)
If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_beam_engraver` (page 493)
Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
Signal if a beam is present.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_engraver` (page 494)
Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)
Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Instrument_switch_engraver` (page 496)
Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

`instrumentCueName` (markup)
The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): `InstrumentSwitch` (page 645).

`Laissez_vibrer_engraver` (page 499)
Create laissez vibrer items.

Music types accepted: `laissez-vibrer-event` (page 57)

This engraver creates the following layout object(s): `LaissezVibrerTie` (page 654) and `LaissezVibrerTieColumn` (page 656).

`Multi_measure_rest_engraver` (page 505)
Engrave multi-measure rests that are produced with 'R'. It reads `measureStartNow` and `internalBarNumber` to determine what number to print over the `MultiMeasureRest` (page 674).

Music types accepted: `multi-measure-articulation-event` (page 58), `multi-measure-rest-event` (page 59), and `multi-measure-text-event` (page 59)

Properties (read)

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

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

`measureStartNow` (boolean)
True at the beginning of a measure.

`restNumberThreshold` (number)
If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

`New_fingering_engraver` (page 506)
Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

`fingeringOrientations` (list)
A list of symbols, containing '`left`', '`right`', '`up`' and/or '`down`'. This list determines where fingerings are put relative to the chord being fingered.

`harmonicDots` (boolean)
If set, harmonic notes in dotted chords get dots.

`stringNumberOrientations` (list)
See `fingeringOrientations`.

`strokeFingerOrientations` (list)
See `fingeringOrientations`.

This engraver creates the following layout object(s): `Fingering` (page 629), `Script` (page 705), `StringNumber` (page 733), and `StrokeFinger` (page 735).

`Note_head_line_engraver` (page 506)
Engrave a line between two note heads in a staff switch if `followVoice` is set.

Properties (read)

`followVoice` (boolean)
If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): `VoiceFollower` (page 771).

`Note_heads_engraver` (page 507)
Generate note heads.

Music types accepted: `note-event` (page 60)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`staffLineLayoutFunction` (procedure)
Layout of staff lines, `traditional`, or `semitone`.

This engraver creates the following layout object(s): `ApproximatePitchNoteHead` (page 555) and `NoteHead` (page 684).

`Note_spacing_engraver` (page 508)
Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): `NoteSpacing` (page 686).

`Part_combine_engraver` (page 509)
Part combine engraver for orchestral scores: Print markings 'a2', 'Solo', 'Solo II', and 'unisono'.

Music types accepted: `note-event` (page 60) and `part-combine-event` (page 60)

Properties (read)

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

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

`printPartCombineTexts` (boolean)
Set 'Solo' and 'A due' texts in the part combiner?

`soloIIText` (markup)
The text for the start of a solo for voice 'two' when part-combining.

`soloText` (markup)
The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): `CombineTextScript` (page 598).

`Percent_repeat_engraver` (page 510)
Make whole measure repeats.

Music types accepted: `percent-event` (page 60)

Properties (read)

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

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

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

This engraver creates the following layout object(s): `PercentRepeat` (page 693) and `PercentRepeatCounter` (page 694).

`Phrasing_slur_engraver` (page 510)
Print phrasing slurs. Similar to `Slur_engraver` (page 516).

Music types accepted: `note-event` (page 60) and `phrasing-slur-event` (page 61)

This engraver creates the following layout object(s): `PhrasingSlur` (page 696).

`Pitched_trill_engraver` (page 512)
Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s): `TrillPitchAccidental` (page 757), `TrillPitchGroup` (page 758), `TrillPitchHead` (page 759), and `TrillPitchParentheses` (page 761).

`Repeat_tie_engraver` (page 513)
Create repeat ties.

Music types accepted: `repeat-tie-event` (page 61)

This engraver creates the following layout object(s): `RepeatTie` (page 702) and `RepeatTieColumn` (page 703).

`Rest_engraver` (page 513)
Engrave rests.

Music types accepted: `rest-event` (page 61)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Rest` (page 704).

`Rhythmic_column_engraver` (page 514)
Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): `NoteColumn` (page 683).

`Script_column_engraver` (page 514)
Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Script_engraver` (page 514)
Handle note scripted articulations.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `Script` (page 705).

`Slash_repeat_engraver` (page 516)
Make beat repeats.

Music types accepted: `repeat-slash-event` (page 61)

This engraver creates the following layout object(s): `DoubleRepeatSlash` (page 618) and `RepeatSlash` (page 701).

`Slur_engraver` (page 516)
Build slur grobs from slur events.

Music types accepted: `note-event` (page 60) and `slur-event` (page 62)

Properties (read)

`doubleSlurs` (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)
Signal if a slur is present.

This engraver creates the following layout object(s): `Slur` (page 714).

`Spanner_break_forbid_engraver` (page 517)
Forbid breaks in certain spanners.

`Text_engraver` (page 522)
Create text scripts.

Music types accepted: `text-script-event` (page 64)

This engraver creates the following layout object(s): `TextScript` (page 748).

`Text_spanner_engraver` (page 522)
Create text spanner from an event.

Music types accepted: `text-span-event` (page 64)

Properties (read)

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

This engraver creates the following layout object(s): `TextSpanner` (page 750).

`Tie_engraver` (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: `tie-event` (page 64)

Properties (read)

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

`tieWaitForNote` (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

`Toe_heel_engraver` (page 525)
Read the `toeHeelStyle` context property and use it to style `\rtoe` and its siblings, based on the data in the `toe-heel-styles` alist.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`toeHeelStyle` (symbol)
The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`Trill_spanner_engraver` (page 525)
Create trill spanners.

Music types accepted: `trill-span-event` (page 65)

Properties (read)

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

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

This engraver creates the following layout object(s): `TrillSpanner` (page 761).

`Tuplet_engraver` (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: `tuplet-span-event` (page 65)

Properties (read)

`tupletFullLength` (boolean)
If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): `TupletBracket` (page 763) and `TupletNumber` (page 765).

2.1.17 InternalGregorianStaff

A kind of `Staff` with settings shared by multiple variants of Gregorian chant notation.

This context creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548),

AccidentalSuggestion (page 549), BarLine (page 560), BassFigure (page 566), BassFigureAlignment (page 566), BassFigureAlignmentPositioning (page 567), BassFigureBracket (page 568), BassFigureContinuation (page 569), BassFigureLine (page 569), Clef (page 590), ClefModifier (page 593), CueClef (page 602), CueEndClef (page 605), Divisio (page 610), DotColumn (page 613), FingeringColumn (page 631), InstrumentName (page 644), KeyCancellation (page 648), KeySignature (page 651), LedgerLineSpanner (page 656), NoteCollision (page 682), OptionalMaterialBracket (page 687), OttavaBracket (page 690), PianoPedalBracket (page 698), RestCollision (page 705), ScriptColumn (page 707), ScriptRow (page 707), SostenutoPedal (page 717), SostenutoPedalLineSpanner (page 718), StaffEllipsis (page 722), StaffHighlight (page 726), StaffSpacing (page 727), StaffSymbol (page 727), SustainPedal (page 737), SustainPedalLineSpanner (page 738), TimeSignature (page 754), UnaCordaPedal (page 766), UnaCordaPedalLineSpanner (page 767), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property autoAccidentals to:
  '(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
- Set context property autoCautionaries to '().
- Set context property caesuraTypeTransform to caesura-to-bar-line-or-divisio.
- Set context property caesuraType to:
  '((breath . varcomma))
- Set context property createSpacing to #t.
- Set context property doubleRepeatBarType to "||".
- Set context property doubleRepeatSegnoBarType to "S-||".
- Set context property endRepeatBarType to "||".
- Set context property endRepeatSegnoBarType to "S-||".
- Set context property extraNatural to #f.
- Set context property fineBarType to "||".
- Set context property fineSegnoBarType to "S-||".
- Set context property fineStartRepeatSegnoBarType to "S-||".
- Set context property forbidBreakBetweenBarLines to #f.
- Set context property ignoreFiguredBassRest to #f.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property measureBarType to '().
- Set context property ottavationMarkups to:
  ```
  '((4 . "29")
    (3 . "22")
    (2 . "15")
    (1 . "8")
    (-1 . "8")
    (-2 . "15")
    (-3 . "22")
    (-4 . "29"))
  ```
- Set context property printKeyCancellation to #f.
- Set context property printTrivialVoltaRepeats to #t.
- Set context property sectionBarType to "||".

- Set context property segnoBarType to "S-||".
- Set context property shortInstrumentName to '().
- Set context property startRepeatBarType to "||".
- Set context property startRepeatSegnoBarType to "S-||".
- Set context property submeasureBarType to '().
- Set context property underlyingRepeatBarType to "||".
- Set grob property extra-spacing-height in BreathingSign (page 578) to item::extra-spacing-height-including-staff.
- Set grob property extra-spacing-width in BreathingSign (page 578) to : '(-1.0 . 0.0)

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

Context InternalGregorianStaff can contain CueVoice (page 107) and NullVoice (page 259).

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

Accidental_engraver (page 467)
: Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at Voice level, so you can \override them at Voice.

  Properties (read)

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

  autoAccidentals (list)
  : List of different ways to typeset an accidental.

    For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

    Each entry in the list is either a symbol or a procedure.

    symbol
    : The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in *Internals Reference* then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

    procedure
    : The procedure represents an accidental rule to be applied to the previously specified context.

      The procedure takes the following arguments:

      context
      : The current context to which the rule should be applied.

      pitch
      : The pitch of the note to be evaluated.

      barnum
      : The current bar number.

The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

`autoCautionaries` (list)
: List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

`extraNatural` (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

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

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), and `AccidentalSuggestion` (page 549).

`Alteration_glyph_engraver` (page 469)
: Set the `glyph-name-alist` of all grobs having the `accidental-switch-interface` to the value of the context's `alterationGlyphs` property, when defined.

Properties (read)

`alterationGlyphs` (list)
: Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Apply_output_engraver` (page 470)
: Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
: Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

Bar_engraver (page 472)
: Create bar lines for various commands, including \\bar.

If forbidBreakBetweenBarLines is true, allow line breaks at bar lines only.

Music types accepted: ad-hoc-jump-event (page 53), caesura-event (page 55), coda-mark-event (page 56), dal-segno-event (page 56), fine-event (page 57), section-event (page 62), and segno-mark-event (page 62)

Properties (read)

caesuraType (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, '`(`*`command args...`*`)`, but a command with no arguments may be abbreviated to a symbol; e.g., '`((start-repeat))` may be given as '`(start-repeat)`.

  `end-repeat` *`return-count`*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *`repeat-count`*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  `volta` *`text`*
  : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

`currentBarLine` (graphical (layout) object)
: Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `BarLine` (page 560).

`Clef_engraver` (page 481)
Determine and set reference point for pitches.

Properties (read)

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

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

`clefTransposition` (integer)
: Add this much extra transposition to a clef. Values of 7 and -7 are common.

`clefTranspositionStyle` (symbol)
: Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitClefVisibility` (vector)
: 'break-visibility' function for clef changes.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

`forceClef` (boolean)
: Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): `Clef` (page 590) and `ClefModifier` (page 593).

`Collision_engraver` (page 482)
: Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s): `NoteCollision` (page 682).

`Cue_clef_engraver` (page 483)
: Determine and set reference point for pitches in cued voices.

Properties (read)

`clefTransposition` (integer)
: Add this much extra transposition to a clef. Values of 7 and -7 are common.

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

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

`cueClefTransposition` (integer)
: Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
: Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

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

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

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

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Divisio_engraver` (page 485)
: Create divisiones: chant notation for points of breathing or caesura.

Music types accepted: `caesura-event` (page 55), `fine-event` (page 57), `section-event` (page 62), `volta-repeat-end-event` (page 65), and `volta-repeat-start-event` (page 65)

Properties (read)

`caesuraType` (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

The first argument is the context.

The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

This engraver creates the following layout object(s): `Divisio` (page 610).

`Dot_column_engraver` (page 486)
: Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): `DotColumn` (page 613).

`Figured_bass_engraver` (page 490)
Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)
Don't swallow rest events.

`implicitBassFigures` (list)
A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)
Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), and `BassFigureLine` (page 569).

`Figured_bass_position_engraver` (page 490)
Position figured bass alignments over notes.

This engraver creates the following layout object(s): `BassFigureAlignmentPositioning` (page 567).

`Fingering_column_engraver` (page 491)
Find potentially colliding scripts and put them into a `FingeringColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `FingeringColumn` (page 631).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Horizontal_script_engraver` (page 495)
Aligns `Script` horizontally

`Instrument_name_engraver` (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Key_engraver` (page 498)
Engrave a key signature.

Music types accepted: `key-change-event` (page 57)

Properties (read)

`createKeyOnClefChange` (boolean)
Print a key signature whenever the clef is changed.

`explicitKeySignatureVisibility` (vector)
'`break-visibility`' function for explicit key changes. '`\override`' of the `break-visibility` property will set the visibility for normal (i.e., at the start of the line) key signatures.

`extraNatural` (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`keyAlterationOrder` (list)
A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

`keyAlterations` (list)
The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6

and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g., `keyAlterations = #`((6 . ,FLAT))`.

`lastKeyAlterations` (list)
: Last key signature before a key signature change.

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

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

Properties (write)

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

`lastKeyAlterations` (list)
: Last key signature before a key signature change.

`tonic` (pitch)
: The tonic of the current scale.

This engraver creates the following layout object(s): `KeyCancellation` (page 648) and `KeySignature` (page 651).

`Ledger_line_engraver` (page 499)
: Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): `LedgerLineSpanner` (page 656).

`Merge_mmrest_numbers_engraver` (page 504)
: Engraver to merge multi-measure rest numbers in multiple voices.

This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

`Non_musical_script_column_engraver` (page 506)
: Find potentially colliding non-musical scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Optional_material_bracket_engraver` (page 508)
: Notate in-staff brackets for optional material.

Music types accepted: `optional-material-event` (page 60)

This engraver creates the following layout object(s): `OptionalMaterialBracket` (page 687).

`Ottava_spanner_engraver` (page 508)
: Create a text spanner when the ottavation property changes.

Music types accepted: `ottava-event` (page 60)

Properties (read)

`currentMusicalColumn` (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

middleCOffset (number)
: The offset of middle C from the position given by middleCClefPosition This is used for ottava brackets.

ottavation (markup)
: If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s): OttavaBracket (page 690).

Piano_pedal_align_engraver (page 511)
: Align piano pedal symbols and brackets.

Properties (read)

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

This engraver creates the following layout object(s): SostenutoPedalLineSpanner (page 718), SustainPedalLineSpanner (page 738), and UnaCordaPedalLineSpanner (page 767).

Piano_pedal_engraver (page 511)
: Engrave piano pedal symbols and brackets.

Music types accepted: sostenuto-event (page 62), sustain-event (page 64), and una-corda-event (page 65)

Properties (read)

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

pedalSostenutoStrings (list)
: See pedalSustainStrings.

pedalSostenutoStyle (symbol)
: See pedalSustainStyle.

pedalSustainStrings (list)
: A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
: A symbol that indicates how to print sustain pedals: text, bracket or mixed (both).

pedalUnaCordaStrings (list)
: See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
: See pedalSustainStyle.

This engraver creates the following layout object(s): PianoPedalBracket (page 698), SostenutoPedal (page 717), SustainPedal (page 737), and UnaCordaPedal (page 766).

Pure_from_neighbor_engraver (page 512)
: Coordinates items that get their pure heights from their neighbors.

`Rest_collision_engraver` (page 513)
Handle collisions of rests.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): `RestCollision` (page 705).

`Script_row_engraver` (page 514)
Determine order in horizontal side position elements.

This engraver creates the following layout object(s): `ScriptRow` (page 707).

`Separating_line_group_engraver` (page 515)
Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
True if `currentCommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s): `StaffSpacing` (page 727).

`Skip_typesetting_engraver` (page 515)
Create a `StaffEllipsis` when `skipTypesetting` is used.

Properties (read)

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

This engraver creates the following layout object(s): `StaffEllipsis` (page 722).

`Staff_collecting_engraver` (page 518)
Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

`Staff_highlight_engraver` (page 518)
Highlights music passages.

Music types accepted: `staff-highlight-event` (page 63)

Properties (read)

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

This engraver creates the following layout object(s): `StaffHighlight` (page 726).

`Staff_symbol_engraver` (page 519)
: Create the constellation of five (default) staff lines.

  Music types accepted: `staff-span-event` (page 63)

  This engraver creates the following layout object(s): `StaffSymbol` (page 727).

`Time_signature_engraver` (page 523)
: Create a `TimeSignature` (page 754) whenever `timeSignature` changes.

  Music types accepted: `polymetric-time-signature-event` (page 61) and `reference-time-signature-event` (page 61)

  Properties (read)

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

  `partialBusy` (boolean)
  : Signal that \partial acts at the current time step.

  `timeSignature` (time signature)
  : A time-signature specification. See the `\time` command.

  This engraver creates the following layout object(s): `TimeSignature` (page 754).

2.1.18 InternalMensuralStaff

An kind of `Staff` with settings shared by multiple variants of mensural notation.

This context creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), `AccidentalSuggestion` (page 549), `BarLine` (page 560), `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureAlignmentPositioning` (page 567), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), `BassFigureLine` (page 569), `BreathingSign` (page 578), `CaesuraScript` (page 581), `Clef` (page 590), `ClefModifier` (page 593), `CueClef` (page 602), `CueEndClef` (page 605), `Custos` (page 608), `DotColumn` (page 613), `FingeringColumn` (page 631), `InstrumentName` (page 644), `KeyCancellation` (page 648), `KeySignature` (page 651), `LedgerLineSpanner` (page 656), `NoteCollision` (page 682), `OptionalMaterialBracket` (page 687), `OttavaBracket` (page 690), `PianoPedalBracket` (page 698), `RestCollision` (page 705), `ScriptColumn` (page 707), `ScriptRow` (page 707), `SignumRepetitionis` (page 711), `SostenutoPedal` (page 717), `SostenutoPedalLineSpanner` (page 718), `StaffEllipsis` (page 722), `StaffHighlight` (page 726), `StaffSpacing` (page 727), `StaffSymbol` (page 727), `SustainPedal` (page 737), `SustainPedalLineSpanner` (page 738), `TimeSignature` (page 754), `UnaCordaPedal` (page 766), `UnaCordaPedalLineSpanner` (page 767), and `VerticalAxisGroup` (page 770).

This context sets the following properties:

- Set context property `alterationGlyphs` to:

```
'((-1/2 . "accidentals.mensuralM1")
  (0 . "accidentals.vaticana0")
  (1/2 . "accidentals.mensural1"))
```

- Set context property `autoAccidentals` to:

```
'(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
```

- Set context property `autoCautionaries` to `'()`.
- Set context property `caesuraType` to:

```
'((bar-line . "|"))
```

- Set context property createSpacing to #t.
- Set context property doubleRepeatBarType to '().
- Set context property doubleRepeatSegnoBarType to "S".
- Set context property endRepeatBarType to '().
- Set context property endRepeatSegnoBarType to "S".
- Set context property extraNatural to #f.
- Set context property fineSegnoBarType to "|.S".
- Set context property fineStartRepeatSegnoBarType to "|.S".
- Set context property ignoreFiguredBassRest to #f.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property ottavationMarkups to:

```
'((4 . "29")
  (3 . "22")
  (2 . "15")
  (1 . "8")
  (-1 . "8")
  (-2 . "15")
  (-3 . "22")
  (-4 . "29"))
```

- Set context property printKeyCancellation to #f.
- Set context property segnoBarType to "S".
- Set context property shortInstrumentName to '().
- Set context property startRepeatBarType to "|".
- Set context property startRepeatSegnoBarType to "S".
- Set context property underlyingRepeatBarType to '().
- Set grob property neutral-direction in Custos (page 608) to -1.
- Set grob property neutral-position in Custos (page 608) to 3.
- Set grob property style in Custos (page 608) to 'mensural.
- Set grob property style in TimeSignature (page 754) to 'mensural.

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

Context InternalMensuralStaff can contain CueVoice (page 107) and NullVoice (page 259).

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

Accidental_engraver (page 467)
: Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at Voice level, so you can \override them at Voice.

  Properties (read)

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

  autoAccidentals (list)
  : List of different ways to typeset an accidental.

For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

Each entry in the list is either a symbol or a procedure.

symbol
: The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in *Internals Reference* then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

procedure
: The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

`context`
: The current context to which the rule should be applied.

`pitch`
: The pitch of the note to be evaluated.

`barnum`
: The current bar number.

The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

`autoCautionaries` (list)
: List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

`extraNatural` (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

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

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): Accidental (page 546), AccidentalCautionary (page 547), AccidentalPlacement (page 548), and AccidentalSuggestion (page 549).

Alteration_glyph_engraver (page 469)
Set the glyph-name-alist of all grobs having the accidental-switch-interface to the value of the context's alterationGlyphs property, when defined.

Properties (read)

alterationGlyphs (list)
Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

Apply_output_engraver (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: apply-output-event (page 54)

Axis_group_engraver (page 471)
Group all objects created in this context in a VerticalAxisGroup spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

Bar_engraver (page 472)
Create bar lines for various commands, including \\bar.

If forbidBreakBetweenBarLines is true, allow line breaks at bar lines only.

Music types accepted: ad-hoc-jump-event (page 53), caesura-event (page 55), coda-mark-event (page 56), dal-segno-event (page 56), fine-event (page 57), section-event (page 62), and segno-mark-event (page 62)

Properties (read)

caesuraType (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
```

```
(scripts . script-type...)
(underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

  The first argument is the context.

  The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

  The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args*`...)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

  `end-repeat` *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  `volta` *text*
  : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is

also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '||'.

whichBar (string)
The current bar line type, or '() if there is no bar line. Setting this explicitly in user code is deprecated. Use \bar or related commands to set it.

Properties (write)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): BarLine (page 560).

Caesura_engraver (page 479)
Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of caesuraType through caesuraTypeTransform, this engraver may create a BreathingSign with CaesuraScript grobs aligned to it, or it may create CaesuraScript grobs and align them to a BarLine.

If this engraver observes a BarLine, it calls caesuraTypeTransform again with the new information, and if necessary, recreates its grobs.

Music types accepted: caesura-event (page 55)

Properties (read)

breathMarkDefinitions (list)
The description of breath marks. This is used by the Breathing_sign_engraver. See scm/breath.scm for more information.

caesuraType (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform

function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `BreathingSign` (page 578) and `CaesuraScript` (page 581).

`Clef_engraver` (page 481)
Determine and set reference point for pitches.

Properties (read)

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

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

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

`clefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitClefVisibility` (vector)
'`break-visibility`' function for clef changes.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`forceClef` (boolean)
Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): `Clef` (page 590) and `ClefModifier` (page 593).

`Collision_engraver` (page 482)
Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s): `NoteCollision` (page 682).

`Cue_clef_engraver` (page 483)
Determine and set reference point for pitches in cued voices.

Properties (read)

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

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

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

`cueClefTransposition` (integer)
Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

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

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

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

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Custos_engraver` (page 485)
Engrave custodes.

Properties (read)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Custos` (page 608).

`Dot_column_engraver` (page 486)
Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): `DotColumn` (page 613).

`Figured_bass_engraver` (page 490)
Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)
Don't swallow rest events.

`implicitBassFigures` (list)
A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)
Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), and `BassFigureLine` (page 569).

`Figured_bass_position_engraver` (page 490)
Position figured bass alignments over notes.

This engraver creates the following layout object(s): `BassFigureAlignmentPositioning` (page 567).

`Fingering_column_engraver` (page 491)
Find potentially colliding scripts and put them into a `FingeringColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `FingeringColumn` (page 631).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Horizontal_script_engraver` (page 495)
Aligns `Script` horizontally

`Instrument_name_engraver` (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Key_engraver` (page 498)
Engrave a key signature.

Music types accepted: `key-change-event` (page 57)

Properties (read)

`createKeyOnClefChange` (boolean)
Print a key signature whenever the clef is changed.

`explicitKeySignatureVisibility` (vector)
'`break-visibility`' function for explicit key changes. '`\override`' of the `break-visibility` property will set the visibility for normal (i.e., at the start of the line) key signatures.

`extraNatural` (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`keyAlterationOrder` (list)
A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

`keyAlterations` (list)
The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6

and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g., `keyAlterations = #`((6 . ,FLAT))`.

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

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

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

Properties (write)

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

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

`tonic` (pitch)
The tonic of the current scale.

This engraver creates the following layout object(s): `KeyCancellation` (page 648) and `KeySignature` (page 651).

`Ledger_line_engraver` (page 499)
Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): `LedgerLineSpanner` (page 656).

`Merge_mmrest_numbers_engraver` (page 504)
Engraver to merge multi-measure rest numbers in multiple voices.

This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

`Non_musical_script_column_engraver` (page 506)
Find potentially colliding non-musical scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Optional_material_bracket_engraver` (page 508)
Notate in-staff brackets for optional material.

Music types accepted: `optional-material-event` (page 60)

This engraver creates the following layout object(s): `OptionalMaterialBracket` (page 687).

`Ottava_spanner_engraver` (page 508)
Create a text spanner when the ottavation property changes.

Music types accepted: `ottava-event` (page 60)

Properties (read)

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

middleCOffset (number)
: The offset of middle C from the position given by middleCClefPosition This is used for ottava brackets.

ottavation (markup)
: If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s): OttavaBracket (page 690).

Piano_pedal_align_engraver (page 511)
: Align piano pedal symbols and brackets.

Properties (read)

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

This engraver creates the following layout object(s): SostenutoPedalLineSpanner (page 718), SustainPedalLineSpanner (page 738), and UnaCordaPedalLineSpanner (page 767).

Piano_pedal_engraver (page 511)
: Engrave piano pedal symbols and brackets.

Music types accepted: sostenuto-event (page 62), sustain-event (page 64), and una-corda-event (page 65)

Properties (read)

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

pedalSostenutoStrings (list)
: See pedalSustainStrings.

pedalSostenutoStyle (symbol)
: See pedalSustainStyle.

pedalSustainStrings (list)
: A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
: A symbol that indicates how to print sustain pedals: text, bracket or mixed (both).

pedalUnaCordaStrings (list)
: See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
: See pedalSustainStyle.

This engraver creates the following layout object(s): PianoPedalBracket (page 698), SostenutoPedal (page 717), SustainPedal (page 737), and UnaCordaPedal (page 766).

Pure_from_neighbor_engraver (page 512)
: Coordinates items that get their pure heights from their neighbors.

`Rest_collision_engraver` (page 513)
Handle collisions of rests.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): `RestCollision` (page 705).

`Script_row_engraver` (page 514)
Determine order in horizontal side position elements.

This engraver creates the following layout object(s): `ScriptRow` (page 707).

`Separating_line_group_engraver` (page 515)
Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
True if `currentCommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s): `StaffSpacing` (page 727).

`Signum_repetitionis_engraver` (page 515)
Create a `SignumRepetitionis` at the end of a `\repeat volta` section.

Music types accepted: `volta-repeat-end-event` (page 65)

This engraver creates the following layout object(s): `SignumRepetitionis` (page 711).

`Skip_typesetting_engraver` (page 515)
Create a `StaffEllipsis` when `skipTypesetting` is used.

Properties (read)

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

This engraver creates the following layout object(s): `StaffEllipsis` (page 722).

`Staff_collecting_engraver` (page 518)
Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

`Staff_highlight_engraver` (page 518)
Highlights music passages.

Music types accepted: `staff-highlight-event` (page 63)

Properties (read)

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

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

Time_signature_engraver (page 523)
Create a TimeSignature (page 754) whenever timeSignature changes.

Music types accepted: polymetric-time-signature-event (page 61) and reference-time-signature-event (page 61)

Properties (read)

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

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

timeSignature (time signature)
A time-signature specification. See the \time command.

This engraver creates the following layout object(s): TimeSignature (page 754).

2.1.19 KievanStaff

Same as Staff context, except that it is accommodated for typesetting a piece in Kievan style.

This context also accepts commands for the following context(s): Staff (page 322).

This context creates the following layout object(s): Accidental (page 546), AccidentalCautionary (page 547), AccidentalPlacement (page 548), AccidentalSuggestion (page 549), BarLine (page 560), BassFigure (page 566), BassFigureAlignment (page 566), BassFigureAlignmentPositioning (page 567), BassFigureBracket (page 568), BassFigureContinuation (page 569), BassFigureLine (page 569), BreathingSign (page 578), CaesuraScript (page 581), Clef (page 590), ClefModifier (page 593), CueClef (page 602), CueEndClef (page 605), DotColumn (page 613), FingeringColumn (page 631), InstrumentName (page 644), KeyCancellation (page 648), KeySignature (page 651), LedgerLineSpanner (page 656), NoteCollision (page 682), OptionalMaterialBracket (page 687), OttavaBracket (page 690), PianoPedalBracket (page 698), RestCollision (page 705), ScriptColumn (page 707), ScriptRow (page 707), SostenutoPedal (page 717), SostenutoPedalLineSpanner (page 718), StaffEllipsis (page 722), StaffHighlight (page 726), StaffSpacing (page 727), StaffSymbol (page 727), SustainPedal (page 737), SustainPedalLineSpanner (page 738), UnaCordaPedal (page 766), UnaCordaPedalLineSpanner (page 767), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property alterationGlyphs to:

```
'((-1/2 . "accidentals.kievanM1")
 (1/2 . "accidentals.kievan1"))
```

- Set context property autoAccidentals to:
  '(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
- Set context property autoCautionaries to '().
- Set context property caesuraType to:
  '((bar-line . "."))
- Set context property clefGlyph to "clefs.kievan.do".
- Set context property clefPosition to 0.
- Set context property clefTransposition to 0.
- Set context property createSpacing to #t.
- Set context property doubleRepeatBarType to "k".
- Set context property endRepeatBarType to "k".
- Set context property extraNatural to #f.
- Set context property fineBarType to "k".
- Set context property forbidBreakBetweenBarLines to #f.
- Set context property ignoreFiguredBassRest to #f.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property measureBarType to '().
- Set context property middleCClefPosition to 0.
- Set context property middleCPosition to 0.
- Set context property ottavationMarkups to:
  ```
  '((4 . "29")
    (3 . "22")
    (2 . "15")
    (1 . "8")
    (-1 . "8")
    (-2 . "15")
    (-3 . "22")
    (-4 . "29"))
  ```
- Set context property printKeyCancellation to #f.
- Set context property sectionBarType to "k".
- Set context property shortInstrumentName to '().
- Set context property startRepeatBarType to "k".
- Set context property submeasureBarType to '().
- Set context property underlyingRepeatBarType to "k".
- Set grob property positions in OptionalMaterialBracket (page 687) to :
  '(-1.75 . 1.75)
- Set grob property protrusion in OptionalMaterialBracket (page 687) to 0.5.
- Set grob property thick-thickness in BarLine (page 560) to 3.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type KievanVoice (page 218).

Context KievanStaff can contain CueVoice (page 107), KievanVoice (page 218), and NullVoice (page 259).

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

`Accidental_engraver` (page 467)
: Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at `Voice` level, so you can `\override` them at `Voice`.

  Properties (read)

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

  `autoAccidentals` (list)
  : List of different ways to typeset an accidental.

    For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

    Each entry in the list is either a symbol or a procedure.

    symbol
    : The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in *Internals Reference* then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

    procedure
    : The procedure represents an accidental rule to be applied to the previously specified context.

      The procedure takes the following arguments:

      `context`
      : The current context to which the rule should be applied.

      `pitch`
      : The pitch of the note to be evaluated.

      `barnum`
      : The current bar number.

      The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

  `autoCautionaries` (list)
  : List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

  `extraNatural` (boolean)
  : Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

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

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): Accidental (page 546), AccidentalCautionary (page 547), AccidentalPlacement (page 548), and AccidentalSuggestion (page 549).

Alteration_glyph_engraver (page 469)
: Set the glyph-name-alist of all grobs having the accidental-switch-interface to the value of the context's alterationGlyphs property, when defined.

Properties (read)

alterationGlyphs (list)
: Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

Music types accepted: apply-output-event (page 54)

Axis_group_engraver (page 471)
: Group all objects created in this context in a VerticalAxisGroup spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

Bar_engraver (page 472)
Create bar lines for various commands, including \\bar.

If forbidBreakBetweenBarLines is true, allow line breaks at bar lines only.

Music types accepted: ad-hoc-jump-event (page 53), caesura-event (page 55), coda-mark-event (page 56), dal-segno-event (page 56), fine-event (page 57), section-event (page 62), and segno-mark-event (page 62)

Properties (read)

caesuraType (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

doubleRepeatBarType (string)
Bar line to insert where the end of one \repeat volta coincides with the start of another. The default is ':..:'.

doubleRepeatSegnoBarType (string)
Bar line to insert where an in-staff segno coincides with the end of one \repeat volta and the beginning of another. The default is ':|.S.|:'.

endRepeatBarType (string)
Bar line to insert at the end of a \repeat volta. The default is ':|.'.

endRepeatSegnoBarType (string)
Bar line to insert where an in-staff segno coincides with the end of a \repeat volta. The default is ':|.S'.

fineBarType (string)
Bar line to insert at \fine. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '|.'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args*`...)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

  `end-repeat` *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  `volta` *text*
  : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

submeasureBarType (string)
: Bar line to insert at submeasure boundaries specified by submeasureStructure, when submeasureBarsEnabled allows.

submeasureStructure (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of beatBase.

underlyingRepeatBarType (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '||'.

whichBar (string)
: The current bar line type, or '() if there is no bar line. Setting this explicitly in user code is deprecated. Use \bar or related commands to set it.

Properties (write)

currentBarLine (graphical (layout) object)
: Set to the BarLine that Bar_engraver has created in the current time step.

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): BarLine (page 560).

Caesura_engraver (page 479)
: Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of caesuraType through caesuraTypeTransform, this engraver may create a BreathingSign with CaesuraScript grobs aligned to it, or it may create CaesuraScript grobs and align them to a BarLine.

If this engraver observes a BarLine, it calls caesuraTypeTransform again with the new information, and if necessary, recreates its grobs.

Music types accepted: caesura-event (page 55)

Properties (read)

breathMarkDefinitions (list)
: The description of breath marks. This is used by the Breathing_sign_engraver. See scm/breath.scm for more information.

caesuraType (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

  The first argument is the context.

  The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

  The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`scriptDefinitions` (list)
: The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `BreathingSign` (page 578) and `CaesuraScript` (page 581).

`Clef_engraver` (page 481)
: Determine and set reference point for pitches.

  Properties (read)

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

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

  `clefTransposition` (integer)
  : Add this much extra transposition to a clef. Values of 7 and -7 are common.

  `clefTranspositionStyle` (symbol)
  : Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

  `explicitClefVisibility` (vector)
  : 'break-visibility' function for clef changes.

  `forbidBreak` (boolean)
  : If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

  `forceBreak` (boolean)
  : Set to `#t` when an event forcing a line break was heard.

  `forceClef` (boolean)
  : Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

  This engraver creates the following layout object(s): `Clef` (page 590) and `ClefModifier` (page 593).

`Collision_engraver` (page 482)
Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s): `NoteCollision` (page 682).

`Cue_clef_engraver` (page 483)
Determine and set reference point for pitches in cued voices.

Properties (read)

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

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

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

`cueClefTransposition` (integer)
Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

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

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

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

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Dot_column_engraver` (page 486)
Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): `DotColumn` (page 613).

`Figured_bass_engraver` (page 490)
Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
Where to put alterations relative to the main figure.

figuredBassCenterContinuations (boolean)
: Whether to vertically center pairs of extender lines. This does not work with three or more lines.

figuredBassFormatter (procedure)
: A routine generating a markup for a bass figure.

ignoreFiguredBassRest (boolean)
: Don't swallow rest events.

implicitBassFigures (list)
: A list of bass figures that are not printed as numbers, but only as extender lines.

useBassFigureExtenders (boolean)
: Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): BassFigure (page 566), BassFigureAlignment (page 566), BassFigureBracket (page 568), BassFigureContinuation (page 569), and BassFigureLine (page 569).

Figured_bass_position_engraver (page 490)
: Position figured bass alignments over notes.

This engraver creates the following layout object(s): BassFigureAlignmentPositioning (page 567).

Fingering_column_engraver (page 491)
: Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.

This engraver creates the following layout object(s): FingeringColumn (page 631).

Font_size_engraver (page 491)
: Put fontSize into font-size grob property.

Properties (read)

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

Grob_pq_engraver (page 495)
: Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Horizontal_script_engraver (page 495)
: Aligns Script horizontally

Instrument_name_engraver (page 496)
: Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
: See `instrumentName`.

`shortVocalName` (markup)
: Name of a vocal line, short version.

`vocalName` (markup)
: Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Key_engraver` (page 498)
: Engrave a key signature.

Music types accepted: `key-change-event` (page 57)

Properties (read)

`createKeyOnClefChange` (boolean)
: Print a key signature whenever the clef is changed.

`explicitKeySignatureVisibility` (vector)
: '`break-visibility`' function for explicit key changes. '`\override`' of the `break-visibility` property will set the visibility for normal (i.e., at the start of the line) key signatures.

`extraNatural` (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

`keyAlterationOrder` (list)
: A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

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

`lastKeyAlterations` (list)
: Last key signature before a key signature change.

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

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

Properties (write)

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

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

tonic (pitch)
: The tonic of the current scale.

This engraver creates the following layout object(s): KeyCancellation (page 648) and KeySignature (page 651).

Ledger_line_engraver (page 499)
: Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): LedgerLineSpanner (page 656).

Merge_mmrest_numbers_engraver (page 504)
: Engraver to merge multi-measure rest numbers in multiple voices.

This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

Non_musical_script_column_engraver (page 506)
: Find potentially colliding non-musical scripts and put them into a ScriptColumn object; that will fix the collisions.

This engraver creates the following layout object(s): ScriptColumn (page 707).

Optional_material_bracket_engraver (page 508)
: Notate in-staff brackets for optional material.

Music types accepted: optional-material-event (page 60)

This engraver creates the following layout object(s): OptionalMaterialBracket (page 687).

Ottava_spanner_engraver (page 508)
: Create a text spanner when the ottavation property changes.

Music types accepted: ottava-event (page 60)

Properties (read)

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

middleCOffset (number)
: The offset of middle C from the position given by middleCClefPosition This is used for ottava brackets.

ottavation (markup)
If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s): OttavaBracket (page 690).

Piano_pedal_align_engraver (page 511)
Align piano pedal symbols and brackets.

Properties (read)

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

This engraver creates the following layout object(s): SostenutoPedalLineSpanner (page 718), SustainPedalLineSpanner (page 738), and UnaCordaPedalLineSpanner (page 767).

Piano_pedal_engraver (page 511)
Engrave piano pedal symbols and brackets.

Music types accepted: sostenuto-event (page 62), sustain-event (page 64), and una-corda-event (page 65)

Properties (read)

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

pedalSostenutoStrings (list)
See pedalSustainStrings.

pedalSostenutoStyle (symbol)
See pedalSustainStyle.

pedalSustainStrings (list)
A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
A symbol that indicates how to print sustain pedals: text, bracket or mixed (both).

pedalUnaCordaStrings (list)
See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
See pedalSustainStyle.

This engraver creates the following layout object(s): PianoPedalBracket (page 698), SostenutoPedal (page 717), SustainPedal (page 737), and UnaCordaPedal (page 766).

Pure_from_neighbor_engraver (page 512)
Coordinates items that get their pure heights from their neighbors.

Rest_collision_engraver (page 513)
Handle collisions of rests.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): RestCollision (page 705).

Script_row_engraver (page 514)
Determine order in horizontal side position elements.

This engraver creates the following layout object(s): ScriptRow (page 707).

Separating_line_group_engraver (page 515)
Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)
Create StaffSpacing objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
True if currentCommandColumn contains items that will affect spacing.

This engraver creates the following layout object(s): StaffSpacing (page 727).

Skip_typesetting_engraver (page 515)
Create a StaffEllipsis when skipTypesetting is used.

Properties (read)

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

This engraver creates the following layout object(s): StaffEllipsis (page 722).

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Staff_highlight_engraver (page 518)
Highlights music passages.

Music types accepted: staff-highlight-event (page 63)

Properties (read)

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

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.
Music types accepted: staff-span-event (page 63)
This engraver creates the following layout object(s): StaffSymbol (page 727).

2.1.20 KievanVoice

Same as Voice context, except that it is accommodated for typesetting a piece in Kievan style.

This context also accepts commands for the following context(s): Voice (page 457).

This context creates the following layout object(s): ApproximatePitchNoteHead (page 555), Arpeggio (page 557), Beam (page 570), BendAfter (page 573), BreathingSign (page 578), ChordBracket (page 585), ChordSlur (page 587), ClusterSpanner (page 595), ClusterSpannerBeacon (page 595), CombineTextScript (page 598), Dots (page 614), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), FingerGlideSpanner (page 627), Fingering (page 629), Flag (page 631), Glissando (page 635), Hairpin (page 639), InstrumentSwitch (page 645), KievanLigature (page 654), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteHead (page 684), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), Slur (page 714), Stem (page 729), StemStub (page 731), StemTremolo (page 732), StringNumber (page 733), StrokeFinger (page 735), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), and VoiceFollower (page 771).

This context sets the following properties:

- Set context property autoBeaming to #f.
- Set grob property duration-log in NoteHead (page 684) to note-head::calc-kievan-duration-log.
- Set grob property length in Stem (page 729) to 0.0.
- Set grob property positions in Beam (page 570) to beam::get-kievan-positions.
- Set grob property quantized-positions in Beam (page 570) to beam::get-kievan-quantized-positions.
- Set grob property stencil in Flag (page 631) to #f.
- Set grob property stencil in Slur (page 714) to #f.
- Set grob property stencil in Stem (page 729) to #f.
- Set grob property style in Dots (page 614) to 'kievan.
- Set grob property style in NoteHead (page 684) to 'kievan.
- Set grob property style in Rest (page 704) to 'mensural.
- Set grob property X-offset in Stem (page 729) to stem::kievan-offset-callback.

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

This context cannot contain other contexts.

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

Apply_output_engraver (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: apply-output-event (page 54)

Arpeggio_engraver (page 470)
Create arpeggiato and non-arpeggiato symbols.

Music types accepted: arpeggio-event (page 54), chord-slur-event (page 55), and non-arpeggiato-event (page 59)

This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Auto_beam_engraver (page 470)
Generate beams based on measure characteristics and observed Stems. Uses beatBase, beatStructure, beamExceptions, measureLength, and measurePosition to decide when to start and stop a beam. Overriding beaming is done through Stem_engraver (page 519) properties stemLeftBeamCount and stemRightBeamCount.

Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

Properties (read)

autoBeaming (boolean)
If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

beamExceptions (list)
An alist of exceptions to auto-beam rules that normally end on beats.

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

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Beam_engraver (page 476)
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Bend_engraver (page 477)
Create fall spanners.

Music types accepted: bend-after-event (page 55)

Properties (read)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

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

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

This engraver creates the following layout object(s): BendAfter (page 573).

Breathing_sign_engraver (page 478)
Notate breath marks.

Music types accepted: breathing-event (page 55)

Properties (read)

breathMarkType (symbol)
The type of BreathingSign to create at \breathe.

This engraver creates the following layout object(s): BreathingSign (page 578).

Chord_tremolo_engraver (page 481)
Generate beams for tremolo repeats.

Music types accepted: tremolo-span-event (page 65)

This engraver creates the following layout object(s): Beam (page 570).

Cluster_spanner_engraver (page 481)
Engrave a cluster using Spanner notation.

Music types accepted: cluster-note-event (page 56)

This engraver creates the following layout object(s): ClusterSpanner (page 595) and ClusterSpannerBeacon (page 595).

Dots_engraver (page 486)
Create Dots (page 614) objects for rhythmic-head-interface (page 842)s.

This engraver creates the following layout object(s): Dots (page 614).

Double_percent_repeat_engraver (page 486)
Make double measure repeats.

Music types accepted: double-percent-event (page 56)

Properties (read)

`countPercentRepeats` (boolean)
: If set, produce counters for percent repeats.

`measureLength` (positive exact rational or +inf.0)
: The musical length of the current measure.

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

Properties (write)

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `DoublePercentRepeat` (page 615) and `DoublePercentRepeatCounter` (page 616).

`Dynamic_align_engraver` (page 488)
: Align hairpins and dynamic texts on a horizontal line.

Properties (read)

`currentMusicalColumn` (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): `DynamicLineSpanner` (page 621).

`Dynamic_engraver` (page 488)
: Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: `absolute-dynamic-event` (page 53), `break-dynamic-span-event` (page 55), and `span-dynamic-event` (page 62)

Properties (read)

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

`crescendoText` (markup)
: The text to print at start of non-hairpin crescendo, i.e., '`cresc.`'.

`currentMusicalColumn` (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

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

`decrescendoText` (markup)
: The text to print at start of non-hairpin decrescendo, i.e., '`dim.`'.

This engraver creates the following layout object(s): `DynamicText` (page 622), `DynamicTextSpanner` (page 624), and `Hairpin` (page 639).

`Finger_glide_engraver` (page 490)
Engraver to print a line between two `Fingering`, `StringNumber` or `StrokeFinger` grobs.

Music types accepted: `note-event` (page 60)

This engraver creates the following layout object(s): `FingerGlideSpanner` (page 627).

`Fingering_engraver` (page 491)
Create fingering scripts.

Music types accepted: `fingering-event` (page 57)

This engraver creates the following layout object(s): `Fingering` (page 629).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Forbid_line_break_engraver` (page 491)
Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`Glissando_engraver` (page 493)
Engrave glissandi.

Music types accepted: `glissando-event` (page 57)

Properties (read)

`glissandoMap` (list)
A map in the form of `'((source1 . target1) (source2 . target2) ... (sourcen . targetn))`, showing the glissandi to be drawn for note columns. The value `'()` defaults to `'((0 . 0) (1 . 1) ... (n . n))`, where *n* is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): `Glissando` (page 635).

`Grace_auto_beam_engraver` (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or `\noBeam` will block autobeaming, just like setting the context property 'autoBeaming' to `##f`.

Music types accepted: `beam-break-event` (page 54) and `beam-forbid-event` (page 55)

Properties (read)

`autoBeaming` (boolean)
If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_beam_engraver` (page 493)
Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
Signal if a beam is present.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_engraver` (page 494)
Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)
Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Instrument_switch_engraver` (page 496)
Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

`instrumentCueName` (markup)
The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): `InstrumentSwitch` (page 645).

`Kievan_ligature_engraver` (page 499)
Handle `Kievan_ligature_events` by glueing Kievan heads together.

Music types accepted: `ligature-event` (page 58)

This engraver creates the following layout object(s): `KievanLigature` (page 654).

`Laissez_vibrer_engraver` (page 499)
Create laissez vibrer items.

Music types accepted: `laissez-vibrer-event` (page 57)

This engraver creates the following layout object(s): `LaissezVibrerTie` (page 654) and `LaissezVibrerTieColumn` (page 656).

`Multi_measure_rest_engraver` (page 505)
Engrave multi-measure rests that are produced with 'R'. It reads `measureStartNow` and `internalBarNumber` to determine what number to print over the `MultiMeasureRest` (page 674).

Music types accepted: `multi-measure-articulation-event` (page 58), `multi-measure-rest-event` (page 59), and `multi-measure-text-event` (page 59)

Properties (read)

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

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

`measureStartNow` (boolean)
True at the beginning of a measure.

`restNumberThreshold` (number)
If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

`New_fingering_engraver` (page 506)
Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

`fingeringOrientations` (list)
A list of symbols, containing '`left`', '`right`', '`up`' and/or '`down`'. This list determines where fingerings are put relative to the chord being fingered.

`harmonicDots` (boolean)
If set, harmonic notes in dotted chords get dots.

`stringNumberOrientations` (list)
See `fingeringOrientations`.

`strokeFingerOrientations` (list)
See `fingeringOrientations`.

This engraver creates the following layout object(s): `Fingering` (page 629), `Script` (page 705), `StringNumber` (page 733), and `StrokeFinger` (page 735).

`Note_head_line_engraver` (page 506)
Engrave a line between two note heads in a staff switch if `followVoice` is set.

Properties (read)

`followVoice` (boolean)
If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): `VoiceFollower` (page 771).

`Note_heads_engraver` (page 507)
Generate note heads.

Music types accepted: `note-event` (page 60)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`staffLineLayoutFunction` (procedure)
Layout of staff lines, `traditional`, or `semitone`.

This engraver creates the following layout object(s): `ApproximatePitchNoteHead` (page 555) and `NoteHead` (page 684).

`Note_spacing_engraver` (page 508)
Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): `NoteSpacing` (page 686).

`Part_combine_engraver` (page 509)
Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted: `note-event` (page 60) and `part-combine-event` (page 60)

Properties (read)

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

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

`printPartCombineTexts` (boolean)
Set ‘Solo’ and ‘A due’ texts in the part combiner?

`soloIIText` (markup)
The text for the start of a solo for voice ‘two’ when part-combining.

`soloText` (markup)
The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): `CombineTextScript` (page 598).

`Percent_repeat_engraver` (page 510)
Make whole measure repeats.

Music types accepted: `percent-event` (page 60)

Properties (read)

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

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

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

This engraver creates the following layout object(s): `PercentRepeat` (page 693) and `PercentRepeatCounter` (page 694).

`Phrasing_slur_engraver` (page 510)
Print phrasing slurs. Similar to `Slur_engraver` (page 516).

Music types accepted: `note-event` (page 60) and `phrasing-slur-event` (page 61)

This engraver creates the following layout object(s): `PhrasingSlur` (page 696).

`Pitched_trill_engraver` (page 512)
Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s): `TrillPitchAccidental` (page 757), `TrillPitchGroup` (page 758), `TrillPitchHead` (page 759), and `TrillPitchParentheses` (page 761).

`Repeat_tie_engraver` (page 513)
Create repeat ties.

Music types accepted: `repeat-tie-event` (page 61)

This engraver creates the following layout object(s): `RepeatTie` (page 702) and `RepeatTieColumn` (page 703).

`Rest_engraver` (page 513)
Engrave rests.

Music types accepted: `rest-event` (page 61)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Rest` (page 704).

`Rhythmic_column_engraver` (page 514)
Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): `NoteColumn` (page 683).

`Script_column_engraver` (page 514)
Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Script_engraver` (page 514)
Handle note scripted articulations.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `Script` (page 705).

`Slash_repeat_engraver` (page 516)
Make beat repeats.

Music types accepted: `repeat-slash-event` (page 61)

This engraver creates the following layout object(s): `DoubleRepeatSlash` (page 618) and `RepeatSlash` (page 701).

`Slur_engraver` (page 516)
Build slur grobs from slur events.

Music types accepted: `note-event` (page 60) and `slur-event` (page 62)

Properties (read)

`doubleSlurs` (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)
Signal if a slur is present.

This engraver creates the following layout object(s): `Slur` (page 714).

`Spanner_break_forbid_engraver` (page 517)
Forbid breaks in certain spanners.

`Stem_engraver` (page 519)
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted: `tremolo-event` (page 65)

Properties (read)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`stemLeftBeamCount` (integer)
Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

`stemRightBeamCount` (integer)
See `stemLeftBeamCount`.

This engraver creates the following layout object(s): `Flag` (page 631), `Stem` (page 729), `StemStub` (page 731), and `StemTremolo` (page 732).

`Text_engraver` (page 522)
Create text scripts.

Music types accepted: `text-script-event` (page 64)

This engraver creates the following layout object(s): `TextScript` (page 748).

`Text_spanner_engraver` (page 522)
Create text spanner from an event.

Music types accepted: `text-span-event` (page 64)

Properties (read)

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

This engraver creates the following layout object(s): `TextSpanner` (page 750).

`Tie_engraver` (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: `tie-event` (page 64)

Properties (read)

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

`tieWaitForNote` (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

`Toe_heel_engraver` (page 525)
Read the `toeHeelStyle` context property and use it to style `\rtoe` and its siblings, based on the data in the `toe-heel-styles` alist.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`toeHeelStyle` (symbol)
The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`Trill_spanner_engraver` (page 525)
Create trill spanners.

Music types accepted: `trill-span-event` (page 65)

Properties (read)

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

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

This engraver creates the following layout object(s): TrillSpanner (page 761).

Tuplet_engraver (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: tuplet-span-event (page 65)

Properties (read)

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

tupletFullLengthNote (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): TupletBracket (page 763) and TupletNumber (page 765).

2.1.21 Lyrics

Corresponds to a voice with lyrics. Handles the printing of a single line of lyrics.

This context creates the following layout object(s): InstrumentName (page 644), LyricExtender (page 661), LyricHyphen (page 661), LyricSpace (page 665), LyricText (page 665), StanzaNumber (page 728), VerticalAxisGroup (page 770), and VowelTransition (page 775).

This context sets the following properties:

- Set context property instrumentName to '().
- Set context property lyricRepeatCountFormatter to #<procedure at lily/translation-functions.scm:218:4 (context repeat-count)>.
- Set context property searchForVoice to #f.
- Set context property shortInstrumentName to '().
- Set grob property bar-extent in BarLine (page 560) to :
  ```
  '(-0.05 . 0.05)
  ```
- Set grob property font-size in InstrumentName (page 644) to 1.0.
- Set grob property nonstaff-nonstaff-spacing in VerticalAxisGroup (page 770) to :
  ```
  '((basic-distance . 0)
   (minimum-distance . 2.8)
   (padding . 0.2)
   (stretchability . 0))
  ```
- Set grob property nonstaff-relatedstaff-spacing in VerticalAxisGroup (page 770) to :
  ```
  '((basic-distance . 5.5)
   (padding . 0.5)
   (stretchability . 1))
  ```
- Set grob property nonstaff-unrelatedstaff-spacing.padding in VerticalAxisGroup (page 770) to 1.5.
- Set grob property remove-empty in VerticalAxisGroup (page 770) to #t.
- Set grob property remove-first in VerticalAxisGroup (page 770) to #t.
- Set grob property self-alignment-Y in InstrumentName (page 644) to #f.
- Set grob property short-bar-extent in BarLine (page 560) to :
  ```
  '(-0.05 . 0.05)
  ```

- Set grob property staff-affinity in VerticalAxisGroup (page 770) to 1.

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

This context cannot contain other contexts.

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

Axis_group_engraver (page 471)
Group all objects created in this context in a VerticalAxisGroup spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

Extender_engraver (page 489)
Create lyric extenders.

Music types accepted: completize-extender-event (page 56), extender-event (page 56), hyphen-event (page 57), and lyric-event (page 58)

Properties (read)

autoExtenders (boolean)
Create lyric extenders automatically for syllables in melismata that are not followed by a hyphen.

extendersOverRests (boolean)
Whether to continue extenders as they cross a rest.

This engraver creates the following layout object(s): LyricExtender (page 661).

Font_size_engraver (page 491)
Put fontSize into font-size grob property.

Properties (read)

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

Hyphen_engraver (page 496)
Create lyric hyphens, vowel transitions and distance constraints between words.

Music types accepted: hyphen-event (page 57) and vowel-transition-event (page 65)

This engraver creates the following layout object(s): LyricHyphen (page 661), LyricSpace (page 665), and VowelTransition (page 775).

`Instrument_name_engraver` (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Lyric_engraver` (page 500)
Engrave text for lyrics.

Music types accepted: `lyric-event` (page 58)

Properties (read)

`ignoreMelismata` (boolean)
Ignore melismata for this Section "Lyrics" in *Internals Reference* line.

`lyricMelismaAlignment` (number)
Alignment to use for a melisma syllable.

`searchForVoice` (boolean)
Signal whether a search should be made of all contexts in the context hierarchy for a voice to provide rhythms for the lyrics.

This engraver creates the following layout object(s): `LyricText` (page 665).

`Pure_from_neighbor_engraver` (page 512)
Coordinates items that get their pure heights from their neighbors.

`Stanza_number_engraver` (page 519)
Engrave stanza numbers.

Properties (read)

`stanzaReminders` (boolean)
Whether to print stanza reminders.

`stanzaReminderText` (procedure-or-markup)
The text for stanza reminders, or a procedure that generates the reminder text when given the full current stanza number markup.

This engraver creates the following layout object(s): `StanzaNumber` (page 728).

2.1.22 MensuralStaff

Same as Staff context, except that it is accommodated for typesetting a piece in mensural style.

This context also accepts commands for the following context(s): Staff (page 322).

This context creates the following layout object(s): Accidental (page 546), AccidentalCautionary (page 547), AccidentalPlacement (page 548), AccidentalSuggestion (page 549), BarLine (page 560), BassFigure (page 566), BassFigureAlignment (page 566), BassFigureAlignmentPositioning (page 567), BassFigureBracket (page 568), BassFigureContinuation (page 569), BassFigureLine (page 569), BreathingSign (page 578), CaesuraScript (page 581), Clef (page 590), ClefModifier (page 593), CueClef (page 602), CueEndClef (page 605), Custos (page 608), DotColumn (page 613), FingeringColumn (page 631), InstrumentName (page 644), KeyCancellation (page 648), KeySignature (page 651), LedgerLineSpanner (page 656), NoteCollision (page 682), OptionalMaterialBracket (page 687), OttavaBracket (page 690), PianoPedalBracket (page 698), RestCollision (page 705), ScriptColumn (page 707), ScriptRow (page 707), SignumRepetitionis (page 711), SostenutoPedal (page 717), SostenutoPedalLineSpanner (page 718), StaffEllipsis (page 722), StaffHighlight (page 726), StaffSpacing (page 727), StaffSymbol (page 727), SustainPedal (page 737), SustainPedalLineSpanner (page 738), TimeSignature (page 754), UnaCordaPedal (page 766), UnaCordaPedalLineSpanner (page 767), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property alterationGlyphs to:

```
'((-1/2 . "accidentals.mensuralM1")
  (0 . "accidentals.vaticana0")
  (1/2 . "accidentals.mensural1"))
```

- Set context property autoAccidentals to:

```
'(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
```

- Set context property autoCautionaries to '().
- Set context property caesuraType to:

```
'((bar-line . "|"))
```

- Set context property clefGlyph to "clefs.mensural.g".
- Set context property clefPosition to -2.
- Set context property clefTransposition to 0.
- Set context property createSpacing to #t.
- Set context property doubleRepeatBarType to '().
- Set context property doubleRepeatSegnoBarType to "S".
- Set context property endRepeatBarType to '().
- Set context property endRepeatSegnoBarType to "S".
- Set context property extraNatural to #f.
- Set context property fineSegnoBarType to "|.S".
- Set context property fineStartRepeatSegnoBarType to "|.S".
- Set context property forbidBreakBetweenBarLines to #f.
- Set context property ignoreFiguredBassRest to #f.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property measureBarType to '().

- Set context property middleCClefPosition to -6.
- Set context property middleCPosition to -6.
- Set context property ottavationMarkups to:

```
'((4 . "29")
  (3 . "22")
  (2 . "15")
  (1 . "8")
  (-1 . "8")
  (-2 . "15")
  (-3 . "22")
  (-4 . "29"))
```

- Set context property printKeyCancellation to #f.
- Set context property segnoBarType to "S".
- Set context property shortInstrumentName to '().
- Set context property startRepeatBarType to "|".
- Set context property startRepeatSegnoBarType to "S".
- Set context property submeasureBarType to '().
- Set context property underlyingRepeatBarType to '().
- Set grob property hair-thickness in BarLine (page 560) to 0.6.
- Set grob property neutral-direction in Custos (page 608) to -1.
- Set grob property neutral-position in Custos (page 608) to 3.
- Set grob property style in Custos (page 608) to 'mensural.
- Set grob property style in TimeSignature (page 754) to 'mensural.
- Set grob property thick-thickness in BarLine (page 560) to 1.8.
- Set grob property thickness in StaffSymbol (page 727) to 0.6.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type MensuralVoice (page 246).

Context MensuralStaff can contain CueVoice (page 107), MensuralVoice (page 246), and NullVoice (page 259).

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

Accidental_engraver (page 467)

Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at Voice level, so you can \override them at Voice.

Properties (read)

accidentalGrouping (symbol)

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

autoAccidentals (list)

List of different ways to typeset an accidental.

For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

Each entry in the list is either a symbol or a procedure.

symbol

The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in

Internals Reference then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

procedure
The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

`context`
The current context to which the rule should be applied.

`pitch`
The pitch of the note to be evaluated.

`barnum`
The current bar number.

The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

`autoCautionaries` (list)
List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

`extraNatural` (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

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

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), and `AccidentalSuggestion` (page 549).

`Alteration_glyph_engraver` (page 469)
Set the `glyph-name-alist` of all grobs having the `accidental-switch-interface` to the value of the context's `alterationGlyphs` property, when defined.

Properties (read)

`alterationGlyphs` (list)
Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Apply_output_engraver` (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Bar_engraver` (page 472)
Create bar lines for various commands, including `\\bar`.

If `forbidBreakBetweenBarLines` is true, allow line breaks at bar lines only.

Music types accepted: `ad-hoc-jump-event` (page 53), `caesura-event` (page 55), `coda-mark-event` (page 56), `dal-segno-event` (page 56), `fine-event` (page 57), `section-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`caesuraType` (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

  The first argument is the context.

  The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

  The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args...*`)`, but a command with no

arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

`end-repeat` *`return-count`*
: End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

`start-repeat` *`repeat-count`*
: Start a repeated section. *repeat-count* is the number of times to perform this section.

`volta` *`text`*
: If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): BarLine (page 560).

Caesura_engraver (page 479)
Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of caesuraType through caesuraTypeTransform, this engraver may create a BreathingSign with CaesuraScript grobs aligned to it, or it may create CaesuraScript grobs and align them to a BarLine.

If this engraver observes a BarLine, it calls caesuraTypeTransform again with the new information, and if necessary, recreates its grobs.

Music types accepted: caesura-event (page 55)

Properties (read)

breathMarkDefinitions (list)
The description of breath marks. This is used by the Breathing_sign_engraver. See scm/breath.scm for more information.

caesuraType (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `BreathingSign` (page 578) and `CaesuraScript` (page 581).

`Clef_engraver` (page 481)
Determine and set reference point for pitches.

Properties (read)

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

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

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

`clefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitClefVisibility` (vector)
'`break-visibility`' function for clef changes.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`forceClef` (boolean)
Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): `Clef` (page 590) and `ClefModifier` (page 593).

`Collision_engraver` (page 482)
Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s): `NoteCollision` (page 682).

`Cue_clef_engraver` (page 483)
Determine and set reference point for pitches in cued voices.

Properties (read)

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

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

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

cueClefTransposition (integer)
: Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

cueClefTranspositionStyle (symbol)
: Determines the way the ClefModifier grob of a cue clef is displayed. Possible values are 'default, 'parenthesized, and 'bracketed.

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

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

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

This engraver creates the following layout object(s): ClefModifier (page 593), CueClef (page 602), and CueEndClef (page 605).

Custos_engraver (page 485)
: Engrave custodes.

Properties (read)

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

middleCPosition (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

This engraver creates the following layout object(s): Custos (page 608).

Dot_column_engraver (page 486)
: Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): DotColumn (page 613).

Figured_bass_engraver (page 490)
: Make figured bass numbers.

Music types accepted: bass-figure-event (page 54) and rest-event (page 61)

Properties (read)

figuredBassAlterationDirection (direction)
: Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
: Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
: A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)
: Don't swallow rest events.

`implicitBassFigures` (list)
: A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)
: Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), and `BassFigureLine` (page 569).

`Figured_bass_position_engraver` (page 490)
: Position figured bass alignments over notes.

This engraver creates the following layout object(s): `BassFigureAlignmentPositioning` (page 567).

`Fingering_column_engraver` (page 491)
: Find potentially colliding scripts and put them into a `FingeringColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `FingeringColumn` (page 631).

`Font_size_engraver` (page 491)
: Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Grob_pq_engraver` (page 495)
: Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Horizontal_script_engraver` (page 495)
: Aligns `Script` horizontally

`Instrument_name_engraver` (page 496)
: Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
: See `instrumentName`.

`shortVocalName` (markup)
: Name of a vocal line, short version.

`vocalName` (markup)
: Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Key_engraver` (page 498)
: Engrave a key signature.

Music types accepted: `key-change-event` (page 57)

Properties (read)

`createKeyOnClefChange` (boolean)
: Print a key signature whenever the clef is changed.

`explicitKeySignatureVisibility` (vector)
: 'break-visibility' function for explicit key changes. '`\override`' of the `break-visibility` property will set the visibility for normal (i.e., at the start of the line) key signatures.

`extraNatural` (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

`keyAlterationOrder` (list)
: A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

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

`lastKeyAlterations` (list)
: Last key signature before a key signature change.

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

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

Properties (write)

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

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

tonic (pitch)
The tonic of the current scale.

This engraver creates the following layout object(s): KeyCancellation (page 648) and KeySignature (page 651).

Ledger_line_engraver (page 499)
Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): LedgerLineSpanner (page 656).

Merge_mmrest_numbers_engraver (page 504)
Engraver to merge multi-measure rest numbers in multiple voices.

This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

Non_musical_script_column_engraver (page 506)
Find potentially colliding non-musical scripts and put them into a ScriptColumn object; that will fix the collisions.

This engraver creates the following layout object(s): ScriptColumn (page 707).

Optional_material_bracket_engraver (page 508)
Notate in-staff brackets for optional material.

Music types accepted: optional-material-event (page 60)

This engraver creates the following layout object(s): OptionalMaterialBracket (page 687).

Ottava_spanner_engraver (page 508)
Create a text spanner when the ottavation property changes.

Music types accepted: ottava-event (page 60)

Properties (read)

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

middleCOffset (number)
The offset of middle C from the position given by middleCClefPosition This is used for ottava brackets.

ottavation (markup)
If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s): OttavaBracket (page 690).

Piano_pedal_align_engraver (page 511)
Align piano pedal symbols and brackets.

Properties (read)

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

This engraver creates the following layout object(s): SostenutoPedalLineSpanner (page 718), SustainPedalLineSpanner (page 738), and UnaCordaPedalLineSpanner (page 767).

Piano_pedal_engraver (page 511)
Engrave piano pedal symbols and brackets.

Music types accepted: sostenuto-event (page 62), sustain-event (page 64), and una-corda-event (page 65)

Properties (read)

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

pedalSostenutoStrings (list)
See pedalSustainStrings.

pedalSostenutoStyle (symbol)
See pedalSustainStyle.

pedalSustainStrings (list)
A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
A symbol that indicates how to print sustain pedals: text, bracket or mixed (both).

pedalUnaCordaStrings (list)
See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
See pedalSustainStyle.

This engraver creates the following layout object(s): PianoPedalBracket (page 698), SostenutoPedal (page 717), SustainPedal (page 737), and UnaCordaPedal (page 766).

Pure_from_neighbor_engraver (page 512)
Coordinates items that get their pure heights from their neighbors.

Rest_collision_engraver (page 513)
Handle collisions of rests.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): RestCollision (page 705).

Script_row_engraver (page 514)
Determine order in horizontal side position elements.

This engraver creates the following layout object(s): ScriptRow (page 707).

Separating_line_group_engraver (page 515)
Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)
Create StaffSpacing objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
True if currentCommandColumn contains items that will affect spacing.

This engraver creates the following layout object(s): StaffSpacing (page 727).

Signum_repetitionis_engraver (page 515)
Create a SignumRepetitionis at the end of a \repeat volta section.

Music types accepted: volta-repeat-end-event (page 65)

This engraver creates the following layout object(s): SignumRepetitionis (page 711).

Skip_typesetting_engraver (page 515)
Create a StaffEllipsis when skipTypesetting is used.

Properties (read)

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

This engraver creates the following layout object(s): StaffEllipsis (page 722).

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Staff_highlight_engraver (page 518)
Highlights music passages.

Music types accepted: staff-highlight-event (page 63)

Properties (read)

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

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

Time_signature_engraver (page 523)
Create a TimeSignature (page 754) whenever timeSignature changes.

Music types accepted: polymetric-time-signature-event (page 61) and reference-time-signature-event (page 61)

Properties (read)

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

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

timeSignature (time signature)
A time-signature specification. See the \time command.

This engraver creates the following layout object(s): TimeSignature (page 754).

2.1.23 MensuralVoice

Same as Voice context, except that it is accommodated for typesetting a piece in mensural style.

This context also accepts commands for the following context(s): Voice (page 457).

This context creates the following layout object(s): ApproximatePitchNoteHead (page 555), Arpeggio (page 557), Beam (page 570), BendAfter (page 573), BreathingSign (page 578), ChordBracket (page 585), ChordSlur (page 587), ClusterSpanner (page 595), ClusterSpannerBeacon (page 595), CombineTextScript (page 598), Dots (page 614), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), FingerGlideSpanner (page 627), Fingering (page 629), Flag (page 631), Glissando (page 635), Hairpin (page 639), InstrumentSwitch (page 645), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), MensuralLigature (page 672), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteHead (page 684), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), Stem (page 729), StemStub (page 731), StemTremolo (page 732), StringNumber (page 733), StrokeFinger (page 735), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), and VoiceFollower (page 771).

This context sets the following properties:

- Set context property autoBeaming to #f.

- Set grob property `style` in `Flag` (page 631) to `'mensural`.
- Set grob property `style` in `NoteHead` (page 684) to `'mensural`.
- Set grob property `style` in `Rest` (page 704) to `'mensural`.

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

This context cannot contain other contexts.

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

`Apply_output_engraver` (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: `apply-output-event` (page 54)

`Arpeggio_engraver` (page 470)
: Create arpeggiato and non-arpeggiato symbols.

  Music types accepted: `arpeggio-event` (page 54), `chord-slur-event` (page 55), and `non-arpeggiato-event` (page 59)

  This engraver creates the following layout object(s): `Arpeggio` (page 557), `ChordBracket` (page 585), and `ChordSlur` (page 587).

`Auto_beam_engraver` (page 470)
: Generate beams based on measure characteristics and observed Stems. Uses `beatBase`, `beatStructure`, `beamExceptions`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through `Stem_engraver` (page 519) properties `stemLeftBeamCount` and `stemRightBeamCount`.

  Music types accepted: `beam-break-event` (page 54) and `beam-forbid-event` (page 55)

  Properties (read)

  `autoBeaming` (boolean)
  : If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

  `beamExceptions` (list)
  : An alist of exceptions to auto-beam rules that normally end on beats.

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

  `beatBase` (positive exact rational or +inf.0)
  : The musical length corresponding to one unit of `beatStructure`.

  `beatStructure` (number list)
  : A sequence describing the length of each beat in the measure in units of `beatBase`.

  `subdivideBeams` (boolean)
  : If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

  This engraver creates the following layout object(s): `Beam` (page 570).

`Beam_engraver` (page 476)
Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
Signal if a beam is present.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Bend_engraver` (page 477)
Create fall spanners.

Music types accepted: `bend-after-event` (page 55)

Properties (read)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

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

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

This engraver creates the following layout object(s): `BendAfter` (page 573).

`Breathing_sign_engraver` (page 478)
Notate breath marks.

Music types accepted: `breathing-event` (page 55)

Properties (read)

`breathMarkType` (symbol)
The type of `BreathingSign` to create at `\breathe`.

This engraver creates the following layout object(s): `BreathingSign` (page 578).

`Chord_tremolo_engraver` (page 481)
Generate beams for tremolo repeats.

Music types accepted: `tremolo-span-event` (page 65)

This engraver creates the following layout object(s): `Beam` (page 570).

`Cluster_spanner_engraver` (page 481)
Engrave a cluster using `Spanner` notation.

Music types accepted: `cluster-note-event` (page 56)

This engraver creates the following layout object(s): `ClusterSpanner` (page 595) and `ClusterSpannerBeacon` (page 595).

`Dots_engraver` (page 486)
Create `Dots` (page 614) objects for `rhythmic-head-interface` (page 842)s.

This engraver creates the following layout object(s): `Dots` (page 614).

`Double_percent_repeat_engraver` (page 486)
Make double measure repeats.

Music types accepted: `double-percent-event` (page 56)

Properties (read)

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

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

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `DoublePercentRepeat` (page 615) and `DoublePercentRepeatCounter` (page 616).

`Dynamic_align_engraver` (page 488)
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

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

This engraver creates the following layout object(s): `DynamicLineSpanner` (page 621).

`Dynamic_engraver` (page 488)
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: `absolute-dynamic-event` (page 53), `break-dynamic-span-event` (page 55), and `span-dynamic-event` (page 62)

Properties (read)

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

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

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

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

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

This engraver creates the following layout object(s): DynamicText (page 622), DynamicTextSpanner (page 624), and Hairpin (page 639).

Finger_glide_engraver (page 490)
: Engraver to print a line between two Fingering, StringNumber or StrokeFinger grobs.

Music types accepted: note-event (page 60)

This engraver creates the following layout object(s): FingerGlideSpanner (page 627).

Fingering_engraver (page 491)
: Create fingering scripts.

Music types accepted: fingering-event (page 57)

This engraver creates the following layout object(s): Fingering (page 629).

Font_size_engraver (page 491)
: Put fontSize into font-size grob property.

Properties (read)

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

Forbid_line_break_engraver (page 491)
: Forbid line breaks when note heads are still playing at some point.

Properties (read)

busyGrobs (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

Glissando_engraver (page 493)
: Engrave glissandi.

Music types accepted: glissando-event (page 57)

Properties (read)

glissandoMap (list)
: A map in the form of '((source1 . target1) (source2 . target2) ... (source*n* . target*n*)), showing the glissandi to be drawn for note columns. The value '() defaults to '((0 . 0) (1 . 1) ... (*n* . *n*)), where *n* is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): Glissando (page 635).

Grace_auto_beam_engraver (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \noBeam will block autobeaming, just like setting the context property 'autoBeaming' to ##f.

Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

Properties (read)

autoBeaming (boolean)
If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): Beam (page 570).

Grace_beam_engraver (page 493)
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Grace_engraver (page 494)
Set font size and other properties for grace notes.

Properties (read)

graceSettings (list)
Overrides for grace notes. This property should be manipulated through the add-grace-property function.

Grob_pq_engraver (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Instrument_switch_engraver (page 496)
Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

instrumentCueName (markup)
The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): InstrumentSwitch (page 645).

Laissez_vibrer_engraver (page 499)
Create laissez vibrer items.

Music types accepted: laissez-vibrer-event (page 57)

This engraver creates the following layout object(s): LaissezVibrerTie (page 654) and LaissezVibrerTieColumn (page 656).

Mensural_ligature_engraver (page 504)
Handle Mensural_ligature_events by glueing special ligature heads together.

Music types accepted: ligature-event (page 58)

This engraver creates the following layout object(s): MensuralLigature (page 672).

Multi_measure_rest_engraver (page 505)
Engrave multi-measure rests that are produced with 'R'. It reads measureStartNow and internalBarNumber to determine what number to print over the MultiMeasureRest (page 674).

Music types accepted: multi-measure-articulation-event (page 58), multi-measure-rest-event (page 59), and multi-measure-text-event (page 59)

Properties (read)

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

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

measureStartNow (boolean)
True at the beginning of a measure.

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

This engraver creates the following layout object(s): MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), and MultiMeasureRestText (page 679).

`New_fingering_engraver` (page 506)
Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

`fingeringOrientations` (list)
A list of symbols, containing '`left`', '`right`', '`up`' and/or '`down`'. This list determines where fingerings are put relative to the chord being fingered.

`harmonicDots` (boolean)
If set, harmonic notes in dotted chords get dots.

`stringNumberOrientations` (list)
See `fingeringOrientations`.

`strokeFingerOrientations` (list)
See `fingeringOrientations`.

This engraver creates the following layout object(s): `Fingering` (page 629), `Script` (page 705), `StringNumber` (page 733), and `StrokeFinger` (page 735).

`Note_head_line_engraver` (page 506)
Engrave a line between two note heads in a staff switch if `followVoice` is set.

Properties (read)

`followVoice` (boolean)
If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): `VoiceFollower` (page 771).

`Note_heads_engraver` (page 507)
Generate note heads.

Music types accepted: `note-event` (page 60)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`staffLineLayoutFunction` (procedure)
Layout of staff lines, `traditional`, or `semitone`.

This engraver creates the following layout object(s): `ApproximatePitchNoteHead` (page 555) and `NoteHead` (page 684).

`Note_spacing_engraver` (page 508)
Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): `NoteSpacing` (page 686).

`Part_combine_engraver` (page 509)
Part combine engraver for orchestral scores: Print markings 'a2', 'Solo', 'Solo II', and 'unisono'.

Music types accepted: `note-event` (page 60) and `part-combine-event` (page 60)

Properties (read)

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

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

printPartCombineTexts (boolean)
Set 'Solo' and 'A due' texts in the part combiner?

soloIIText (markup)
The text for the start of a solo for voice 'two' when part-combining.

soloText (markup)
The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): CombineTextScript (page 598).

Percent_repeat_engraver (page 510)
Make whole measure repeats.

Music types accepted: percent-event (page 60)

Properties (read)

countPercentRepeats (boolean)
If set, produce counters for percent repeats.

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

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

This engraver creates the following layout object(s): PercentRepeat (page 693) and PercentRepeatCounter (page 694).

Phrasing_slur_engraver (page 510)
Print phrasing slurs. Similar to Slur_engraver (page 516).

Music types accepted: note-event (page 60) and phrasing-slur-event (page 61)

This engraver creates the following layout object(s): PhrasingSlur (page 696).

Pitched_trill_engraver (page 512)
Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s): TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), and TrillPitchParentheses (page 761).

Repeat_tie_engraver (page 513)
Create repeat ties.

Music types accepted: repeat-tie-event (page 61)

This engraver creates the following layout object(s): RepeatTie (page 702) and RepeatTieColumn (page 703).

Rest_engraver (page 513)
Engrave rests.

Music types accepted: rest-event (page 61)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Rest` (page 704).

`Rhythmic_column_engraver` (page 514)
Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): `NoteColumn` (page 683).

`Script_column_engraver` (page 514)
Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Script_engraver` (page 514)
Handle note scripted articulations.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `Script` (page 705).

`Slash_repeat_engraver` (page 516)
Make beat repeats.

Music types accepted: `repeat-slash-event` (page 61)

This engraver creates the following layout object(s): `DoubleRepeatSlash` (page 618) and `RepeatSlash` (page 701).

`Spanner_break_forbid_engraver` (page 517)
Forbid breaks in certain spanners.

`Stem_engraver` (page 519)
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted: `tremolo-event` (page 65)

Properties (read)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`stemLeftBeamCount` (integer)
Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

`stemRightBeamCount` (integer)
See `stemLeftBeamCount`.

This engraver creates the following layout object(s): `Flag` (page 631), `Stem` (page 729), `StemStub` (page 731), and `StemTremolo` (page 732).

`Text_engraver` (page 522)
Create text scripts.

Music types accepted: `text-script-event` (page 64)

This engraver creates the following layout object(s): `TextScript` (page 748).

`Text_spanner_engraver` (page 522)
Create text spanner from an event.

Music types accepted: `text-span-event` (page 64)

Properties (read)

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

This engraver creates the following layout object(s): `TextSpanner` (page 750).

`Tie_engraver` (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: `tie-event` (page 64)

Properties (read)

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

`tieWaitForNote` (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

`Toe_heel_engraver` (page 525)
Read the `toeHeelStyle` context property and use it to style `\rtoe` and its siblings, based on the data in the `toe-heel-styles` alist.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`toeHeelStyle` (symbol)
The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`Trill_spanner_engraver` (page 525)
Create trill spanners.

Music types accepted: `trill-span-event` (page 65)

Properties (read)

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

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

This engraver creates the following layout object(s): TrillSpanner (page 761).

Tuplet_engraver (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: tuplet-span-event (page 65)

Properties (read)

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

tupletFullLengthNote (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): TupletBracket (page 763) and TupletNumber (page 765).

2.1.24 NoteNames

Typesets note names.

This context also accepts commands for the following context(s): Staff (page 322).

This context creates the following layout object(s): NoteName (page 685), StaffSpacing (page 727), Tie (page 752), TieColumn (page 754), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set grob property nonstaff-nonstaff-spacing in VerticalAxisGroup (page 770) to :

```
'((basic-distance . 0)
 (minimum-distance . 2.8)
 (padding . 0.2)
 (stretchability . 0))
```

- Set grob property nonstaff-relatedstaff-spacing in VerticalAxisGroup (page 770) to :

```
'((basic-distance . 5.5)
 (padding . 0.5)
 (stretchability . 1))
```

- Set grob property nonstaff-unrelatedstaff-spacing.padding in VerticalAxisGroup (page 770) to 1.5.
- Set grob property staff-affinity in VerticalAxisGroup (page 770) to 1.

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

This context cannot contain other contexts.

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

Alteration_glyph_engraver (page 469)
Set the glyph-name-alist of all grobs having the accidental-switch-interface to the value of the context's alterationGlyphs property, when defined.

Properties (read)

alterationGlyphs (list)
Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Axis_group_engraver` (page 471)
Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Note_name_engraver` (page 507)
Print pitches as words.

Music types accepted: `note-event` (page 60)

Properties (read)

`noteNameFunction` (procedure)
Function used to convert pitches into strings and markups.

`noteNameSeparator` (string)
String used to separate simultaneous NoteName objects.

`printAccidentalNames` (boolean or symbol)
Print accidentals in the `NoteNames` context.

`printNotesLanguage` (string)
Use a specific language in the `NoteNames` context.

`printOctaveNames` (boolean or symbol)
Print octave marks in the `NoteNames` context.

This engraver creates the following layout object(s): `NoteName` (page 685).

`Separating_line_group_engraver` (page 515)
Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
True if `currentCommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s): `StaffSpacing` (page 727).

`Tie_engraver` (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: `tie-event` (page 64)

Properties (read)

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

`tieWaitForNote` (boolean)
: If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
: Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

2.1.25 `NullVoice`

For aligning lyrics without printing notes.

This context also accepts commands for the following context(s): `Staff` (page 322) and `Voice` (page 457).

This context creates the following layout object(s): `ApproximatePitchNoteHead` (page 555), `Beam` (page 570), `NoteHead` (page 684), `Slur` (page 714), `Tie` (page 752), and `TieColumn` (page 754).

This context sets the following properties:

- Set context property `nullAccidentals` to `#t`.
- Set context property `squashedPosition` to `0`.
- Set grob property `no-ledgers` in `NoteHead` (page 684) to `#t`.
- Set grob property `stencil` in `Beam` (page 570) to `#f`.
- Set grob property `stencil` in `NoteHead` (page 684) to `#f`.
- Set grob property `stencil` in `Slur` (page 714) to `#f`.
- Set grob property `stencil` in `Tie` (page 752) to `#f`.
- Set grob property `X-extent` in `NoteHead` (page 684) to `#<procedure at ice-9/eval.scm:333:13 (a)>`.

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

This context cannot contain other contexts.

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

`Beam_engraver` (page 476)
: Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
: Signal if a beam is present.

`beatBase` (positive exact rational or +inf.0)
: The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Note_heads_engraver` (page 507)
Generate note heads.

Music types accepted: `note-event` (page 60)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`staffLineLayoutFunction` (procedure)
Layout of staff lines, `traditional`, or `semitone`.

This engraver creates the following layout object(s): `ApproximatePitchNoteHead` (page 555) and `NoteHead` (page 684).

`Pitch_squash_engraver` (page 512)
Set the vertical position of note heads to `squashedPosition`, if that property is set. This can be used to make a single-line staff demonstrating the rhythm of a melody.

Properties (read)

`squashedPosition` (integer)
Vertical position of squashing for Section "Pitch_squash_engraver" in *Internals Reference*.

`Slur_engraver` (page 516)
Build slur grobs from slur events.

Music types accepted: `note-event` (page 60) and `slur-event` (page 62)

Properties (read)

`doubleSlurs` (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)
Signal if a slur is present.

This engraver creates the following layout object(s): `Slur` (page 714).

`Tie_engraver` (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: `tie-event` (page 64)

Properties (read)

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

`tieWaitForNote` (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

2.1.26 `OneStaff`

Provides a common axis for the contained staves, making all of them appear in the same vertical space. This can be useful for typesetting staves of different types in immediate succession or for temporarily changing the character of one staff or overlaying it with a different one. Often used with `\stopStaff` and `\startStaff` for best results.

This context creates the following layout object(s): `VerticalAxisGroup` (page 770).

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type `Staff` (page 322).

Context `OneStaff` can contain `ChordNames` (page 105), `DrumStaff` (page 119), `Dynamics` (page 138), `FiguredBass` (page 144), `FretBoards` (page 145), `GregorianTranscriptionLyrics` (page 150), `GregorianTranscriptionStaff` (page 153), `KievanStaff` (page 204), `Lyrics` (page 229), `MensuralStaff` (page 232), `NoteNames` (page 257), `PetrucciStaff` (page 262), `RhythmicStaff` (page 290), `Staff` (page 322), `TabStaff` (page 381), `VaticanaLyrics` (page 404), and `VaticanaStaff` (page 432).

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

`Axis_group_engraver` (page 471)
Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

2.1.27 PetrucciStaff

A kind of Staff approximating the mensural typesetting of Ottaviano Petrucci's *Harmonices Musices Odhecaton* (Venice, 1501).

This context also accepts commands for the following context(s): Staff (page 322).

This context creates the following layout object(s): Accidental (page 546), AccidentalCautionary (page 547), AccidentalPlacement (page 548), AccidentalSuggestion (page 549), BarLine (page 560), BassFigure (page 566), BassFigureAlignment (page 566), BassFigureAlignmentPositioning (page 567), BassFigureBracket (page 568), BassFigureContinuation (page 569), BassFigureLine (page 569), BreathingSign (page 578), CaesuraScript (page 581), Clef (page 590), ClefModifier (page 593), CueClef (page 602), CueEndClef (page 605), Custos (page 608), DotColumn (page 613), FingeringColumn (page 631), InstrumentName (page 644), KeyCancellation (page 648), KeySignature (page 651), LedgerLineSpanner (page 656), NoteCollision (page 682), OptionalMaterialBracket (page 687), OttavaBracket (page 690), PianoPedalBracket (page 698), RestCollision (page 705), ScriptColumn (page 707), ScriptRow (page 707), SignumRepetitionis (page 711), SostenutoPedal (page 717), SostenutoPedalLineSpanner (page 718), StaffEllipsis (page 722), StaffHighlight (page 726), StaffSpacing (page 727), StaffSymbol (page 727), SustainPedal (page 737), SustainPedalLineSpanner (page 738), TimeSignature (page 754), UnaCordaPedal (page 766), UnaCordaPedalLineSpanner (page 767), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property alterationGlyphs to:
  ```
  '((-1/2 . "accidentals.mensuralM1")
   (0 . "accidentals.vaticana0")
   (1/2 . "accidentals.mensural1"))
  ```
- Set context property autoAccidentals to:
  ```
  '(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>
       #<procedure neo-modern-accidental-rule (context pitch barnum)>)
  ```
- Set context property autoAccidentals to:
  ```
  '(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
  ```
- Set context property autoCautionaries to '().
- Set context property caesuraType to:
  ```
  '((bar-line . "|"))
  ```
- Set context property clefGlyph to "clefs.petrucci.g".
- Set context property clefPosition to -2.
- Set context property clefTransposition to 0.
- Set context property createSpacing to #t.
- Set context property doubleRepeatBarType to '().
- Set context property doubleRepeatSegnoBarType to "S".
- Set context property endRepeatBarType to '().

- Set context property endRepeatSegnoBarType to "S".
- Set context property extraNatural to #f.
- Set context property fineSegnoBarType to "|.S".
- Set context property fineStartRepeatSegnoBarType to "|.S".
- Set context property forbidBreakBetweenBarLines to #f.
- Set context property ignoreFiguredBassRest to #f.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property measureBarType to '().
- Set context property middleCClefPosition to -6.
- Set context property middleCPosition to -6.
- Set context property ottavationMarkups to:

```
'((4 . "29")
  (3 . "22")
  (2 . "15")
  (1 . "8")
  (-1 . "8")
  (-2 . "15")
  (-3 . "22")
  (-4 . "29"))
```

- Set context property printKeyCancellation to #f.
- Set context property segnoBarType to "S".
- Set context property shortInstrumentName to '().
- Set context property startRepeatBarType to "|".
- Set context property startRepeatBarType to "||".
- Set context property startRepeatSegnoBarType to "S".
- Set context property submeasureBarType to '().
- Set context property underlyingRepeatBarType to '().
- Set grob property bar-extent in BarLine (page 560) to :

```
'(-2.5 . 2.5)
```

- Set grob property bar-extent in SignumRepetitionis (page 711) to :

```
'(-2.5 . 2.5)
```

- Set grob property hair-thickness in BarLine (page 560) to 2.21.
- Set grob property hair-thickness in SignumRepetitionis (page 711) to 2.21.
- Set grob property kern in BarLine (page 560) to 2.9.
- Set grob property kern in SignumRepetitionis (page 711) to 2.9.
- Set grob property neutral-direction in Custos (page 608) to -1.
- Set grob property neutral-position in Custos (page 608) to 3.
- Set grob property rounded in BarLine (page 560) to #t.
- Set grob property rounded in SignumRepetitionis (page 711) to #t.
- Set grob property short-bar-extent in BarLine (page 560) to :

```
'(-1.5 . 1.5)
```

- Set grob property short-bar-extent in SignumRepetitionis (page 711) to :

```
'(-1.5 . 1.5)
```

- Set grob property `style` in `Custos` (page 608) to `'mensural`.
- Set grob property `style` in `TimeSignature` (page 754) to `'mensural`.
- Set grob property `thick-thickness` in `BarLine` (page 560) to `2.9`.
- Set grob property `thick-thickness` in `SignumRepetitionis` (page 711) to `2.9`.
- Set grob property `thickness` in `StaffSymbol` (page 727) to `1.3`.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type `PetrucciVoice` (page 277).

Context `PetrucciStaff` can contain `CueVoice` (page 107), `NullVoice` (page 259), and `PetrucciVoice` (page 277).

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

`Accidental_engraver` (page 467)

Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at `Voice` level, so you can `\override` them at `Voice`.

Properties (read)

`accidentalGrouping` (symbol)

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

`autoAccidentals` (list)

List of different ways to typeset an accidental.

For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

Each entry in the list is either a symbol or a procedure.

symbol

The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in *Internals Reference* then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

procedure

The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

`context`

The current context to which the rule should be applied.

`pitch`

The pitch of the note to be evaluated.

`barnum`

The current bar number.

The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

`autoCautionaries` (list)

List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

`extraNatural` (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

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

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), and `AccidentalSuggestion` (page 549).

`Alteration_glyph_engraver` (page 469)
: Set the `glyph-name-alist` of all grobs having the `accidental-switch-interface` to the value of the context's `alterationGlyphs` property, when defined.

Properties (read)

`alterationGlyphs` (list)
: Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Apply_output_engraver` (page 470)
: Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
: Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

Bar_engraver (page 472)
Create bar lines for various commands, including \\bar.

If forbidBreakBetweenBarLines is true, allow line breaks at bar lines only.

Music types accepted: ad-hoc-jump-event (page 53), caesura-event (page 55), coda-mark-event (page 56), dal-segno-event (page 56), fine-event (page 57), section-event (page 62), and segno-mark-event (page 62)

Properties (read)

caesuraType (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

doubleRepeatBarType (string)
Bar line to insert where the end of one \repeat volta coincides with the start of another. The default is ':..:'.

doubleRepeatSegnoBarType (string)
Bar line to insert where an in-staff segno coincides with the end of one \repeat volta and the beginning of another. The default is ':|.S.|:'.

endRepeatBarType (string)
Bar line to insert at the end of a \repeat volta. The default is ':|.'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args*`...)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

  `end-repeat` *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  `volta` *text*
  : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

`currentBarLine` (graphical (layout) object)
: Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `BarLine` (page 560).

`Caesura_engraver` (page 479)

Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of `caesuraType` through `caesuraTypeTransform`, this engraver may create a `BreathingSign` with `CaesuraScript` grobs aligned to it, or it may create `CaesuraScript` grobs and align them to a `BarLine`.

If this engraver observes a `BarLine`, it calls `caesuraTypeTransform` again with the new information, and if necessary, recreates its grobs.

Music types accepted: `caesura-event` (page 55)

Properties (read)

`breathMarkDefinitions` (list)
: The description of breath marks. This is used by the `Breathing_sign_engraver`. See `scm/breath.scm` for more information.

`caesuraType` (list)
: An alist

```
((bar-line . bar-type)
```

```
(breath . breath-type)
(scripts . script-type...)
(underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

The first argument is the context.

The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`scriptDefinitions` (list)
: The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `BreathingSign` (page 578) and `CaesuraScript` (page 581).

`Clef_engraver` (page 481)
: Determine and set reference point for pitches.

Properties (read)

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

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

`clefTransposition` (integer)
: Add this much extra transposition to a clef. Values of 7 and -7 are common.

`clefTranspositionStyle` (symbol)
: Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitClefVisibility` (vector)
: 'break-visibility' function for clef changes.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`forceClef` (boolean)
Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): `Clef` (page 590) and `ClefModifier` (page 593).

`Collision_engraver` (page 482)
Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s): `NoteCollision` (page 682).

`Cue_clef_engraver` (page 483)
Determine and set reference point for pitches in cued voices.

Properties (read)

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

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

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

`cueClefTransposition` (integer)
Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

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

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

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

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Custos_engraver` (page 485)
Engrave custodes.

Properties (read)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Custos` (page 608).

`Dot_column_engraver` (page 486)
Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): `DotColumn` (page 613).

`Figured_bass_engraver` (page 490)
Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)
Don't swallow rest events.

`implicitBassFigures` (list)
A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)
Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), and `BassFigureLine` (page 569).

`Figured_bass_position_engraver` (page 490)
Position figured bass alignments over notes.

This engraver creates the following layout object(s): `BassFigureAlignmentPositioning` (page 567).

`Fingering_column_engraver` (page 491)
Find potentially colliding scripts and put them into a `FingeringColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `FingeringColumn` (page 631).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Horizontal_script_engraver` (page 495)
Aligns `Script` horizontally

`Instrument_name_engraver` (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Key_engraver` (page 498)
Engrave a key signature.

Music types accepted: `key-change-event` (page 57)

Properties (read)

`createKeyOnClefChange` (boolean)
Print a key signature whenever the clef is changed.

explicitKeySignatureVisibility (vector)
: 'break-visibility' function for explicit key changes. '\override' of the break-visibility property will set the visibility for normal (i.e., at the start of the line) key signatures.

extraNatural (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

keyAlterationOrder (list)
: A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

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

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

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

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

Properties (write)

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

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

tonic (pitch)
: The tonic of the current scale.

This engraver creates the following layout object(s): KeyCancellation (page 648) and KeySignature (page 651).

Ledger_line_engraver (page 499)
: Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): LedgerLineSpanner (page 656).

`Merge_mmrest_numbers_engraver` (page 504)
: Engraver to merge multi-measure rest numbers in multiple voices.

  This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

`Non_musical_script_column_engraver` (page 506)
: Find potentially colliding non-musical scripts and put them into a `ScriptColumn` object; that will fix the collisions.

  This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Optional_material_bracket_engraver` (page 508)
: Notate in-staff brackets for optional material.

  Music types accepted: `optional-material-event` (page 60)

  This engraver creates the following layout object(s): `OptionalMaterialBracket` (page 687).

`Ottava_spanner_engraver` (page 508)
: Create a text spanner when the ottavation property changes.

  Music types accepted: `ottava-event` (page 60)

  Properties (read)

  `currentMusicalColumn` (graphical (layout) object)
  : Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

  `middleCOffset` (number)
  : The offset of middle C from the position given by `middleCClefPosition` This is used for ottava brackets.

  `ottavation` (markup)
  : If set, the text for an ottava spanner. Changing this creates a new text spanner.

  This engraver creates the following layout object(s): `OttavaBracket` (page 690).

`Piano_pedal_align_engraver` (page 511)
: Align piano pedal symbols and brackets.

  Properties (read)

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

  This engraver creates the following layout object(s): `SostenutoPedalLineSpanner` (page 718), `SustainPedalLineSpanner` (page 738), and `UnaCordaPedalLineSpanner` (page 767).

`Piano_pedal_engraver` (page 511)
: Engrave piano pedal symbols and brackets.

  Music types accepted: `sostenuto-event` (page 62), `sustain-event` (page 64), and `una-corda-event` (page 65)

  Properties (read)

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

pedalSostenutoStrings (list)
See pedalSustainStrings.

pedalSostenutoStyle (symbol)
See pedalSustainStyle.

pedalSustainStrings (list)
A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

pedalUnaCordaStrings (list)
See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
See pedalSustainStyle.

This engraver creates the following layout object(s): PianoPedalBracket (page 698), SostenutoPedal (page 717), SustainPedal (page 737), and UnaCordaPedal (page 766).

Pure_from_neighbor_engraver (page 512)
Coordinates items that get their pure heights from their neighbors.

Rest_collision_engraver (page 513)
Handle collisions of rests.

Properties (read)

busyGrobs (list)
A queue of (*end-moment . grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): RestCollision (page 705).

Script_row_engraver (page 514)
Determine order in horizontal side position elements.

This engraver creates the following layout object(s): ScriptRow (page 707).

Separating_line_group_engraver (page 515)
Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)
Create StaffSpacing objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
True if currentCommandColumn contains items that will affect spacing.

This engraver creates the following layout object(s): StaffSpacing (page 727).

Signum_repetitionis_engraver (page 515)
Create a SignumRepetitionis at the end of a \repeat volta section.

Music types accepted: volta-repeat-end-event (page 65)

This engraver creates the following layout object(s): SignumRepetitionis (page 711).

`Skip_typesetting_engraver` (page 515)
Create a `StaffEllipsis` when `skipTypesetting` is used.

Properties (read)

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

This engraver creates the following layout object(s): `StaffEllipsis` (page 722).

`Staff_collecting_engraver` (page 518)
Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

`Staff_highlight_engraver` (page 518)
Highlights music passages.

Music types accepted: `staff-highlight-event` (page 63)

Properties (read)

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

This engraver creates the following layout object(s): `StaffHighlight` (page 726).

`Staff_symbol_engraver` (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: `staff-span-event` (page 63)

This engraver creates the following layout object(s): `StaffSymbol` (page 727).

`Time_signature_engraver` (page 523)
Create a `TimeSignature` (page 754) whenever `timeSignature` changes.

Music types accepted: `polymetric-time-signature-event` (page 61) and `reference-time-signature-event` (page 61)

Properties (read)

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

`partialBusy` (boolean)
Signal that \partial acts at the current time step.

`timeSignature` (time signature)
A time-signature specification. See the `\time` command.

This engraver creates the following layout object(s): `TimeSignature` (page 754).

2.1.28 PetrucciVoice

A kind of Voice approximating the mensural typesetting of Ottaviano Petrucci's *Harmonices Musices Odhecaton* (Venice, 1501).

This context also accepts commands for the following context(s): Voice (page 457).

This context creates the following layout object(s): ApproximatePitchNoteHead (page 555), Arpeggio (page 557), Beam (page 570), BendAfter (page 573), BreathingSign (page 578), ChordBracket (page 585), ChordSlur (page 587), ClusterSpanner (page 595), ClusterSpannerBeacon (page 595), CombineTextScript (page 598), Dots (page 614), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), FingerGlideSpanner (page 627), Fingering (page 629), Flag (page 631), Glissando (page 635), Hairpin (page 639), InstrumentSwitch (page 645), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), MensuralLigature (page 672), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteHead (page 684), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), Slur (page 714), Stem (page 729), StemStub (page 731), StemTremolo (page 732), StringNumber (page 733), StrokeFinger (page 735), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), and VoiceFollower (page 771).

This context sets the following properties:

- Set context property autoBeaming to #f.
- Set grob property length in Stem (page 729) to 5.
- Set grob property style in Flag (page 631) to 'mensural.
- Set grob property style in NoteHead (page 684) to 'petrucci.
- Set grob property style in Rest (page 704) to 'mensural.
- Set grob property thickness in Stem (page 729) to 1.7.

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

This context cannot contain other contexts.

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

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Arpeggio_engraver (page 470)
: Create arpeggiato and non-arpeggiato symbols.

  Music types accepted: arpeggio-event (page 54), chord-slur-event (page 55), and non-arpeggiato-event (page 59)

  This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Auto_beam_engraver (page 470)
: Generate beams based on measure characteristics and observed Stems. Uses beatBase, beatStructure, beamExceptions, measureLength, and measurePosition to decide when to start and stop a beam. Overriding beaming

is done through Stem_engraver (page 519) properties stemLeftBeamCount and stemRightBeamCount.

Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

Properties (read)

autoBeaming (boolean)
: If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

beamExceptions (list)
: An alist of exceptions to auto-beam rules that normally end on beats.

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

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
: A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
: If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Beam_engraver (page 476)
: Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
: Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
: A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
: If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Bend_engraver (page 477)
: Create fall spanners.

Music types accepted: bend-after-event (page 55)

Properties (read)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

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

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

This engraver creates the following layout object(s): `BendAfter` (page 573).

`Breathing_sign_engraver` (page 478)
Notate breath marks.

Music types accepted: `breathing-event` (page 55)

Properties (read)

`breathMarkType` (symbol)
The type of `BreathingSign` to create at `\breathe`.

This engraver creates the following layout object(s): `BreathingSign` (page 578).

`Chord_tremolo_engraver` (page 481)
Generate beams for tremolo repeats.

Music types accepted: `tremolo-span-event` (page 65)

This engraver creates the following layout object(s): `Beam` (page 570).

`Cluster_spanner_engraver` (page 481)
Engrave a cluster using `Spanner` notation.

Music types accepted: `cluster-note-event` (page 56)

This engraver creates the following layout object(s): `ClusterSpanner` (page 595) and `ClusterSpannerBeacon` (page 595).

`Dots_engraver` (page 486)
Create `Dots` (page 614) objects for `rhythmic-head-interface` (page 842)s.

This engraver creates the following layout object(s): `Dots` (page 614).

`Double_percent_repeat_engraver` (page 486)
Make double measure repeats.

Music types accepted: `double-percent-event` (page 56)

Properties (read)

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

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

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `DoublePercentRepeat` (page 615) and `DoublePercentRepeatCounter` (page 616).

`Dynamic_align_engraver` (page 488)
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

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

This engraver creates the following layout object(s): `DynamicLineSpanner` (page 621).

`Dynamic_engraver` (page 488)
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: `absolute-dynamic-event` (page 53), `break-dynamic-span-event` (page 55), and `span-dynamic-event` (page 62)

Properties (read)

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

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

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

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

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

This engraver creates the following layout object(s): `DynamicText` (page 622), `DynamicTextSpanner` (page 624), and `Hairpin` (page 639).

`Finger_glide_engraver` (page 490)
Engraver to print a line between two `Fingering`, `StringNumber` or `StrokeFinger` grobs.

Music types accepted: `note-event` (page 60)

This engraver creates the following layout object(s): `FingerGlideSpanner` (page 627).

`Fingering_engraver` (page 491)
Create fingering scripts.

Music types accepted: `fingering-event` (page 57)

This engraver creates the following layout object(s): `Fingering` (page 629).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Forbid_line_break_engraver` (page 491)
Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`Glissando_engraver` (page 493)
Engrave glissandi.

Music types accepted: `glissando-event` (page 57)

Properties (read)

`glissandoMap` (list)
A map in the form of `'((source1 . target1) (source2 . target2) ... (sourcen . targetn))`, showing the glissandi to be drawn for note columns. The value `'()` defaults to `'((0 . 0) (1 . 1) ... (n . n))`, where *n* is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): `Glissando` (page 635).

`Grace_auto_beam_engraver` (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or `\noBeam` will block autobeaming, just like setting the context property 'autoBeaming' to `##f`.

Music types accepted: `beam-break-event` (page 54) and `beam-forbid-event` (page 55)

Properties (read)

`autoBeaming` (boolean)
If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_beam_engraver` (page 493)
Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Grace_engraver (page 494)
Set font size and other properties for grace notes.

Properties (read)

graceSettings (list)
Overrides for grace notes. This property should be manipulated through the add-grace-property function.

Grob_pq_engraver (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Instrument_switch_engraver (page 496)
Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

instrumentCueName (markup)
The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): InstrumentSwitch (page 645).

Laissez_vibrer_engraver (page 499)
Create laissez vibrer items.

Music types accepted: laissez-vibrer-event (page 57)

This engraver creates the following layout object(s): LaissezVibrerTie (page 654) and LaissezVibrerTieColumn (page 656).

Mensural_ligature_engraver (page 504)
Handle Mensural_ligature_events by glueing special ligature heads together.

Music types accepted: ligature-event (page 58)

This engraver creates the following layout object(s): MensuralLigature (page 672).

`Multi_measure_rest_engraver` (page 505)
Engrave multi-measure rests that are produced with 'R'. It reads `measureStartNow` and `internalBarNumber` to determine what number to print over the `MultiMeasureRest` (page 674).

Music types accepted: `multi-measure-articulation-event` (page 58), `multi-measure-rest-event` (page 59), and `multi-measure-text-event` (page 59)

Properties (read)

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

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

`measureStartNow` (boolean)
True at the beginning of a measure.

`restNumberThreshold` (number)
If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

`New_fingering_engraver` (page 506)
Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

`fingeringOrientations` (list)
A list of symbols, containing '`left`', '`right`', '`up`' and/or '`down`'. This list determines where fingerings are put relative to the chord being fingered.

`harmonicDots` (boolean)
If set, harmonic notes in dotted chords get dots.

`stringNumberOrientations` (list)
See `fingeringOrientations`.

`strokeFingerOrientations` (list)
See `fingeringOrientations`.

This engraver creates the following layout object(s): `Fingering` (page 629), `Script` (page 705), `StringNumber` (page 733), and `StrokeFinger` (page 735).

`Note_head_line_engraver` (page 506)
Engrave a line between two note heads in a staff switch if `followVoice` is set.

Properties (read)

`followVoice` (boolean)
If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): `VoiceFollower` (page 771).

`Note_heads_engraver` (page 507)
Generate note heads.

Music types accepted: note-event (page 60)

Properties (read)

middleCPosition (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

staffLineLayoutFunction (procedure)
Layout of staff lines, traditional, or semitone.

This engraver creates the following layout object(s): ApproximatePitchNoteHead (page 555) and NoteHead (page 684).

Note_spacing_engraver (page 508)
Generate NoteSpacing, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): NoteSpacing (page 686).

Part_combine_engraver (page 509)
Part combine engraver for orchestral scores: Print markings 'a2', 'Solo', 'Solo II', and 'unisono'.

Music types accepted: note-event (page 60) and part-combine-event (page 60)

Properties (read)

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

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

printPartCombineTexts (boolean)
Set 'Solo' and 'A due' texts in the part combiner?

soloIIText (markup)
The text for the start of a solo for voice 'two' when part-combining.

soloText (markup)
The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): CombineTextScript (page 598).

Percent_repeat_engraver (page 510)
Make whole measure repeats.

Music types accepted: percent-event (page 60)

Properties (read)

countPercentRepeats (boolean)
If set, produce counters for percent repeats.

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

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

This engraver creates the following layout object(s): PercentRepeat (page 693) and PercentRepeatCounter (page 694).

Phrasing_slur_engraver (page 510)
Print phrasing slurs. Similar to Slur_engraver (page 516).

Music types accepted: note-event (page 60) and phrasing-slur-event (page 61)

This engraver creates the following layout object(s): PhrasingSlur (page 696).

Pitched_trill_engraver (page 512)
Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s): TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), and TrillPitchParentheses (page 761).

Repeat_tie_engraver (page 513)
Create repeat ties.

Music types accepted: repeat-tie-event (page 61)

This engraver creates the following layout object(s): RepeatTie (page 702) and RepeatTieColumn (page 703).

Rest_engraver (page 513)
Engrave rests.

Music types accepted: rest-event (page 61)

Properties (read)

middleCPosition (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

This engraver creates the following layout object(s): Rest (page 704).

Rhythmic_column_engraver (page 514)
Generate NoteColumn, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): NoteColumn (page 683).

Script_column_engraver (page 514)
Find potentially colliding scripts and put them into a ScriptColumn object; that will fix the collisions.

This engraver creates the following layout object(s): ScriptColumn (page 707).

Script_engraver (page 514)
Handle note scripted articulations.

Music types accepted: articulation-event (page 54)

Properties (read)

scriptDefinitions (list)
The description of scripts. This is used by the Script_engraver for typesetting note-superscripts and subscripts. See scm/script.scm for more information.

This engraver creates the following layout object(s): Script (page 705).

Slash_repeat_engraver (page 516)
Make beat repeats.

Music types accepted: repeat-slash-event (page 61)

This engraver creates the following layout object(s): DoubleRepeatSlash (page 618) and RepeatSlash (page 701).

`Slur_engraver` (page 516)
Build slur grobs from slur events.

Music types accepted: `note-event` (page 60) and `slur-event` (page 62)

Properties (read)

`doubleSlurs` (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)
Signal if a slur is present.

This engraver creates the following layout object(s): `Slur` (page 714).

`Spanner_break_forbid_engraver` (page 517)
Forbid breaks in certain spanners.

`Stem_engraver` (page 519)
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted: `tremolo-event` (page 65)

Properties (read)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`stemLeftBeamCount` (integer)
Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

`stemRightBeamCount` (integer)
See `stemLeftBeamCount`.

This engraver creates the following layout object(s): `Flag` (page 631), `Stem` (page 729), `StemStub` (page 731), and `StemTremolo` (page 732).

`Text_engraver` (page 522)
Create text scripts.

Music types accepted: `text-script-event` (page 64)

This engraver creates the following layout object(s): `TextScript` (page 748).

`Text_spanner_engraver` (page 522)
Create text spanner from an event.

Music types accepted: `text-span-event` (page 64)

Properties (read)

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

This engraver creates the following layout object(s): `TextSpanner` (page 750).

`Tie_engraver` (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: `tie-event` (page 64)

Properties (read)

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

`tieWaitForNote` (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

`Toe_heel_engraver` (page 525)
Read the `toeHeelStyle` context property and use it to style `\rtoe` and its siblings, based on the data in the `toe-heel-styles` alist.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`toeHeelStyle` (symbol)
The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`Trill_spanner_engraver` (page 525)
Create trill spanners.

Music types accepted: `trill-span-event` (page 65)

Properties (read)

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

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

This engraver creates the following layout object(s): `TrillSpanner` (page 761).

`Tuplet_engraver` (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: `tuplet-span-event` (page 65)

Properties (read)

`tupletFullLength` (boolean)
If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): `TupletBracket` (page 763) and `TupletNumber` (page 765).

2.1.29 PianoStaff

Just like GrandStaff, but the staves are only removed together, never separately.

This context also accepts commands for the following context(s): GrandStaff (page 148).

This context creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), ChordSlur (page 587), InstrumentName (page 644), SpanBar (page 720), SpanBarStub (page 721), StaffGrouper (page 725), SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), and VerticalAlignment (page 769).

This context sets the following properties:

- Set context property instrumentName to '().
- Set context property localAlterations to #f.
- Set context property localAlterations to '().
- Set context property localAlterations to '().
- Set context property shortInstrumentName to '().
- Set context property systemStartDelimiter to 'SystemStartBrace.
- Set context property systemStartDelimiter to 'SystemStartBracket.
- Set context property topLevelAlignment to #f.
- Set grob property extra-spacing-width in DynamicText (page 622) to #f.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Staff (page 322).

Context PianoStaff can contain ChoirStaff (page 73), ChordNames (page 105), Devnull (page 118), DrumStaff (page 119), Dynamics (page 138), FiguredBass (page 144), FretBoards (page 145), GrandStaff (page 148), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), KievanStaff (page 204), Lyrics (page 229), MensuralStaff (page 232), NoteNames (page 257), OneStaff (page 261), PetrucciStaff (page 262), PianoStaff (page 288), RhythmicStaff (page 290), Staff (page 322), StaffGroup (page 335), TabStaff (page 381), VaticanaLyrics (page 404), and VaticanaStaff (page 432).

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

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Instrument_name_engraver (page 496)
: Create a system start text for instrument or vocal names.

  Properties (read)

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

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

  shortInstrumentName (markup)
  : See instrumentName.

shortVocalName (markup)
: Name of a vocal line, short version.

vocalName (markup)
: Name of a vocal line.

This engraver creates the following layout object(s): InstrumentName (page 644).

Keep_alive_together_engraver (page 498)
: This engraver collects all Hara_kiri_group_spanners that are created in contexts at or below its own. These spanners are then tied together so that one will be removed only if all are removed. For example, if a StaffGroup uses this engraver, then the staves in the group will all be visible as long as there is a note in at least one of them.

Span_arpeggio_engraver (page 517)
: Make arpeggios, non-arpeggiato brackets, and vertical slurs spanning multiple staves.

  Properties (read)

  connectArpeggios (boolean)
  : If set, connect arpeggios across piano staff.

  connectChordBrackets (boolean)
  : If set, connect chord brackets across piano staff.

  connectChordSlurs (boolean)
  : If set, connect chord slurs across piano staff.

  This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Span_bar_engraver (page 517)
: Make cross-staff bar lines: It catches all normal bar lines and draws a single span bar across them.

  This engraver creates the following layout object(s): SpanBar (page 720).

Span_bar_stub_engraver (page 517)
: Make stubs for span bars in all contexts that the span bars cross.

  This engraver creates the following layout object(s): SpanBarStub (page 721).

System_start_delimiter_engraver (page 520)
: Create a system start delimiter (i.e., a SystemStartBar, SystemStartBrace, SystemStartBracket or SystemStartSquare spanner).

  Properties (read)

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

  systemStartDelimiter (symbol)
  : Which grob to make for the start of the system/staff? Set to SystemStartBrace, SystemStartBracket or SystemStartBar.

  systemStartDelimiterHierarchy (pair)
  : A nested list, indicating the nesting of a start delimiters.

  This engraver creates the following layout object(s): SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), and SystemStartSquare (page 743).

`Vertical_align_engraver` (page 526)
Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)
Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)
Where to insert newly created context in vertical alignment.

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

This engraver creates the following layout object(s): `StaffGrouper` (page 725) and `VerticalAlignment` (page 769).

2.1.30 RhythmicStaff

Like `Staff` but for printing rhythms. Pitches are ignored when engraving; the notes are printed on one line. The MIDI rendition retains pitches unchanged.

This context also accepts commands for the following context(s): `Staff` (page 322).

This context creates the following layout object(s): `BarLine` (page 560), `BreathingSign` (page 578), `CaesuraScript` (page 581), `DotColumn` (page 613), `InstrumentName` (page 644), `LedgerLineSpanner` (page 656), `StaffHighlight` (page 726), `StaffSpacing` (page 727), `StaffSymbol` (page 727), `TimeSignature` (page 754), and `VerticalAxisGroup` (page 770).

This context sets the following properties:

- Set context property `createSpacing` to `#t`.
- Set context property `instrumentName` to `'()`.
- Set context property `localAlterations` to `'()`.
- Set context property `shortInstrumentName` to `'()`.
- Set context property `squashedPosition` to `0`.
- Set grob property `line-count` in `StaffSymbol` (page 727) to `1`.
- Set grob property `neutral-direction` in `Beam` (page 570) to `1`.
- Set grob property `neutral-direction` in `Stem` (page 729) to `1`.
- Set grob property `staff-padding` in `VoltaBracket` (page 772) to `3`.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type `Voice` (page 457).

Context `RhythmicStaff` can contain `CueVoice` (page 107), `NullVoice` (page 259), and `Voice` (page 457).

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

`Apply_output_engraver` (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Bar_engraver` (page 472)
: Create bar lines for various commands, including `\\bar`.

If `forbidBreakBetweenBarLines` is true, allow line breaks at bar lines only.

Music types accepted: `ad-hoc-jump-event` (page 53), `caesura-event` (page 55), `coda-mark-event` (page 56), `dal-segno-event` (page 56), `fine-event` (page 57), `section-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`caesuraType` (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

The first argument is the context.

The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is ':..:'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is ':|.S.|:'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, '`(`*`command args...`*`)`, but a command with no arguments may be abbreviated to a symbol; e.g., '`((start-repeat))` may be given as '`(start-repeat)`.

  `end-repeat` *`return-count`*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *`repeat-count`*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  `volta` *`text`*
  : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `BarLine` (page 560).

`Caesura_engraver` (page 479)
Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of `caesuraType` through `caesuraTypeTransform`, this engraver may create a `BreathingSign` with `CaesuraScript` grobs aligned to it, or it may create `CaesuraScript` grobs and align them to a `BarLine`.

If this engraver observes a `BarLine`, it calls `caesuraTypeTransform` again with the new information, and if necessary, recreates its grobs.

Music types accepted: `caesura-event` (page 55)

Properties (read)

`breathMarkDefinitions` (list)
The description of breath marks. This is used by the `Breathing_sign_engraver`. See `scm/breath.scm` for more information.

caesuraType (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

scriptDefinitions (list)
: The description of scripts. This is used by the Script_engraver for typesetting note-superscripts and subscripts. See scm/script.scm for more information.

This engraver creates the following layout object(s): BreathingSign (page 578) and CaesuraScript (page 581).

Dot_column_engraver (page 486)
: Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): DotColumn (page 613).

Font_size_engraver (page 491)
: Put fontSize into font-size grob property.

Properties (read)

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

Instrument_name_engraver (page 496)
: Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
: See `instrumentName`.

`shortVocalName` (markup)
: Name of a vocal line, short version.

`vocalName` (markup)
: Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Ledger_line_engraver` (page 499)
: Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): `LedgerLineSpanner` (page 656).

`Pitch_squash_engraver` (page 512)
: Set the vertical position of note heads to `squashedPosition`, if that property is set. This can be used to make a single-line staff demonstrating the rhythm of a melody.

Properties (read)

`squashedPosition` (integer)
: Vertical position of squashing for Section "Pitch_squash_engraver" in *Internals Reference*.

`Separating_line_group_engraver` (page 515)
: Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
: Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
: True if `currentCommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s): `StaffSpacing` (page 727).

`Staff_highlight_engraver` (page 518)
: Highlights music passages.

Music types accepted: `staff-highlight-event` (page 63)

Properties (read)

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

This engraver creates the following layout object(s): `StaffHighlight` (page 726).

`Staff_symbol_engraver` (page 519)
: Create the constellation of five (default) staff lines.

Music types accepted: `staff-span-event` (page 63)

This engraver creates the following layout object(s): `StaffSymbol` (page 727).

Time_signature_engraver (page 523)

Create a TimeSignature (page 754) whenever timeSignature changes.

Music types accepted: polymetric-time-signature-event (page 61) and reference-time-signature-event (page 61)

Properties (read)

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

partialBusy (boolean)
: Signal that \partial acts at the current time step.

timeSignature (time signature)
: A time-signature specification. See the \time command.

This engraver creates the following layout object(s): TimeSignature (page 754).

2.1.31 Score

This is the top-level notation context. No other context can contain a Score context. This context handles the administration of time signatures. It also makes sure that items such as clefs, time signatures, and key-signatures are aligned across staves.

You cannot explicitly instantiate a Score context (since it is not contained in any other context). It is instantiated automatically when an output definition (a \score or \layout block) is processed.

An alias called Timing is established by the Timing_translator in whatever context it is initialized, and the timing variables are then copied from wherever Timing had been previously established. The alias at Score level provides a target for initializing Timing variables in layout definitions before any Timing_translator has been run.

This context also accepts commands for the following context(s): Timing (page 296).

This context creates the following layout object(s): BarNumber (page 564), BreakAlignGroup (page 576), BreakAlignment (page 577), CenteredBarNumber (page 583), CenteredBarNumberLineSpanner (page 583), CodaMark (page 596), ControlPoint (page 600), ControlPolygon (page 601), Footnote (page 632), GraceSpacing (page 637), JumpScript (page 646), LeftEdge (page 657), MetronomeMark (page 672), NonMusicalPaperColumn (page 681), PaperColumn (page 691), Parentheses (page 692), RehearsalMark (page 699), SectionLabel (page 707), SegnoMark (page 709), SpacingSpanner (page 719), StaffGrouper (page 725), SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), TextMark (page 746), VerticalAlignment (page 769), VoltaBracket (page 772), and VoltaBracketSpanner (page 774).

This context sets the following properties:

- Set context property additionalPitchPrefix to "add".
- Set context property aDueText to "a2".
- Set context property alterationGlyphs to #f.
- Set context property alternativeRestores to:

```
'(measurePosition
  measureLength
  measureStartNow
  lastChord)
```

- Set context property associatedVoiceType to 'Voice.
- Set context property autoAccidentals to:

```
'(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
```

- Set context property autoBeamCheck to default-auto-beam-check.
- Set context property autoBeaming to #t.
- Set context property autoCautionaries to '().
- Set context property barNumberFormatter to robust-bar-number-function.
- Set context property barNumberVisibility to first-bar-number-invisible-and-no-parenthesized-bar-numbers.
- Set context property beamHalfMeasure to #t.
- Set context property breathMarkDefinitions to:

```
'((altcomma
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.raltcomma"))
  (caesura
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.caesura.straight"))
  (chantdoublebar
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
    #<procedure ly:breathing-sign::finalis (_)>)
   (Y-offset . 0.0))
  (chantfullbar
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
    #<procedure ly:breathing-sign::divisio-maxima (_)>)
   (Y-offset . 0.0))
  (chanthalfbar
   (extra-spacing-height
    .
    #<procedure item::extra-spacing-height-including-staff (grob)>)
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
    #<procedure ly:breathing-sign::divisio-maior (_)>)
   (Y-offset . 0.0))
  (chantquarterbar
   (extra-spacing-height
    .
    #<procedure item::extra-spacing-height-including-staff (grob)>)
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
    #<procedure ly:breathing-sign::divisio-minima (_)>))
  (comma (text #<procedure musicglyph-markup (layout props glyph-name)>
          "scripts.rcomma"))
  (curvedcaesura
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.caesura.curved"))
  (outsidecomma
   (outside-staff-priority . 40)
```

```
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.rcomma"))
(spacer
 (text #<procedure null-markup (layout props)>))
(tickmark
 (outside-staff-priority . 40)
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.tickmark"))
(upbow (outside-staff-priority . 40)
    (text #<procedure musicglyph-markup (layout props glyph-name)>
        "scripts.uupbow"))
(varcomma
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.rvarcomma")))
```

- Set context property `breathMarkType` to `'comma`.
- Set context property `caesuraType` to:
  `'((breath . caesura))`
- Set context property `centerBarNumbers` to `#f`.
- Set context property `chordNameExceptions` to:

```
'(((#<Pitch e' > #<Pitch gis' >)
  #<procedure line-markup (layout props args)>
  ("+"))
 ((#<Pitch ees' > #<Pitch ges' >)
  #<procedure line-markup (layout props args)>
  ((#<procedure line-markup (layout props args)>
    ((#<procedure fontsize-markup (layout props increment arg)>
     2
     "°")))))
 ((#<Pitch ees' > #<Pitch ges' > #<Pitch bes' >)
  #<procedure line-markup (layout props args)>
  ((#<procedure super-markup (layout props arg)>
    "ø")))
 ((#<Pitch ees' > #<Pitch ges' > #<Pitch beses' >)
  #<procedure concat-markup (layout props args)>
  ((#<procedure line-markup (layout props args)>
    ((#<procedure fontsize-markup (layout props increment arg)>
     2
     "°")))
   (#<procedure super-markup (layout props arg)>
    "7")))
 ((#<Pitch e' >
  #<Pitch g' >
  #<Pitch bes' >
  #<Pitch des'' >
  #<Pitch ees'' >
  #<Pitch fis'' >
  #<Pitch aes'' >)
  #<procedure line-markup (layout props args)>
  ((#<procedure super-markup (layout props arg)>
    "alt")))
 ((#<Pitch g' >)
```

```
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "5")))
((#<Pitch g' > #<Pitch c'' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "5"))))
```

- Set context property chordNameFunction to ignatzek-chord-names.
- Set context property chordNameLowercaseMinor to #f.
- Set context property chordNameSeparator to:

  ```
  '(#<procedure hspace-markup (layout props amount)>
   0.5)
  ```

- Set context property chordNoteNamer to #<procedure at lily/chord-name.scm:118:0 (pitch lowercase?)>.
- Set context property chordPrefixSpacer to 0.
- Set context property chordRootNamer to #<procedure at lily/chord-name.scm:118:0 (pitch lowercase?)>.
- Set context property clefGlyph to "clefs.G".
- Set context property clefPosition to -2.
- Set context property clefTranspositionFormatter to clef-transposition-markup.
- Set context property codaMarkFormatter to #<procedure at lily/translation-functions.scm:232:4 (number context)>.
- Set context property completionFactor to unity-if-multimeasure.
- Set context property crescendoSpanner to 'hairpin.
- Set context property cueClefTranspositionFormatter to clef-transposition-markup.
- Set context property dalSegnoTextFormatter to format-dal-segno-text.
- Set context property decrescendoSpanner to 'hairpin.
- Set context property deprecatedBarCheckSynchronize to #f.
- Set context property doubleRepeatBarType to ":..:".
- Set context property doubleRepeatSegnoBarType to ":|.S.|:".
- Set context property drumStyleTable to #<hash-table>.
- Set context property endRepeatBarType to ":|.".
- Set context property endRepeatSegnoBarType to ":|.S".
- Set context property explicitClefVisibility to:

  ```
  #(#t #t #t)
  ```

- Set context property explicitCueClefVisibility to:

  ```
  #(#f #t #t)
  ```

- Set context property explicitKeySignatureVisibility to:

  ```
  #(#t #t #t)
  ```

- Set context property extendersOverRests to #t.
- Set context property extraNatural to #t.
- Set context property figuredBassAlterationDirection to -1.
- Set context property figuredBassFormatter to format-bass-figure.
- Set context property figuredBassLargeNumberAlignment to 0.

- Set context property figuredBassPlusDirection to -1.
- Set context property figuredBassPlusStrokedAlist to:

```
'((2 . "figbass.twoplus")
  (4 . "figbass.fourplus")
  (5 . "figbass.fiveplus")
  (6 . "figbass.sixstroked")
  (7 . "figbass.sevenstroked")
  (9 . "figbass.ninestroked"))
```

- Set context property fineBarType to "|.".
- Set context property fineSegnoBarType to "|.S".
- Set context property fineStartRepeatSegnoBarType to "|.S.|:".
- Set context property fineText to "Fine".
- Set context property fingeringOrientations to:

```
'(up down)
```

- Set context property firstClef to #t.
- Set context property forbidBreakBetweenBarLines to #t.
- Set context property graceSettings to:

```
'((Voice Stem direction 1)
  (Voice Slur direction -1)
  (Voice Stem font-size -3)
  (Voice Flag font-size -3)
  (Voice NoteHead font-size -3)
  (Voice TabNoteHead font-size -4)
  (Voice Dots font-size -3)
  (Voice Stem length-fraction 0.8)
  (Voice Stem no-stem-extend #t)
  (Voice Beam beam-thickness 0.384)
  (Voice Beam length-fraction 0.8)
  (Voice Accidental font-size -4)
  (Voice AccidentalCautionary font-size -4)
  (Voice Script font-size -3)
  (Voice Fingering font-size -8)
  (Voice StringNumber font-size -8))
```

- Set context property harmonicAccidentals to #t.
- Set context property highStringOne to #t.
- Set context property initialTimeSignatureVisibility to:

```
#(#f #t #t)
```

- Set context property instrumentTransposition to #<Pitch c' >.
- Set context property keepAliveInterfaces to:

```
'(bass-figure-interface
  chord-name-interface
  cluster-beacon-interface
  dynamic-interface
  fret-diagram-interface
  lyric-syllable-interface
  note-head-interface
  tab-note-head-interface
  lyric-interface
```

```
percent-repeat-interface
stanza-number-interface)
```

- Set context property `keyAlterationOrder` to:

```
'((6 . -1/2)
 (2 . -1/2)
 (5 . -1/2)
 (1 . -1/2)
 (4 . -1/2)
 (0 . -1/2)
 (3 . -1/2)
 (3 . 1/2)
 (0 . 1/2)
 (4 . 1/2)
 (1 . 1/2)
 (5 . 1/2)
 (2 . 1/2)
 (6 . 1/2)
 (6 . -1)
 (2 . -1)
 (5 . -1)
 (1 . -1)
 (4 . -1)
 (0 . -1)
 (3 . -1)
 (3 . 1)
 (0 . 1)
 (4 . 1)
 (1 . 1)
 (5 . 1)
 (2 . 1)
 (6 . 1))
```

- Set context property `lyricMelismaAlignment` to `-1`.
- Set context property `majorSevenSymbol` to:

```
'(#<procedure line-markup (layout props args)>
 ((#<procedure fontsize-markup (layout props increment arg)>
  -3
  (#<procedure triangle-markup (layout props filled)>
   #f))))
```

- Set context property `measureBarType` to `"|"`.
- Set context property `melismaBusyProperties` to:

```
'(melismaBusy
  slurMelismaBusy
  tieMelismaBusy
  beamMelismaBusy
  completionBusy)
```

- Set context property `metronomeMarkFormatter` to `format-metronome-markup`.
- Set context property `middleCClefPosition` to `-6`.
- Set context property `middleCPosition` to `-6`.
- Set context property `minorChordModifier` to `"m"`.

- Set context property noChordSymbol to "N.C.".
- Set context property noteNameFunction to note-name-markup.
- Set context property noteNameSeparator to "/".
- Set context property noteToFretFunction to determine-frets.
- Set context property partCombineTextsOnNote to #t.
- Set context property pedalSostenutoStrings to:
  '("Sost. Ped." "*Sost. Ped." "*")
- Set context property pedalSostenutoStyle to 'mixed.
- Set context property pedalSustainStrings to:
  '("Ped." "*Ped." "*")
- Set context property pedalSustainStyle to 'text.
- Set context property pedalUnaCordaStrings to:
  '("una corda" "" "tre corde")
- Set context property pedalUnaCordaStyle to 'text.
- Set context property predefinedDiagramTable to #f.
- Set context property printAccidentalNames to #t.
- Set context property printKeyCancellation to #t.
- Set context property printOctaveNames to #f.
- Set context property printPartCombineTexts to #t.
- Set context property printTrivialVoltaRepeats to #f.
- Set context property quotedCueEventTypes to:
  ```
  '(note-event
    rest-event
    tie-event
    beam-event
    tuplet-span-event
    tremolo-event)
  ```
- Set context property quotedEventTypes to:
  '(StreamEvent)
- Set context property rehearsalMarkFormatter to #<procedure at lily/translation-functions.scm:232:4 (number context)>.
- Set context property rehearsalMark to 1.
- Set context property repeatCountVisibility to all-repeat-counts-visible.
- Set context property restNumberThreshold to 1.
- Set context property scriptDefinitions to:
  ```
  '((accent
     (avoid-slur . around)
     (padding . 0.2)
     (script-stencil feta "sforzato" . "sforzato")
     (side-axis . 1)
     (side-relative-direction . -1))
    (accentus
     (script-stencil feta "uaccentus" . "uaccentus")
     (side-relative-direction . -1)
     (avoid-slur . ignore)
  ```

```
 (padding . 0.2)
 (quantize-position . #t)
 (script-priority . -100)
 (side-axis . 1)
 (direction . 1))
(altcomma
 (script-stencil feta "laltcomma" . "raltcomma")
 (quantize-position . #t)
 (padding . 0.2)
 (avoid-slur . ignore)
 (side-axis . 1)
 (direction . 1))
(bachschleifer
 (script-stencil
  feta
  "bachschleifer"
  .
  "bachschleifer")
 (no-ledgers . #f)
 (padding . 0.8)
 (length-fraction . 1.5)
 (avoid-slur . around)
 (side-axis . 0)
 (direction . -1)
 (staff-position
  .
  #<procedure at lily/output-lib.scm:1970:0 (grob)>))
(circulus
 (script-stencil feta "circulus" . "circulus")
 (side-relative-direction . -1)
 (avoid-slur . ignore)
 (padding . 0.2)
 (quantize-position . #t)
 (script-priority . -100)
 (side-axis . 1)
 (direction . 1))
(coda (script-stencil feta "coda" . "coda")
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (direction . 1))
(comma (script-stencil feta "lcomma" . "rcomma")
     (quantize-position . #t)
     (padding . 0.2)
     (avoid-slur . ignore)
     (side-axis . 1)
     (direction . 1))
(downbow
 (script-stencil feta "ddownbow" . "udownbow")
 (padding . 0.2)
 (skyline-horizontal-padding . 0.2)
 (avoid-slur . around)
```

```
 (direction . 1)
 (side-axis . 1)
 (script-priority . 180))
(downmordent
 (script-stencil
  feta
  "downmordent"
  .
  "downmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(downprall
 (script-stencil feta "downprall" . "downprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(espressivo
 (avoid-slur . around)
 (padding . 0.2)
 (script-stencil feta "espr" . "espr")
 (side-axis . 1)
 (side-relative-direction . -1))
(fermata
 (script-stencil feta "dfermata" . "ufermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(flageolet
 (script-stencil feta "flageolet" . "flageolet")
 (padding . 0.2)
 (avoid-slur . around)
 (direction . 1)
 (side-axis . 1)
 (script-priority . 50))
(halfopen
 (avoid-slur . outside)
 (padding . 0.2)
 (script-stencil feta "halfopen" . "halfopen")
 (side-axis . 1)
 (direction . 1))
(halfopenvertical
 (avoid-slur . outside)
 (padding . 0.2)
 (script-stencil
  feta
  "halfopenvertical"
```

```
   .
   "halfopenvertical")
  (side-axis . 1)
  (direction . 1))
 (haydnturn
  (script-stencil feta "haydnturn" . "haydnturn")
  (padding . 0.2)
  (avoid-slur . inside)
  (side-axis . 1)
  (direction . 1))
 (heel (script-stencil feta "upedalheel" . "upedalheel")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . 1))
 (heelcircle
  (script-stencil
   feta
   "pedalheelcircle"
   .
   "pedalheelcircle")
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
  (direction . 1))
 (henzelongfermata
  (script-stencil
   feta
   "dhenzelongfermata"
   .
   "uhenzelongfermata")
  (padding . 0.4)
  (avoid-slur . around)
  (outside-staff-priority . 75)
  (script-priority . 175)
  (side-axis . 1)
  (direction . 1))
 (henzeshortfermata
  (script-stencil
   feta
   "dhenzeshortfermata"
   .
   "uhenzeshortfermata")
  (padding . 0.4)
  (avoid-slur . around)
  (outside-staff-priority . 75)
  (script-priority . 175)
  (side-axis . 1)
  (direction . 1))
 (ictus (script-stencil feta "ictus" . "ictus")
     (side-relative-direction . -1)
     (quantize-position . #t)
```

```
     (avoid-slur . ignore)
     (padding . 0.2)
     (script-priority . -100)
     (side-axis . 1)
     (direction . -1))
(lheel (script-stencil feta "upedalheel" . "upedalheel")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . -1))
(lineprall
 (script-stencil feta "lineprall" . "lineprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(longfermata
 (script-stencil
  feta
  "dlongfermata"
  .
  "ulongfermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(ltoe (script-stencil feta "upedaltoe" . "upedaltoe")
    (padding . 0.2)
    (avoid-slur . around)
    (side-axis . 1)
    (direction . -1))
(marcato
 (script-stencil feta "dmarcato" . "umarcato")
 (padding . 0.2)
 (avoid-slur . inside)
 (quantize-position . #t)
 (side-axis . 1)
 (side-relative-direction . -1))
(mordent
 (script-stencil feta "mordent" . "mordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(open (avoid-slur . outside)
    (padding . 0.2)
    (script-stencil feta "open" . "open")
    (side-axis . 1)
    (direction . 1))
(outsidecomma
```

```
 (avoid-slur . around)
 (direction . 1)
 (padding . 0.2)
 (side-axis . 1)
 (script-stencil feta "lcomma" . "rcomma"))
(portato
 (script-stencil feta "uportato" . "dportato")
 (avoid-slur . around)
 (padding . 0.45)
 (side-axis . 1)
 (side-relative-direction . -1))
(prall (script-stencil feta "prall" . "prall")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . 1))
(pralldown
 (script-stencil feta "pralldown" . "pralldown")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(prallmordent
 (script-stencil
  feta
  "prallmordent"
  .
  "prallmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(prallprall
 (script-stencil feta "prallprall" . "prallprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(prallup
 (script-stencil feta "prallup" . "prallup")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(reverseturn
 (script-stencil
  feta
  "reverseturn"
  .
  "reverseturn")
 (padding . 0.2)
 (avoid-slur . inside)
```

```
 (side-axis . 1)
 (direction . 1))
(rheel (script-stencil feta "dpedalheel" . "dpedalheel")
    (padding . 0.2)
    (avoid-slur . around)
    (side-axis . 1)
    (direction . 1))
(rtoe (script-stencil feta "dpedaltoe" . "dpedaltoe")
   (padding . 0.2)
   (avoid-slur . around)
   (side-axis . 1)
   (direction . 1))
(segno (script-stencil feta "segno" . "segno")
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (direction . 1))
(semicirculus
 (script-stencil
  feta
  "dsemicirculus"
  .
  "dsemicirculus")
 (side-relative-direction . -1)
 (quantize-position . #t)
 (avoid-slur . ignore)
 (padding . 0.2)
 (script-priority . -100)
 (side-axis . 1)
 (direction . 1))
(shortfermata
 (script-stencil
  feta
  "dshortfermata"
  .
  "ushortfermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(signumcongruentiae
 (script-stencil
  feta
  "dsignumcongruentiae"
  .
  "usignumcongruentiae")
 (padding . 0.2)
 (avoid-slur . outside)
 (side-axis . 1)
 (direction . 1))
```

```
(slashturn
 (script-stencil feta "slashturn" . "slashturn")
 (padding . 0.2)
 (avoid-slur . inside)
 (side-axis . 1)
 (direction . 1))
(snappizzicato
 (script-stencil
  feta
  "snappizzicato"
  .
  "snappizzicato")
 (padding . 0.2)
 (avoid-slur . outside)
 (side-axis . 1)
 (direction . 1))
(staccatissimo
 (avoid-slur . inside)
 (quantize-position . #t)
 (script-stencil
  feta
  "dstaccatissimo"
  .
  "ustaccatissimo")
 (padding . 0.2)
 (skyline-horizontal-padding . 0.1)
 (side-axis . 1)
 (side-relative-direction . -1)
 (toward-stem-shift . 1.0)
 (toward-stem-shift-in-column . 0.0))
(staccato
 (script-stencil feta "staccato" . "staccato")
 (side-axis . 1)
 (side-relative-direction . -1)
 (quantize-position . #t)
 (avoid-slur . inside)
 (toward-stem-shift . 1.0)
 (toward-stem-shift-in-column . 0.0)
 (padding . 0.2)
 (skyline-horizontal-padding . 0.1)
 (script-priority . -100))
(stopped
 (script-stencil feta "stopped" . "stopped")
 (avoid-slur . inside)
 (padding . 0.2)
 (side-axis . 1)
 (direction . 1))
(tenuto
 (script-stencil feta "tenuto" . "tenuto")
 (quantize-position . #t)
 (avoid-slur . inside)
 (padding . 0.2)
```

```
 (script-priority . -50)
 (side-axis . 1)
 (side-relative-direction . -1))
(toe (script-stencil feta "dpedaltoe" . "dpedaltoe")
   (padding . 0.2)
   (avoid-slur . around)
   (side-axis . 1)
   (direction . 1))
(trill (script-stencil feta "trill" . "trill")
    (direction . 1)
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (script-priority . 150))
(turn (script-stencil feta "turn" . "turn")
    (avoid-slur . inside)
    (padding . 0.2)
    (side-axis . 1)
    (direction . 1))
(upbow (script-stencil feta "dupbow" . "uupbow")
    (avoid-slur . around)
    (padding . 0.2)
    (direction . 1)
    (side-axis . 1)
    (script-priority . 180))
(upmordent
 (script-stencil feta "upmordent" . "upmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(upprall
 (script-stencil feta "upprall" . "upprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(varcoda
 (script-stencil feta "varcoda" . "varcoda")
 (padding . 0.2)
 (avoid-slur . outside)
 (side-axis . 1)
 (direction . 1))
(varcomma
 (script-stencil feta "lvarcomma" . "rvarcomma")
 (quantize-position . #t)
 (padding . 0.2)
 (avoid-slur . ignore)
 (side-axis . 1)
 (direction . 1))
(varheel
 (script-stencil feta "dpedalheel" . "dpedalheel")
```

```
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
  (direction . 1))
 (vartoe
  (script-stencil feta "upedaltoe" . "upedaltoe")
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
  (direction . 1))
 (verylongfermata
  (script-stencil
   feta
   "dverylongfermata"
   .
   "uverylongfermata")
  (padding . 0.4)
  (avoid-slur . around)
  (outside-staff-priority . 75)
  (script-priority . 175)
  (side-axis . 1)
  (direction . 1))
 (veryshortfermata
  (script-stencil
   feta
   "dveryshortfermata"
   .
   "uveryshortfermata")
  (padding . 0.4)
  (avoid-slur . around)
  (outside-staff-priority . 75)
  (script-priority . 175)
  (side-axis . 1)
  (direction . 1)))
```

- Set context property `sectionBarType` to `"||"`.
- Set context property `segnoBarType` to `"S"`.
- Set context property `segnoMarkFormatter` to `format-segno-mark-considering-bar-lines`.
- Set context property `segnoStyle` to `'mark`.
- Set context property `slashChordSeparator` to `"/"`.
- Set context property `soloIIText` to `"Solo II"`.
- Set context property `soloText` to `"Solo"`.
- Set context property `startRepeatBarType` to `".|:"`.
- Set context property `startRepeatSegnoBarType` to `"S.|:"`.
- Set context property `stringNumberOrientations` to: `'(up down)`
- Set context property `stringOneTopmost` to `#t`.
- Set context property `stringTunings` to: `'(#<Pitch e' >`

```
#<Pitch b >
#<Pitch g >
#<Pitch d >
#<Pitch a, >
#<Pitch e, >)
```

- Set context property `strokeFingerOrientations` to:
  `'(right)`
- Set context property `subdivideBeams` to `#f`.
- Set context property `submeasureBarsEnabled` to `#f`.
- Set context property `submeasureBarType` to `"!"`.
- Set context property `suspendMelodyDecisions` to `#f`.
- Set context property `systemStartDelimiter` to `'SystemStartBar`.
- Set context property `tablatureFormat` to `fret-number-tablature-format`.
- Set context property `tabStaffLineLayoutFunction` to `tablature-position-on-lines`.
- Set context property `tempoCountPrecision` to `1/4`.
- Set context property `tieWaitForNote` to `#f`.
- Set context property `timeSignatureSettings` to:

```
'(((2 . 2) (beamExceptions (end (1/32 8 8 8 8))))
 ((2 . 8) (beamExceptions (end (1/8 2))))
 ((3 . 2)
  (beamExceptions (end (1/32 8 8 8 8 8 8))))
 ((3 . 4)
  (beamExceptions (end (1/8 6) (1/12 3 3 3))))
 ((3 . 8) (beamExceptions (end (1/8 3))))
 ((4 . 2)
  (beamExceptions (end (1/16 4 4 4 4 4 4 4 4))))
 ((4 . 4)
  (beamExceptions (end (1/8 4 4) (1/12 3 3 3 3))))
 ((4 . 8) (beatStructure 2 2))
 ((6 . 4)
  (beamExceptions (end (1/16 4 4 4 4 4 4))))
 ((9 . 4)
  (beamExceptions (end (1/32 8 8 8 8 8 8 8 8 8))))
 ((12 . 4)
  (beamExceptions
   (end (1/32 8 8 8 8 8 8 8 8 8 8 8 8))))
 ((5 . 8) (beatStructure 3 2))
 ((8 . 8) (beatStructure 3 3 2)))
```

- Set context property `timeSignature` to:
  `'(4 . 4)`
- Set context property `timing` to `#t`.
- Set context property `topLevelAlignment` to `#t`.
- Set context property `underlyingRepeatBarType` to `"||"`.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type `Staff` (page 322).

Context `Score` can contain `ChoirStaff` (page 73), `ChordNames` (page 105), `Devnull` (page 118), `DrumStaff` (page 119), `Dynamics` (page 138), `FiguredBass` (page 144),

FretBoards (page 145), GrandStaff (page 148), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), KievanStaff (page 204), Lyrics (page 229), MensuralStaff (page 232), NoteNames (page 257), OneStaff (page 261), PetrucciStaff (page 262), PianoStaff (page 288), RhythmicStaff (page 290), Staff (page 322), StaffGroup (page 335), TabStaff (page 381), VaticanaLyrics (page 404), and VaticanaStaff (page 432).

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

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Bar_number_engraver (page 474)
: A bar number may be created at any bar line, subject to the barNumberVisibility callback. By default, it is put on top of all staves and appears only at the left side of the staff. The staves are taken from stavesFound, which is maintained by Staff_collecting_engraver (page 518). This engraver usually creates BarNumber grobs, but when centerBarNumbers is true, it makes CenteredBarNumber grobs instead.

  Properties (read)

  alternativeNumber (non-negative, exact integer)
  : When set, the first volta number for the current \alternative element. Not set outside of alternatives.

  alternativeNumberingStyle (symbol)
  : The scheme and style for numbering bars in repeat alternatives. If not set (the default), bar numbers continue through alternatives. Can be set to numbers to reset the bar number at each alternative, or set to numbers-with-letters to reset and also include letter suffixes.

  barNumberFormatter (procedure)
  : A procedure that takes a bar number, measure position, and alternative number and returns a markup of the bar number to print.

  barNumberVisibility (procedure)
  : A procedure that takes a bar number and a measure position and returns whether the corresponding bar number should be printed. Note that the actual print-out of bar numbers is controlled with the break-visibility property.

    The following procedures are predefined:

    all-bar-numbers-visible
    : Enable bar numbers for all bars, including the first one and broken bars (which get bar numbers in parentheses).

    first-bar-number-invisible
    : Enable bar numbers for all bars (including broken bars) except the first one. If the first bar is broken, it doesn't get a bar number either.

    first-bar-number-invisible-save-broken-bars
    : Enable bar numbers for all bars (including broken bars) except the first one. A broken first bar gets a bar number.

    first-bar-number-invisible-and-no-parenthesized-bar-numbers
    : Enable bar numbers for all bars except the first bar and broken bars. This is the default.

`(every-nth-bar-number-visible n)`
Assuming *n* is value 2, for example, this enables bar numbers for bars 2, 4, 6, etc.

`(modulo-bar-number-visible n m)`
If bar numbers 1, 4, 7, etc., should be enabled, *n* (the modulo) must be set to 3 and *m* (the division remainder) to 1.

`centerBarNumbers` (boolean)
Whether to center bar numbers in their measure instead of aligning them on the bar line.

`currentBarNumber` (integer)
Contains the current bar number. This property is incremented at every bar line.

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

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`measurePosition` (moment)
The current point within the measure.

`stavesFound` (list of grobs)
A list of all staff-symbols found.

This engraver creates the following layout object(s): `BarNumber` (page 564) and `CenteredBarNumber` (page 583).

`Beam_collision_engraver` (page 476)
Help beams avoid colliding with notes and clefs in other voices.

`Break_align_engraver` (page 478)
Align grobs with corresponding `break-align-symbols` into groups, and order the groups according to `breakAlignOrder`. The left edge of the alignment gets a separate group, with a symbol `left-edge`.

This engraver creates the following layout object(s): `BreakAlignGroup` (page 576), `BreakAlignment` (page 577), and `LeftEdge` (page 657).

`Centered_bar_number_align_engraver` (page 480)
Group measure-centered bar numbers in a `CenteredBarNumberLineSpanner` so they end up on the same vertical position.

Properties (read)

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

This engraver creates the following layout object(s): `CenteredBarNumberLineSpanner` (page 583).

`Concurrent_hairpin_engraver` (page 483)
Collect concurrent hairpins.

`Footnote_engraver` (page 491)
Create footnote texts.

This engraver creates the following layout object(s): `Footnote` (page 632).

`Grace_spacing_engraver` (page 494)
Bookkeeping of shortest starting and playing notes in grace note runs.

Properties (read)

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

This engraver creates the following layout object(s): `GraceSpacing` (page 637).

`Jump_engraver` (page 497)
This engraver creates instructions such as *D.C.* and *Fine*, placing them vertically outside the set of staves given in the `stavesFound` context property.

If `Jump_engraver` is added or moved to another context, `Staff_collecting_engraver` (page 518) also needs to be there so that marks appear at the intended Y location.

Music types accepted: `ad-hoc-jump-event` (page 53), `dal-segno-event` (page 56), and `fine-event` (page 57)

Properties (read)

`codaMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`codaMarkFormatter` (procedure)
A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as arguments the mark sequence number and the context. It should return a markup object.

`dalSegnoTextFormatter` (procedure)
Format a jump instruction such as *D.S.*

The first argument is the context.

The second argument is the number of times the instruction is performed.

The third argument is a list of three markups: *start-markup*, *end-markup*, and *next-markup*.

If *start-markup* is `#f`, the form is *da capo*; otherwise the form is *dal segno* and *start-markup* is the sign at the start of the repeated section.

If *end-markup* is not `#f`, it is either the sign at the end of the main body of the repeat, or it is a *Fine* instruction. When it is a Fine instruction, *next-markup* is `#f`.

If *next-markup* is not `#f`, it is the mark to be jumped to after performing the body of the repeat, e.g., Coda.

`finalFineTextVisibility` (boolean)
Whether `\fine` at the written end of the music should create a *Fine* instruction.

`fineText` (markup)
The text to print at `\fine`.

`segnoMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

`segnoMarkFormatter` (procedure)
A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

`stavesFound` (list of grobs)
A list of all staff-symbols found.

This engraver creates the following layout object(s): `JumpScript` (page 646).

`Mark_engraver` (page 501)
This engraver creates rehearsal marks, segno and coda marks, and section labels.

`Mark_engraver` creates marks, formats them, and places them vertically outside the set of staves given in the `stavesFound` context property.

If `Mark_engraver` is added or moved to another context, `Staff_collecting_engraver` (page 518) also needs to be there so that marks appear at the intended Y location.

By default, `Mark_engravers` in multiple contexts create a common sequence of marks chosen by the `Score`-level `Mark_tracking_translator` (page 502). If independent sequences are desired, multiple `Mark_tracking_translators` must be used.

Properties (read)

`codaMarkFormatter` (procedure)
A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as arguments the mark sequence number and the context. It should return a markup object.

`currentPerformanceMarkEvent` (stream event)
The coda, section, or segno mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`currentRehearsalMarkEvent` (stream event)
The ad-hoc or rehearsal mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`rehearsalMarkFormatter` (procedure)
A procedure taking as arguments the context and the sequence number of the rehearsal mark. It should return the formatted mark as a markup object.

`segnoMarkFormatter` (procedure)
A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

`stavesFound` (list of grobs)
A list of all staff-symbols found.

This engraver creates the following layout object(s): CodaMark (page 596), RehearsalMark (page 699), SectionLabel (page 707), and SegnoMark (page 709).

Mark_tracking_translator (page 502)
This translator chooses which marks Mark_engraver should engrave.

Music types accepted: ad-hoc-mark-event (page 54), coda-mark-event (page 56), rehearsal-mark-event (page 61), section-label-event (page 62), and segno-mark-event (page 62)

Properties (read)

codaMarkCount (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

rehearsalMark (integer)
The next rehearsal mark to print.

segnoMarkCount (non-negative, exact integer)
Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

Properties (write)

codaMarkCount (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

currentPerformanceMarkEvent (stream event)
The coda, section, or segno mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

currentRehearsalMarkEvent (stream event)
The ad-hoc or rehearsal mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

rehearsalMark (integer)
The next rehearsal mark to print.

segnoMarkCount (non-negative, exact integer)
Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

Metronome_mark_engraver (page 504)
Engrave metronome marking. This delegates the formatting work to the function in the metronomeMarkFormatter property. The mark is put over all staves. The staves are taken from the stavesFound property, which is maintained by Staff_collecting_engraver (page 518).

Music types accepted: tempo-change-event (page 64)

Properties (read)

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

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

metronomeMarkFormatter (procedure)
: How to produce a metronome markup. Called with two arguments: a TempoChangeEvent and context.

stavesFound (list of grobs)
: A list of all staff-symbols found.

tempoHideNote (boolean)
: Hide the note = count in tempo marks.

This engraver creates the following layout object(s): MetronomeMark (page 672).

Paper_column_engraver (page 509)
: Take care of generating columns.

This engraver decides whether a column is breakable. The default is that a column is always breakable. However, every Bar_engraver that does not have a barline at a certain point will set forbidBreaks in the score context to stop line breaks. In practice, this means that you can make a break point by creating a bar line (assuming that there are no beams or notes that prevent a break point).

Music types accepted: break-event (page 55) and label-event (page 57)

Properties (read)

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

Properties (write)

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

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

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

This engraver creates the following layout object(s): NonMusicalPaperColumn (page 681) and PaperColumn (page 691).

Parenthesis_engraver (page 509)
: Parenthesize objects whose parenthesize property is #t.

This engraver creates the following layout object(s): Parentheses (page 692).

Repeat_acknowledge_engraver (page 512)
: This engraver augments repeatCommands with start-repeat and end-repeat entries based on received events. This is internal behavior that allows simplifying other engravers that must support both \repeat volta and manual repeats.

This engraver also resets repeatCommands at the beginning of each time step. This is user-facing behavior: it allows setting a value for the current time step simply with \set rather than requiring \once \set.

Music types accepted: volta-repeat-end-event (page 65) and volta-repeat-start-event (page 65)

Properties (write)

repeatCommands (list)
A list of commands related to volta-style repeats. In general, each element is a list, '(*command args...*), but a command with no arguments may be abbreviated to a symbol; e.g., '((start-repeat)) may be given as '(start-repeat).

end-repeat *return-count*
End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

start-repeat *repeat-count*
Start a repeated section. *repeat-count* is the number of times to perform this section.

volta *text*
If *text* is markup, start a volta bracket with that label; if *text* is #f, end a volta bracket.

Show_control_points_engraver (page 515)
Create grobs to visualize control points of Bézier curves (ties and slurs) for ease of tweaking.

This engraver creates the following layout object(s): ControlPoint (page 600) and ControlPolygon (page 601).

Spacing_engraver (page 516)
Make a SpacingSpanner and do bookkeeping of shortest starting and playing notes.

Music types accepted: spacing-section-event (page 62)

Properties (read)

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

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

proportionalNotationDuration (non-negative exact rational or +inf.0)
Global override for shortest-playing duration. This is used for switching on proportional notation.

This engraver creates the following layout object(s): SpacingSpanner (page 719).

Spanner_tracking_engraver (page 517)
Helper for creating spanners attached to other spanners. If a spanner has the sticky-grob-interface, the engraver tracks the spanner contained in its sticky-host object. When the host ends, the sticky spanner attached to it has its end announced too.

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Stanza_number_align_engraver (page 519)
This engraver ensures that stanza numbers are neatly aligned across all lyrics contexts.

System_start_delimiter_engraver (page 520)
Create a system start delimiter (i.e., a SystemStartBar, SystemStartBrace, SystemStartBracket or SystemStartSquare spanner).

Properties (read)

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

systemStartDelimiter (symbol)
Which grob to make for the start of the system/staff? Set to SystemStartBrace, SystemStartBracket or SystemStartBar.

systemStartDelimiterHierarchy (pair)
A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s): SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), and SystemStartSquare (page 743).

Text_mark_engraver (page 522)
Engraves arbitrary textual marks.

Music types accepted: text-mark-event (page 64)

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

This engraver creates the following layout object(s): TextMark (page 746).

Timing_translator (page 524)
This engraver adds the alias Timing to its containing context. Responsible for synchronizing timing information from staves. Normally in Score. In order to create polyrhythmic music, this engraver should be removed from Score and placed in Staff.

Music types accepted: alternative-event (page 54), bar-check-event (page 54), bar-event (page 54), fine-event (page 57), measure-length-change-event (page 58), partial-event (page 60), and polymetric-time-signature-event (page 61)

Properties (read)

alternativeNumberingStyle (symbol)
The scheme and style for numbering bars in repeat alternatives. If not set (the default), bar numbers continue through alternatives. Can be set to numbers to reset the bar number at each alternative, or set to numbers-with-letters to reset and also include letter suffixes.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`currentBarNumber` (integer)
Contains the current bar number. This property is incremented at every bar line.

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

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

`measurePosition` (moment)
The current point within the measure.

`timeSignature` (time signature)
A time-signature specification. See the `\time` command.

Properties (write)

`alternativeNumber` (non-negative, exact integer)
When set, the first volta number for the current `\alternative` element. Not set outside of alternatives.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`currentBarNumber` (integer)
Contains the current bar number. This property is incremented at every bar line.

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

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

`measurePosition` (moment)
The current point within the measure.

`measureStartNow` (boolean)
True at the beginning of a measure.

`timeSignature` (time signature)
A time-signature specification. See the `\time` command.

`Tweak_engraver` (page 526)
Read the `tweaks` property from the originating event, and set properties.

`Vertical_align_engraver` (page 526)
Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)
Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)
Where to insert newly created context in vertical alignment.

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

This engraver creates the following layout object(s): StaffGrouper (page 725) and VerticalAlignment (page 769).

Volta_engraver (page 526)
: Make volta brackets.

Music types accepted: dal-segno-event (page 56), fine-event (page 57), and volta-span-event (page 65)

Properties (read)

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

printTrivialVoltaRepeats (boolean)
: Notate volta-style repeats even when the repeat count is 1.

repeatCommands (list)
: A list of commands related to volta-style repeats. In general, each element is a list, '(*command args...*), but a command with no arguments may be abbreviated to a symbol; e.g., '((start-repeat)) may be given as '(start-repeat).

end-repeat *return-count*
: End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

start-repeat *repeat-count*
: Start a repeated section. *repeat-count* is the number of times to perform this section.

volta *text*
: If *text* is markup, start a volta bracket with that label; if *text* is #f, end a volta bracket.

stavesFound (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): VoltaBracket (page 772) and VoltaBracketSpanner (page 774).

2.1.32 Staff

Handles clefs, bar lines, keys, accidentals. It can contain Voice contexts.

This context creates the following layout object(s): Accidental (page 546), AccidentalCautionary (page 547), AccidentalPlacement (page 548), AccidentalSuggestion (page 549), BarLine (page 560), BassFigure (page 566), BassFigureAlignment (page 566), BassFigureAlignmentPositioning (page 567), BassFigureBracket (page 568), BassFigureContinuation (page 569), BassFigureLine (page 569), BreathingSign (page 578), CaesuraScript (page 581), Clef (page 590), ClefModifier (page 593), CueClef (page 602), CueEndClef (page 605), DotColumn (page 613), FingeringColumn (page 631), InstrumentName (page 644), KeyCancellation (page 648), KeySignature (page 651), LedgerLineSpanner (page 656), NoteCollision (page 682), OptionalMaterialBracket (page 687), OttavaBracket (page 690), PianoPedalBracket (page 698), RestCollision (page 705), ScriptColumn (page 707), ScriptRow (page 707), SostenutoPedal (page 717), SostenutoPedalLineSpanner (page 718),

StaffEllipsis (page 722), StaffHighlight (page 726), StaffSpacing (page 727), StaffSymbol (page 727), SustainPedal (page 737), SustainPedalLineSpanner (page 738), TimeSignature (page 754), UnaCordaPedal (page 766), UnaCordaPedalLineSpanner (page 767), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property createSpacing to #t.
- Set context property ignoreFiguredBassRest to #f.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property ottavationMarkups to:

```
'((4 . "29")
 (3 . "22")
 (2 . "15")
 (1 . "8")
 (-1 . "8")
 (-2 . "15")
 (-3 . "22")
 (-4 . "29"))
```

- Set context property shortInstrumentName to '().

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Voice (page 457).

Context Staff can contain CueVoice (page 107), NullVoice (page 259), and Voice (page 457).

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

Accidental_engraver (page 467)
: Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at Voice level, so you can \override them at Voice.

  Properties (read)

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

  autoAccidentals (list)
  : List of different ways to typeset an accidental.

    For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

    Each entry in the list is either a symbol or a procedure.

    symbol
    : The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in *Internals Reference* then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

    procedure
    : The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

`context`
: The current context to which the rule should be applied.

`pitch`
: The pitch of the note to be evaluated.

`barnum`
: The current bar number.

The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

`autoCautionaries` (list)
: List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

`extraNatural` (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

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

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), and `AccidentalSuggestion` (page 549).

`Alteration_glyph_engraver` (page 469)
: Set the `glyph-name-alist` of all grobs having the `accidental-switch-interface` to the value of the context's `alterationGlyphs` property, when defined.

Properties (read)

`alterationGlyphs` (list)
: Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Apply_output_engraver` (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Bar_engraver` (page 472)
Create bar lines for various commands, including `\\bar`.

If `forbidBreakBetweenBarLines` is true, allow line breaks at bar lines only.

Music types accepted: `ad-hoc-jump-event` (page 53), `caesura-event` (page 55), `coda-mark-event` (page 56), `dal-segno-event` (page 56), `fine-event` (page 57), `section-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`caesuraType` (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

The first argument is the context.

The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform

function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, '`(`*`command args...`*`)`, but a command with no arguments may be abbreviated to a symbol; e.g., '`((start-repeat))` may be given as '`(start-repeat)`.

  `end-repeat` *`return-count`*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *`repeat-count`*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

volta *text*
: If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

`currentBarLine` (graphical (layout) object)
: Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `BarLine` (page 560).

Caesura_engraver (page 479)

Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of caesuraType through caesuraTypeTransform, this engraver may create a BreathingSign with CaesuraScript grobs aligned to it, or it may create CaesuraScript grobs and align them to a BarLine.

If this engraver observes a BarLine, it calls caesuraTypeTransform again with the new information, and if necessary, recreates its grobs.

Music types accepted: caesura-event (page 55)

Properties (read)

breathMarkDefinitions (list)

The description of breath marks. This is used by the Breathing_sign_engraver. See scm/breath.scm for more information.

caesuraType (list)

An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)

An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

scriptDefinitions (list)

The description of scripts. This is used by the Script_engraver for typesetting note-superscripts and subscripts. See scm/script.scm for more information.

This engraver creates the following layout object(s): BreathingSign (page 578) and CaesuraScript (page 581).

Clef_engraver (page 481)

Determine and set reference point for pitches.

Properties (read)

clefGlyph (string)

Name of the symbol within the music font.

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

`clefTransposition` (integer)
: Add this much extra transposition to a clef. Values of 7 and -7 are common.

`clefTranspositionStyle` (symbol)
: Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitClefVisibility` (vector)
: 'break-visibility' function for clef changes.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

`forceClef` (boolean)
: Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): `Clef` (page 590) and `ClefModifier` (page 593).

`Collision_engraver` (page 482)
: Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s): `NoteCollision` (page 682).

`Cue_clef_engraver` (page 483)
: Determine and set reference point for pitches in cued voices.

Properties (read)

`clefTransposition` (integer)
: Add this much extra transposition to a clef. Values of 7 and -7 are common.

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

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

`cueClefTransposition` (integer)
: Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
: Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

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

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

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

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Dot_column_engraver` (page 486)
: Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): `DotColumn` (page 613).

`Figured_bass_engraver` (page 490)
: Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
: Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
: Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
: A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)
: Don't swallow rest events.

`implicitBassFigures` (list)
: A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)
: Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), and `BassFigureLine` (page 569).

`Figured_bass_position_engraver` (page 490)
: Position figured bass alignments over notes.

This engraver creates the following layout object(s): `BassFigureAlignmentPositioning` (page 567).

`Fingering_column_engraver` (page 491)
: Find potentially colliding scripts and put them into a `FingeringColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `FingeringColumn` (page 631).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Horizontal_script_engraver` (page 495)
Aligns `Script` horizontally

`Instrument_name_engraver` (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Key_engraver` (page 498)
Engrave a key signature.

Music types accepted: `key-change-event` (page 57)

Properties (read)

`createKeyOnClefChange` (boolean)
Print a key signature whenever the clef is changed.

`explicitKeySignatureVisibility` (vector)
: 'break-visibility' function for explicit key changes. '\override' of the break-visibility property will set the visibility for normal (i.e., at the start of the line) key signatures.

`extraNatural` (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

`forbidBreak` (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to #t when an event forcing a line break was heard.

`keyAlterationOrder` (list)
: A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

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

`lastKeyAlterations` (list)
: Last key signature before a key signature change.

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

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

Properties (write)

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

`lastKeyAlterations` (list)
: Last key signature before a key signature change.

`tonic` (pitch)
: The tonic of the current scale.

This engraver creates the following layout object(s): KeyCancellation (page 648) and KeySignature (page 651).

`Ledger_line_engraver` (page 499)
: Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): LedgerLineSpanner (page 656).

`Merge_mmrest_numbers_engraver` (page 504)
Engraver to merge multi-measure rest numbers in multiple voices.

This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

`Non_musical_script_column_engraver` (page 506)
Find potentially colliding non-musical scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Optional_material_bracket_engraver` (page 508)
Notate in-staff brackets for optional material.

Music types accepted: `optional-material-event` (page 60)

This engraver creates the following layout object(s): `OptionalMaterialBracket` (page 687).

`Ottava_spanner_engraver` (page 508)
Create a text spanner when the ottavation property changes.

Music types accepted: `ottava-event` (page 60)

Properties (read)

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

`middleCOffset` (number)
The offset of middle C from the position given by `middleCClefPosition` This is used for ottava brackets.

`ottavation` (markup)
If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s): `OttavaBracket` (page 690).

`Piano_pedal_align_engraver` (page 511)
Align piano pedal symbols and brackets.

Properties (read)

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

This engraver creates the following layout object(s): `SostenutoPedalLineSpanner` (page 718), `SustainPedalLineSpanner` (page 738), and `UnaCordaPedalLineSpanner` (page 767).

`Piano_pedal_engraver` (page 511)
Engrave piano pedal symbols and brackets.

Music types accepted: `sostenuto-event` (page 62), `sustain-event` (page 64), and `una-corda-event` (page 65)

Properties (read)

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

pedalSostenutoStrings (list)
See pedalSustainStrings.

pedalSostenutoStyle (symbol)
See pedalSustainStyle.

pedalSustainStrings (list)
A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

pedalUnaCordaStrings (list)
See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
See pedalSustainStyle.

This engraver creates the following layout object(s): `PianoPedalBracket` (page 698), `SostenutoPedal` (page 717), `SustainPedal` (page 737), and `UnaCordaPedal` (page 766).

`Pure_from_neighbor_engraver` (page 512)
Coordinates items that get their pure heights from their neighbors.

`Rest_collision_engraver` (page 513)
Handle collisions of rests.

Properties (read)

busyGrobs (list)
A queue of (*end-moment . grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): `RestCollision` (page 705).

`Script_row_engraver` (page 514)
Determine order in horizontal side position elements.

This engraver creates the following layout object(s): `ScriptRow` (page 707).

`Separating_line_group_engraver` (page 515)
Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
True if `currentCommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s): `StaffSpacing` (page 727).

`Skip_typesetting_engraver` (page 515)
Create a `StaffEllipsis` when `skipTypesetting` is used.

Properties (read)

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

This engraver creates the following layout object(s): StaffEllipsis (page 722).

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Staff_highlight_engraver (page 518)
Highlights music passages.

Music types accepted: staff-highlight-event (page 63)

Properties (read)

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

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

Time_signature_engraver (page 523)
Create a TimeSignature (page 754) whenever timeSignature changes.

Music types accepted: polymetric-time-signature-event (page 61) and reference-time-signature-event (page 61)

Properties (read)

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

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

timeSignature (time signature)
A time-signature specification. See the \time command.

This engraver creates the following layout object(s): TimeSignature (page 754).

2.1.33 StaffGroup

Connect staves vertically by adding a bracket on the left side. The bar lines of the contained staves are connected vertically, too.

This context creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), ChordSlur (page 587), InstrumentName (page 644), SpanBar (page 720),

SpanBarStub (page 721), StaffGrouper (page 725), SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), and VerticalAlignment (page 769).

This context sets the following properties:

- Set context property instrumentName to '().
- Set context property localAlterations to #f.
- Set context property localAlterations to '().
- Set context property shortInstrumentName to '().
- Set context property systemStartDelimiter to 'SystemStartBracket.
- Set context property topLevelAlignment to #f.
- Set grob property extra-spacing-width in DynamicText (page 622) to #f.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type Staff (page 322).

Context StaffGroup can contain ChoirStaff (page 73), ChordNames (page 105), Devnull (page 118), DrumStaff (page 119), Dynamics (page 138), FiguredBass (page 144), FretBoards (page 145), GrandStaff (page 148), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), KievanStaff (page 204), Lyrics (page 229), MensuralStaff (page 232), NoteNames (page 257), OneStaff (page 261), PetrucciStaff (page 262), PianoStaff (page 288), RhythmicStaff (page 290), Staff (page 322), StaffGroup (page 335), TabStaff (page 381), VaticanaLyrics (page 404), and VaticanaStaff (page 432).

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

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Instrument_name_engraver (page 496)
: Create a system start text for instrument or vocal names.

  Properties (read)

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

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

  shortInstrumentName (markup)
  : See instrumentName.

  shortVocalName (markup)
  : Name of a vocal line, short version.

  vocalName (markup)
  : Name of a vocal line.

  This engraver creates the following layout object(s): InstrumentName (page 644).

Span_arpeggio_engraver (page 517)
: Make arpeggios, non-arpeggiato brackets, and vertical slurs spanning multiple staves.

Properties (read)

`connectArpeggios` (boolean)
If set, connect arpeggios across piano staff.

`connectChordBrackets` (boolean)
If set, connect chord brackets across piano staff.

`connectChordSlurs` (boolean)
If set, connect chord slurs across piano staff.

This engraver creates the following layout object(s): `Arpeggio` (page 557), `ChordBracket` (page 585), and `ChordSlur` (page 587).

`Span_bar_engraver` (page 517)
Make cross-staff bar lines: It catches all normal bar lines and draws a single span bar across them.

This engraver creates the following layout object(s): `SpanBar` (page 720).

`Span_bar_stub_engraver` (page 517)
Make stubs for span bars in all contexts that the span bars cross.

This engraver creates the following layout object(s): `SpanBarStub` (page 721).

`System_start_delimiter_engraver` (page 520)
Create a system start delimiter (i.e., a `SystemStartBar`, `SystemStartBrace`, `SystemStartBracket` or `SystemStartSquare` spanner).

Properties (read)

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

`systemStartDelimiter` (symbol)
Which grob to make for the start of the system/staff? Set to `SystemStartBrace`, `SystemStartBracket` or `SystemStartBar`.

`systemStartDelimiterHierarchy` (pair)
A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s): `SystemStartBar` (page 740), `SystemStartBrace` (page 741), `SystemStartBracket` (page 742), and `SystemStartSquare` (page 743).

`Vertical_align_engraver` (page 526)
Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)
Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)
Where to insert newly created context in vertical alignment.

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

This engraver creates the following layout object(s): `StaffGrouper` (page 725) and `VerticalAlignment` (page 769).

2.1.34 StandaloneRhythmScore

A Score-level context for use by \markup \rhythm.

This context also accepts commands for the following context(s): Score (page 296) and Timing (page 296).

This context creates the following layout object(s): BarNumber (page 564), BreakAlignGroup (page 576), BreakAlignment (page 577), CenteredBarNumber (page 583), CenteredBarNumberLineSpanner (page 583), CodaMark (page 596), ControlPoint (page 600), ControlPolygon (page 601), Footnote (page 632), GraceSpacing (page 637), JumpScript (page 646), LeftEdge (page 657), MetronomeMark (page 672), NonMusicalPaperColumn (page 681), PaperColumn (page 691), Parentheses (page 692), RehearsalMark (page 699), SectionLabel (page 707), SegnoMark (page 709), SpacingSpanner (page 719), StaffGrouper (page 725), SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), TextMark (page 746), VerticalAlignment (page 769), VoltaBracket (page 772), and VoltaBracketSpanner (page 774).

This context sets the following properties:

- Set context property additionalPitchPrefix to "add".
- Set context property aDueText to "a2".
- Set context property alterationGlyphs to #f.
- Set context property alternativeRestores to:

```
'(measurePosition
  measureLength
  measureStartNow
  lastChord)
```

- Set context property associatedVoiceType to 'Voice.
- Set context property autoAccidentals to:

```
'(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
```

- Set context property autoBeamCheck to default-auto-beam-check.
- Set context property autoBeaming to #t.
- Set context property autoCautionaries to '().
- Set context property barNumberFormatter to robust-bar-number-function.
- Set context property barNumberVisibility to first-bar-number-invisible-and-no-parenthesized-bar-numbers.
- Set context property beamHalfMeasure to #t.
- Set context property breathMarkDefinitions to:

```
'((altcomma
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.raltcomma"))
  (caesura
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.caesura.straight"))
  (chantdoublebar
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
    #<procedure ly:breathing-sign::finalis (_)>)
   (Y-offset . 0.0))
  (chantfullbar
```

```
 (extra-spacing-width -1.0 . 0.0)
 (stencil
  .
  #<procedure ly:breathing-sign::divisio-maxima (_)>)
 (Y-offset . 0.0))
(chanthalfbar
 (extra-spacing-height
  .
  #<procedure item::extra-spacing-height-including-staff (grob)>)
 (extra-spacing-width -1.0 . 0.0)
 (stencil
  .
  #<procedure ly:breathing-sign::divisio-maior (_)>)
 (Y-offset . 0.0))
(chantquarterbar
 (extra-spacing-height
  .
  #<procedure item::extra-spacing-height-including-staff (grob)>)
 (extra-spacing-width -1.0 . 0.0)
 (stencil
  .
  #<procedure ly:breathing-sign::divisio-minima (_)>))
(comma (text #<procedure musicglyph-markup (layout props glyph-name)>
        "scripts.rcomma"))
(curvedcaesura
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.caesura.curved"))
(outsidecomma
 (outside-staff-priority . 40)
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.rcomma"))
(spacer
 (text #<procedure null-markup (layout props)>))
(tickmark
 (outside-staff-priority . 40)
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.tickmark"))
(upbow (outside-staff-priority . 40)
    (text #<procedure musicglyph-markup (layout props glyph-name)>
        "scripts.uupbow"))
(varcomma
 (text #<procedure musicglyph-markup (layout props glyph-name)>
     "scripts.rvarcomma")))
```

- Set context property `breathMarkType` to `'comma`.
- Set context property `caesuraType` to:
  `'((breath . caesura))`
- Set context property `centerBarNumbers` to `#f`.
- Set context property `chordNameExceptions` to:

```
'(((#<Pitch e' > #<Pitch gis' >)
  #<procedure line-markup (layout props args)>
  ("+"))
```

```
((#<Pitch ees' > #<Pitch ges' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure line-markup (layout props args)>
  ((#<procedure fontsize-markup (layout props increment arg)>
   2
   "°")))))
((#<Pitch ees' > #<Pitch ges' > #<Pitch bes' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "ø")))
((#<Pitch ees' > #<Pitch ges' > #<Pitch beses' >)
 #<procedure concat-markup (layout props args)>
 ((#<procedure line-markup (layout props args)>
  ((#<procedure fontsize-markup (layout props increment arg)>
   2
   "°")))
  (#<procedure super-markup (layout props arg)>
  "7")))
((#<Pitch e' >
 #<Pitch g' >
 #<Pitch bes' >
 #<Pitch des'' >
 #<Pitch ees'' >
 #<Pitch fis'' >
 #<Pitch aes'' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "alt")))
((#<Pitch g' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "5")))
((#<Pitch g' > #<Pitch c'' >)
 #<procedure line-markup (layout props args)>
 ((#<procedure super-markup (layout props arg)>
  "5"))))
```

- Set context property `chordNameFunction` to `ignatzek-chord-names`.
- Set context property `chordNameLowercaseMinor` to `#f`.
- Set context property `chordNameSeparator` to:

  ```
  '(#<procedure hspace-markup (layout props amount)>
   0.5)
  ```

- Set context property `chordNoteNamer` to `#<procedure at lily/chord-name.scm:118:0 (pitch lowercase?)>`.
- Set context property `chordPrefixSpacer` to `0`.
- Set context property `chordRootNamer` to `#<procedure at lily/chord-name.scm:118:0 (pitch lowercase?)>`.
- Set context property `clefGlyph` to `"clefs.G"`.
- Set context property `clefPosition` to `-2`.
- Set context property `clefTranspositionFormatter` to `clef-transposition-markup`.

- Set context property codaMarkFormatter to #<procedure at lily/translation-functions.scm:232:4 (number context)>.
- Set context property completionFactor to unity-if-multimeasure.
- Set context property crescendoSpanner to 'hairpin.
- Set context property cueClefTranspositionFormatter to clef-transposition-markup.
- Set context property dalSegnoTextFormatter to format-dal-segno-text.
- Set context property decrescendoSpanner to 'hairpin.
- Set context property deprecatedBarCheckSynchronize to #f.
- Set context property doubleRepeatBarType to ":..:".
- Set context property doubleRepeatSegnoBarType to ":|.S.|:".
- Set context property drumStyleTable to #<hash-table>.
- Set context property endRepeatBarType to ":|.".
- Set context property endRepeatSegnoBarType to ":|.S".
- Set context property explicitClefVisibility to:
  #(#t #t #t)
- Set context property explicitCueClefVisibility to:
  #(#f #t #t)
- Set context property explicitKeySignatureVisibility to:
  #(#t #t #t)
- Set context property extendersOverRests to #t.
- Set context property extraNatural to #t.
- Set context property figuredBassAlterationDirection to -1.
- Set context property figuredBassFormatter to format-bass-figure.
- Set context property figuredBassLargeNumberAlignment to 0.
- Set context property figuredBassPlusDirection to -1.
- Set context property figuredBassPlusStrokedAlist to:

```
'((2 . "figbass.twoplus")
  (4 . "figbass.fourplus")
  (5 . "figbass.fiveplus")
  (6 . "figbass.sixstroked")
  (7 . "figbass.sevenstroked")
  (9 . "figbass.ninestroked"))
```

- Set context property fineBarType to "|.".
- Set context property fineSegnoBarType to "|.S".
- Set context property fineStartRepeatSegnoBarType to "|.S.|:".
- Set context property fineText to "Fine".
- Set context property fingeringOrientations to:
  '(up down)
- Set context property firstClef to #t.
- Set context property forbidBreakBetweenBarLines to #t.
- Set context property graceSettings to:

```
'((Voice Stem direction 1)
  (Voice Slur direction -1)
  (Voice Stem font-size -3)
```

```
(Voice Flag font-size -3)
(Voice NoteHead font-size -3)
(Voice TabNoteHead font-size -4)
(Voice Dots font-size -3)
(Voice Stem length-fraction 0.8)
(Voice Stem no-stem-extend #t)
(Voice Beam beam-thickness 0.384)
(Voice Beam length-fraction 0.8)
(Voice Accidental font-size -4)
(Voice AccidentalCautionary font-size -4)
(Voice Script font-size -3)
(Voice Fingering font-size -8)
(Voice StringNumber font-size -8))
```

- Set context property `harmonicAccidentals` to `#t`.
- Set context property `highStringOne` to `#t`.
- Set context property `initialTimeSignatureVisibility` to:

  ```
  #(#f #t #t)
  ```

- Set context property `instrumentTransposition` to `#<Pitch c' >`.
- Set context property `keepAliveInterfaces` to:

  ```
  '(bass-figure-interface
    chord-name-interface
    cluster-beacon-interface
    dynamic-interface
    fret-diagram-interface
    lyric-syllable-interface
    note-head-interface
    tab-note-head-interface
    lyric-interface
    percent-repeat-interface
    stanza-number-interface)
  ```

- Set context property `keyAlterationOrder` to:

  ```
  '((6 . -1/2)
    (2 . -1/2)
    (5 . -1/2)
    (1 . -1/2)
    (4 . -1/2)
    (0 . -1/2)
    (3 . -1/2)
    (3 . 1/2)
    (0 . 1/2)
    (4 . 1/2)
    (1 . 1/2)
    (5 . 1/2)
    (2 . 1/2)
    (6 . 1/2)
    (6 . -1)
    (2 . -1)
    (5 . -1)
    (1 . -1)
    (4 . -1)
  ```

```
(0 . -1)
(3 . -1)
(3 . 1)
(0 . 1)
(4 . 1)
(1 . 1)
(5 . 1)
(2 . 1)
(6 . 1))
```

- Set context property `lyricMelismaAlignment` to `-1`.
- Set context property `majorSevenSymbol` to:

```
'(#<procedure line-markup (layout props args)>
 ((#<procedure fontsize-markup (layout props increment arg)>
  -3
  (#<procedure triangle-markup (layout props filled)>
   #f))))
```

- Set context property `measureBarType` to `"|"`.
- Set context property `melismaBusyProperties` to:

```
'(melismaBusy
  slurMelismaBusy
  tieMelismaBusy
  beamMelismaBusy
  completionBusy)
```

- Set context property `metronomeMarkFormatter` to `format-metronome-markup`.
- Set context property `middleCClefPosition` to `-6`.
- Set context property `middleCPosition` to `-6`.
- Set context property `minorChordModifier` to `"m"`.
- Set context property `noChordSymbol` to `"N.C."`.
- Set context property `noteNameFunction` to `note-name-markup`.
- Set context property `noteNameSeparator` to `"/"`.
- Set context property `noteToFretFunction` to `determine-frets`.
- Set context property `partCombineTextsOnNote` to `#t`.
- Set context property `pedalSostenutoStrings` to:

```
'("Sost. Ped." "*Sost. Ped." "*")
```

- Set context property `pedalSostenutoStyle` to `'mixed`.
- Set context property `pedalSustainStrings` to:

```
'("Ped." "*Ped." "*")
```

- Set context property `pedalSustainStyle` to `'text`.
- Set context property `pedalUnaCordaStrings` to:

```
'("una corda" "" "tre corde")
```

- Set context property `pedalUnaCordaStyle` to `'text`.
- Set context property `predefinedDiagramTable` to `#f`.
- Set context property `printAccidentalNames` to `#t`.
- Set context property `printKeyCancellation` to `#t`.
- Set context property `printOctaveNames` to `#f`.
- Set context property `printPartCombineTexts` to `#t`.

- Set context property printTrivialVoltaRepeats to #f.
- Set context property quotedCueEventTypes to:
  ```
  '(note-event
    rest-event
    tie-event
    beam-event
    tuplet-span-event
    tremolo-event)
  ```
- Set context property quotedEventTypes to:
  ```
  '(StreamEvent)
  ```
- Set context property rehearsalMarkFormatter to #<procedure at lily/translation-functions.scm:232:4 (number context)>.
- Set context property rehearsalMark to 1.
- Set context property repeatCountVisibility to all-repeat-counts-visible.
- Set context property restNumberThreshold to 1.
- Set context property scriptDefinitions to:
  ```
  '((accent
     (avoid-slur . around)
     (padding . 0.2)
     (script-stencil feta "sforzato" . "sforzato")
     (side-axis . 1)
     (side-relative-direction . -1))
    (accentus
     (script-stencil feta "uaccentus" . "uaccentus")
     (side-relative-direction . -1)
     (avoid-slur . ignore)
     (padding . 0.2)
     (quantize-position . #t)
     (script-priority . -100)
     (side-axis . 1)
     (direction . 1))
    (altcomma
     (script-stencil feta "laltcomma" . "raltcomma")
     (quantize-position . #t)
     (padding . 0.2)
     (avoid-slur . ignore)
     (side-axis . 1)
     (direction . 1))
    (bachschleifer
     (script-stencil
      feta
      "bachschleifer"
      .
      "bachschleifer")
     (no-ledgers . #f)
     (padding . 0.8)
     (length-fraction . 1.5)
     (avoid-slur . around)
     (side-axis . 0)
     (direction . -1)
  ```

```
 (staff-position
  .
  #<procedure at lily/output-lib.scm:1970:0 (grob)>))
(circulus
 (script-stencil feta "circulus" . "circulus")
 (side-relative-direction . -1)
 (avoid-slur . ignore)
 (padding . 0.2)
 (quantize-position . #t)
 (script-priority . -100)
 (side-axis . 1)
 (direction . 1))
(coda (script-stencil feta "coda" . "coda")
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (direction . 1))
(comma (script-stencil feta "lcomma" . "rcomma")
     (quantize-position . #t)
     (padding . 0.2)
     (avoid-slur . ignore)
     (side-axis . 1)
     (direction . 1))
(downbow
 (script-stencil feta "ddownbow" . "udownbow")
 (padding . 0.2)
 (skyline-horizontal-padding . 0.2)
 (avoid-slur . around)
 (direction . 1)
 (side-axis . 1)
 (script-priority . 180))
(downmordent
 (script-stencil
  feta
  "downmordent"
  .
  "downmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(downprall
 (script-stencil feta "downprall" . "downprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(espressivo
 (avoid-slur . around)
 (padding . 0.2)
 (script-stencil feta "espr" . "espr")
 (side-axis . 1)
```

```
 (side-relative-direction . -1))
(fermata
 (script-stencil feta "dfermata" . "ufermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(flageolet
 (script-stencil feta "flageolet" . "flageolet")
 (padding . 0.2)
 (avoid-slur . around)
 (direction . 1)
 (side-axis . 1)
 (script-priority . 50))
(halfopen
 (avoid-slur . outside)
 (padding . 0.2)
 (script-stencil feta "halfopen" . "halfopen")
 (side-axis . 1)
 (direction . 1))
(halfopenvertical
 (avoid-slur . outside)
 (padding . 0.2)
 (script-stencil
  feta
  "halfopenvertical"
  .
  "halfopenvertical")
 (side-axis . 1)
 (direction . 1))
(haydnturn
 (script-stencil feta "haydnturn" . "haydnturn")
 (padding . 0.2)
 (avoid-slur . inside)
 (side-axis . 1)
 (direction . 1))
(heel (script-stencil feta "upedalheel" . "upedalheel")
    (padding . 0.2)
    (avoid-slur . around)
    (side-axis . 1)
    (direction . 1))
(heelcircle
 (script-stencil
  feta
  "pedalheelcircle"
  .
  "pedalheelcircle")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
```

```
 (direction . 1))
(henzelongfermata
 (script-stencil
  feta
  "dhenzelongfermata"
  .
  "uhenzelongfermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(henzeshortfermata
 (script-stencil
  feta
  "dhenzeshortfermata"
  .
  "uhenzeshortfermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(ictus (script-stencil feta "ictus" . "ictus")
     (side-relative-direction . -1)
     (quantize-position . #t)
     (avoid-slur . ignore)
     (padding . 0.2)
     (script-priority . -100)
     (side-axis . 1)
     (direction . -1))
(lheel (script-stencil feta "upedalheel" . "upedalheel")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . -1))
(lineprall
 (script-stencil feta "lineprall" . "lineprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(longfermata
 (script-stencil
  feta
  "dlongfermata"
  .
  "ulongfermata")
 (padding . 0.4)
 (avoid-slur . around)
```

```
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(ltoe (script-stencil feta "upedaltoe" . "upedaltoe")
    (padding . 0.2)
    (avoid-slur . around)
    (side-axis . 1)
    (direction . -1))
(marcato
 (script-stencil feta "dmarcato" . "umarcato")
 (padding . 0.2)
 (avoid-slur . inside)
 (quantize-position . #t)
 (side-axis . 1)
 (side-relative-direction . -1))
(mordent
 (script-stencil feta "mordent" . "mordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(open (avoid-slur . outside)
    (padding . 0.2)
    (script-stencil feta "open" . "open")
    (side-axis . 1)
    (direction . 1))
(outsidecomma
 (avoid-slur . around)
 (direction . 1)
 (padding . 0.2)
 (side-axis . 1)
 (script-stencil feta "lcomma" . "rcomma"))
(portato
 (script-stencil feta "uportato" . "dportato")
 (avoid-slur . around)
 (padding . 0.45)
 (side-axis . 1)
 (side-relative-direction . -1))
(prall (script-stencil feta "prall" . "prall")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . 1))
(pralldown
 (script-stencil feta "pralldown" . "pralldown")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(prallmordent
 (script-stencil
```

```
   feta
   "prallmordent"
   .
   "prallmordent")
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
  (direction . 1))
 (prallprall
  (script-stencil feta "prallprall" . "prallprall")
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
  (direction . 1))
 (prallup
  (script-stencil feta "prallup" . "prallup")
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
  (direction . 1))
 (reverseturn
  (script-stencil
   feta
   "reverseturn"
   .
   "reverseturn")
  (padding . 0.2)
  (avoid-slur . inside)
  (side-axis . 1)
  (direction . 1))
 (rheel (script-stencil feta "dpedalheel" . "dpedalheel")
      (padding . 0.2)
      (avoid-slur . around)
      (side-axis . 1)
      (direction . 1))
 (rtoe (script-stencil feta "dpedaltoe" . "dpedaltoe")
     (padding . 0.2)
     (avoid-slur . around)
     (side-axis . 1)
     (direction . 1))
 (segno (script-stencil feta "segno" . "segno")
      (padding . 0.2)
      (avoid-slur . outside)
      (side-axis . 1)
      (direction . 1))
 (semicirculus
  (script-stencil
   feta
   "dsemicirculus"
   .
   "dsemicirculus")
  (side-relative-direction . -1)
```

```
  (quantize-position . #t)
  (avoid-slur . ignore)
  (padding . 0.2)
  (script-priority . -100)
  (side-axis . 1)
  (direction . 1))
 (shortfermata
  (script-stencil
   feta
   "dshortfermata"
   .
   "ushortfermata")
  (padding . 0.4)
  (avoid-slur . around)
  (outside-staff-priority . 75)
  (script-priority . 175)
  (side-axis . 1)
  (direction . 1))
 (signumcongruentiae
  (script-stencil
   feta
   "dsignumcongruentiae"
   .
   "usignumcongruentiae")
  (padding . 0.2)
  (avoid-slur . outside)
  (side-axis . 1)
  (direction . 1))
 (slashturn
  (script-stencil feta "slashturn" . "slashturn")
  (padding . 0.2)
  (avoid-slur . inside)
  (side-axis . 1)
  (direction . 1))
 (snappizzicato
  (script-stencil
   feta
   "snappizzicato"
   .
   "snappizzicato")
  (padding . 0.2)
  (avoid-slur . outside)
  (side-axis . 1)
  (direction . 1))
 (staccatissimo
  (avoid-slur . inside)
  (quantize-position . #t)
  (script-stencil
   feta
   "dstaccatissimo"
   .
   "ustaccatissimo")
```

```
 (padding . 0.2)
 (skyline-horizontal-padding . 0.1)
 (side-axis . 1)
 (side-relative-direction . -1)
 (toward-stem-shift . 1.0)
 (toward-stem-shift-in-column . 0.0))
(staccato
 (script-stencil feta "staccato" . "staccato")
 (side-axis . 1)
 (side-relative-direction . -1)
 (quantize-position . #t)
 (avoid-slur . inside)
 (toward-stem-shift . 1.0)
 (toward-stem-shift-in-column . 0.0)
 (padding . 0.2)
 (skyline-horizontal-padding . 0.1)
 (script-priority . -100))
(stopped
 (script-stencil feta "stopped" . "stopped")
 (avoid-slur . inside)
 (padding . 0.2)
 (side-axis . 1)
 (direction . 1))
(tenuto
 (script-stencil feta "tenuto" . "tenuto")
 (quantize-position . #t)
 (avoid-slur . inside)
 (padding . 0.2)
 (script-priority . -50)
 (side-axis . 1)
 (side-relative-direction . -1))
(toe (script-stencil feta "dpedaltoe" . "dpedaltoe")
   (padding . 0.2)
   (avoid-slur . around)
   (side-axis . 1)
   (direction . 1))
(trill (script-stencil feta "trill" . "trill")
    (direction . 1)
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (script-priority . 150))
(turn (script-stencil feta "turn" . "turn")
    (avoid-slur . inside)
    (padding . 0.2)
    (side-axis . 1)
    (direction . 1))
(upbow (script-stencil feta "dupbow" . "uupbow")
    (avoid-slur . around)
    (padding . 0.2)
    (direction . 1)
    (side-axis . 1)
```

```
    (script-priority . 180))
(upmordent
 (script-stencil feta "upmordent" . "upmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(upprall
 (script-stencil feta "upprall" . "upprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(varcoda
 (script-stencil feta "varcoda" . "varcoda")
 (padding . 0.2)
 (avoid-slur . outside)
 (side-axis . 1)
 (direction . 1))
(varcomma
 (script-stencil feta "lvarcomma" . "rvarcomma")
 (quantize-position . #t)
 (padding . 0.2)
 (avoid-slur . ignore)
 (side-axis . 1)
 (direction . 1))
(varheel
 (script-stencil feta "dpedalheel" . "dpedalheel")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(vartoe
 (script-stencil feta "upedaltoe" . "upedaltoe")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(verylongfermata
 (script-stencil
  feta
  "dverylongfermata"
  .
  "uverylongfermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(veryshortfermata
 (script-stencil
```

```
     feta
     "dveryshortfermata"
     .
     "uveryshortfermata")
    (padding . 0.4)
    (avoid-slur . around)
    (outside-staff-priority . 75)
    (script-priority . 175)
    (side-axis . 1)
    (direction . 1)))
```

- Set context property `sectionBarType` to `"||"`.
- Set context property `segnoBarType` to `"S"`.
- Set context property `segnoMarkFormatter` to `format-segno-mark-considering-bar-lines`.
- Set context property `segnoStyle` to `'mark`.
- Set context property `slashChordSeparator` to `"/"`.
- Set context property `soloIIText` to `"Solo II"`.
- Set context property `soloText` to `"Solo"`.
- Set context property `startRepeatBarType` to `".|:"`.
- Set context property `startRepeatSegnoBarType` to `"S.|:"`.
- Set context property `stringNumberOrientations` to:

```
'(up down)
```

- Set context property `stringOneTopmost` to `#t`.
- Set context property `stringTunings` to:

```
'(#<Pitch e' >
 #<Pitch b >
 #<Pitch g >
 #<Pitch d >
 #<Pitch a, >
 #<Pitch e, >)
```

- Set context property `strokeFingerOrientations` to:

```
'(right)
```

- Set context property `subdivideBeams` to `#f`.
- Set context property `submeasureBarsEnabled` to `#f`.
- Set context property `submeasureBarType` to `"!"`.
- Set context property `suspendMelodyDecisions` to `#f`.
- Set context property `systemStartDelimiter` to `'SystemStartBar`.
- Set context property `tablatureFormat` to `fret-number-tablature-format`.
- Set context property `tabStaffLineLayoutFunction` to `tablature-position-on-lines`.
- Set context property `tempoCountPrecision` to `1/4`.
- Set context property `tieWaitForNote` to `#f`.
- Set context property `timeSignatureSettings` to:

```
'(((2 . 2) (beamExceptions (end (1/32 8 8 8 8))))
  ((2 . 8) (beamExceptions (end (1/8 2))))
  ((3 . 2)
   (beamExceptions (end (1/32 8 8 8 8 8 8))))
```

```
((3 . 4)
 (beamExceptions (end (1/8 6) (1/12 3 3 3))))
((3 . 8) (beamExceptions (end (1/8 3))))
((4 . 2)
 (beamExceptions (end (1/16 4 4 4 4 4 4 4 4))))
((4 . 4)
 (beamExceptions (end (1/8 4 4) (1/12 3 3 3 3))))
((4 . 8) (beatStructure 2 2))
((6 . 4)
 (beamExceptions (end (1/16 4 4 4 4 4 4))))
((9 . 4)
 (beamExceptions (end (1/32 8 8 8 8 8 8 8 8))))
((12 . 4)
 (beamExceptions
  (end (1/32 8 8 8 8 8 8 8 8 8 8 8 8))))
((5 . 8) (beatStructure 3 2))
((8 . 8) (beatStructure 3 3 2)))
```

- Set context property `timeSignature` to:

  `'(4 . 4)`
- Set context property `timing` to `#f`.
- Set context property `timing` to `#t`.
- Set context property `topLevelAlignment` to `#t`.
- Set context property `underlyingRepeatBarType` to `"||"`.
- Set grob property `common-shortest-duration` in `SpacingSpanner` (page 719) to `#<Mom 1/10>`.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type `StandaloneRhythmStaff` (page 364).

Context `StandaloneRhythmScore` can contain `ChoirStaff` (page 73), `ChordNames` (page 105), `Devnull` (page 118), `DrumStaff` (page 119), `Dynamics` (page 138), `FiguredBass` (page 144), `FretBoards` (page 145), `GrandStaff` (page 148), `GregorianTranscriptionLyrics` (page 150), `GregorianTranscriptionStaff` (page 153), `KievanStaff` (page 204), `Lyrics` (page 229), `MensuralStaff` (page 232), `NoteNames` (page 257), `OneStaff` (page 261), `PetrucciStaff` (page 262), `PianoStaff` (page 288), `RhythmicStaff` (page 290), `Staff` (page 322), `StaffGroup` (page 335), `StandaloneRhythmStaff` (page 364), `TabStaff` (page 381), `VaticanaLyrics` (page 404), and `VaticanaStaff` (page 432).

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

`Apply_output_engraver` (page 470)

Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Bar_number_engraver` (page 474)

A bar number may be created at any bar line, subject to the `barNumberVisibility` callback. By default, it is put on top of all staves and appears only at the left side of the staff. The staves are taken from `stavesFound`, which is maintained by `Staff_collecting_engraver` (page 518). This engraver usually creates `BarNumber` grobs, but when `centerBarNumbers` is true, it makes `CenteredBarNumber` grobs instead.

Properties (read)

`alternativeNumber` (non-negative, exact integer)
: When set, the first volta number for the current `\alternative` element. Not set outside of alternatives.

`alternativeNumberingStyle` (symbol)
: The scheme and style for numbering bars in repeat alternatives. If not set (the default), bar numbers continue through alternatives. Can be set to `numbers` to reset the bar number at each alternative, or set to `numbers-with-letters` to reset and also include letter suffixes.

`barNumberFormatter` (procedure)
: A procedure that takes a bar number, measure position, and alternative number and returns a markup of the bar number to print.

`barNumberVisibility` (procedure)
: A procedure that takes a bar number and a measure position and returns whether the corresponding bar number should be printed. Note that the actual print-out of bar numbers is controlled with the `break-visibility` property.

  The following procedures are predefined:

  `all-bar-numbers-visible`
  : Enable bar numbers for all bars, including the first one and broken bars (which get bar numbers in parentheses).

  `first-bar-number-invisible`
  : Enable bar numbers for all bars (including broken bars) except the first one. If the first bar is broken, it doesn't get a bar number either.

  `first-bar-number-invisible-save-broken-bars`
  : Enable bar numbers for all bars (including broken bars) except the first one. A broken first bar gets a bar number.

  `first-bar-number-invisible-and-no-parenthesized-bar-numbers`
  : Enable bar numbers for all bars except the first bar and broken bars. This is the default.

  `(every-nth-bar-number-visible` *n*`)`
  : Assuming *n* is value 2, for example, this enables bar numbers for bars 2, 4, 6, etc.

  `(modulo-bar-number-visible` *n m*`)`
  : If bar numbers 1, 4, 7, etc., should be enabled, *n* (the modulo) must be set to 3 and *m* (the division remainder) to 1.

`centerBarNumbers` (boolean)
: Whether to center bar numbers in their measure instead of aligning them on the bar line.

`currentBarNumber` (integer)
: Contains the current bar number. This property is incremented at every bar line.

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

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

measurePosition (moment)
: The current point within the measure.

stavesFound (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): BarNumber (page 564) and CenteredBarNumber (page 583).

Beam_collision_engraver (page 476)
: Help beams avoid colliding with notes and clefs in other voices.

Break_align_engraver (page 478)
: Align grobs with corresponding break-align-symbols into groups, and order the groups according to breakAlignOrder. The left edge of the alignment gets a separate group, with a symbol left-edge.

This engraver creates the following layout object(s): BreakAlignGroup (page 576), BreakAlignment (page 577), and LeftEdge (page 657).

Centered_bar_number_align_engraver (page 480)
: Group measure-centered bar numbers in a CenteredBarNumberLineSpanner so they end up on the same vertical position.

Properties (read)

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

This engraver creates the following layout object(s): CenteredBarNumberLineSpanner (page 583).

Concurrent_hairpin_engraver (page 483)
: Collect concurrent hairpins.

Footnote_engraver (page 491)
: Create footnote texts.

This engraver creates the following layout object(s): Footnote (page 632).

Grace_spacing_engraver (page 494)
: Bookkeeping of shortest starting and playing notes in grace note runs.

Properties (read)

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

This engraver creates the following layout object(s): GraceSpacing (page 637).

Jump_engraver (page 497)
: This engraver creates instructions such as *D.C.* and *Fine*, placing them vertically outside the set of staves given in the stavesFound context property.

If `Jump_engraver` is added or moved to another context, `Staff_collecting_engraver` (page 518) also needs to be there so that marks appear at the intended Y location.

Music types accepted: `ad-hoc-jump-event` (page 53), `dal-segno-event` (page 56), and `fine-event` (page 57)

Properties (read)

`codaMarkCount` (non-negative, exact integer)
: Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`codaMarkFormatter` (procedure)
: A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as arguments the mark sequence number and the context. It should return a markup object.

`dalSegnoTextFormatter` (procedure)
: Format a jump instruction such as *D.S.*

  The first argument is the context.

  The second argument is the number of times the instruction is performed.

  The third argument is a list of three markups: *start-markup*, *end-markup*, and *next-markup*.

  If *start-markup* is `#f`, the form is *da capo*; otherwise the form is *dal segno* and *start-markup* is the sign at the start of the repeated section.

  If *end-markup* is not `#f`, it is either the sign at the end of the main body of the repeat, or it is a *Fine* instruction. When it is a Fine instruction, *next-markup* is `#f`.

  If *next-markup* is not `#f`, it is the mark to be jumped to after performing the body of the repeat, e.g., Coda.

`finalFineTextVisibility` (boolean)
: Whether `\fine` at the written end of the music should create a *Fine* instruction.

`fineText` (markup)
: The text to print at `\fine`.

`segnoMarkCount` (non-negative, exact integer)
: Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

`segnoMarkFormatter` (procedure)
: A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

`stavesFound` (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): `JumpScript` (page 646).

`Mark_engraver` (page 501)

This engraver creates rehearsal marks, segno and coda marks, and section labels.

`Mark_engraver` creates marks, formats them, and places them vertically outside the set of staves given in the `stavesFound` context property.

If `Mark_engraver` is added or moved to another context, `Staff_collecting_engraver` (page 518) also needs to be there so that marks appear at the intended Y location.

By default, `Mark_engravers` in multiple contexts create a common sequence of marks chosen by the `Score`-level `Mark_tracking_translator` (page 502). If independent sequences are desired, multiple `Mark_tracking_translators` must be used.

Properties (read)

`codaMarkFormatter` (procedure)
: A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as arguments the mark sequence number and the context. It should return a markup object.

`currentPerformanceMarkEvent` (stream event)
: The coda, section, or segno mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`currentRehearsalMarkEvent` (stream event)
: The ad-hoc or rehearsal mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`rehearsalMarkFormatter` (procedure)
: A procedure taking as arguments the context and the sequence number of the rehearsal mark. It should return the formatted mark as a markup object.

`segnoMarkFormatter` (procedure)
: A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

`stavesFound` (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): `CodaMark` (page 596), `RehearsalMark` (page 699), `SectionLabel` (page 707), and `SegnoMark` (page 709).

`Mark_tracking_translator` (page 502)

This translator chooses which marks `Mark_engraver` should engrave.

Music types accepted: `ad-hoc-mark-event` (page 54), `coda-mark-event` (page 56), `rehearsal-mark-event` (page 61), `section-label-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`codaMarkCount` (non-negative, exact integer)
: Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`rehearsalMark` (integer)
: The next rehearsal mark to print.

segnoMarkCount (non-negative, exact integer)
Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

Properties (write)

codaMarkCount (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

currentPerformanceMarkEvent (stream event)
The coda, section, or segno mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

currentRehearsalMarkEvent (stream event)
The ad-hoc or rehearsal mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

rehearsalMark (integer)
The next rehearsal mark to print.

segnoMarkCount (non-negative, exact integer)
Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

Metronome_mark_engraver (page 504)
Engrave metronome marking. This delegates the formatting work to the function in the metronomeMarkFormatter property. The mark is put over all staves. The staves are taken from the stavesFound property, which is maintained by Staff_collecting_engraver (page 518).

Music types accepted: tempo-change-event (page 64)

Properties (read)

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

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

metronomeMarkFormatter (procedure)
How to produce a metronome markup. Called with two arguments: a TempoChangeEvent and context.

stavesFound (list of grobs)
A list of all staff-symbols found.

tempoHideNote (boolean)
Hide the note = count in tempo marks.

This engraver creates the following layout object(s): MetronomeMark (page 672).

Paper_column_engraver (page 509)
Take care of generating columns.

This engraver decides whether a column is breakable. The default is that a column is always breakable. However, every Bar_engraver that does not have a barline

at a certain point will set forbidBreaks in the score context to stop line breaks. In practice, this means that you can make a break point by creating a bar line (assuming that there are no beams or notes that prevent a break point).

Music types accepted: break-event (page 55) and label-event (page 57)

Properties (read)

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

Properties (write)

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

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

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

This engraver creates the following layout object(s): NonMusicalPaperColumn (page 681) and PaperColumn (page 691).

Parenthesis_engraver (page 509)
: Parenthesize objects whose parenthesize property is #t.

This engraver creates the following layout object(s): Parentheses (page 692).

Repeat_acknowledge_engraver (page 512)
: This engraver augments repeatCommands with start-repeat and end-repeat entries based on received events. This is internal behavior that allows simplifying other engravers that must support both \repeat volta and manual repeats.

This engraver also resets repeatCommands at the beginning of each time step. This is user-facing behavior: it allows setting a value for the current time step simply with \set rather than requiring \once \set.

Music types accepted: volta-repeat-end-event (page 65) and volta-repeat-start-event (page 65)

Properties (write)

repeatCommands (list)
: A list of commands related to volta-style repeats. In general, each element is a list, '(*command args...*), but a command with no arguments may be abbreviated to a symbol; e.g., '((start-repeat)) may be given as '(start-repeat).

end-repeat *return-count*
: End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

start-repeat *repeat-count*
: Start a repeated section. *repeat-count* is the number of times to perform this section.

volta *text*
If *text* is markup, start a volta bracket with that label; if *text* is #f, end a volta bracket.

Show_control_points_engraver (page 515)
Create grobs to visualize control points of Bézier curves (ties and slurs) for ease of tweaking.

This engraver creates the following layout object(s): ControlPoint (page 600) and ControlPolygon (page 601).

Spacing_engraver (page 516)
Make a SpacingSpanner and do bookkeeping of shortest starting and playing notes.

Music types accepted: spacing-section-event (page 62)

Properties (read)

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

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

proportionalNotationDuration (non-negative exact rational or +inf.0)
Global override for shortest-playing duration. This is used for switching on proportional notation.

This engraver creates the following layout object(s): SpacingSpanner (page 719).

Spanner_tracking_engraver (page 517)
Helper for creating spanners attached to other spanners. If a spanner has the sticky-grob-interface, the engraver tracks the spanner contained in its sticky-host object. When the host ends, the sticky spanner attached to it has its end announced too.

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Stanza_number_align_engraver (page 519)
This engraver ensures that stanza numbers are neatly aligned across all lyrics contexts.

System_start_delimiter_engraver (page 520)
Create a system start delimiter (i.e., a SystemStartBar, SystemStartBrace, SystemStartBracket or SystemStartSquare spanner).

Properties (read)

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

systemStartDelimiter (symbol)
: Which grob to make for the start of the system/staff? Set to SystemStartBrace, SystemStartBracket or SystemStartBar.

systemStartDelimiterHierarchy (pair)
: A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s): SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), and SystemStartSquare (page 743).

Text_mark_engraver (page 522)
: Engraves arbitrary textual marks.

Music types accepted: text-mark-event (page 64)

Properties (read)

stavesFound (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): TextMark (page 746).

Timing_translator (page 524)
: This engraver adds the alias Timing to its containing context. Responsible for synchronizing timing information from staves. Normally in Score. In order to create polyrhythmic music, this engraver should be removed from Score and placed in Staff.

Music types accepted: alternative-event (page 54), bar-check-event (page 54), bar-event (page 54), fine-event (page 57), measure-length-change-event (page 58), partial-event (page 60), and polymetric-time-signature-event (page 61)

Properties (read)

alternativeNumberingStyle (symbol)
: The scheme and style for numbering bars in repeat alternatives. If not set (the default), bar numbers continue through alternatives. Can be set to numbers to reset the bar number at each alternative, or set to numbers-with-letters to reset and also include letter suffixes.

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

currentBarNumber (integer)
: Contains the current bar number. This property is incremented at every bar line.

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

measureLength (positive exact rational or +inf.0)
: The musical length of the current measure.

measurePosition (moment)
: The current point within the measure.

timeSignature (time signature)
: A time-signature specification. See the \time command.

Properties (write)

`alternativeNumber` (non-negative, exact integer)
When set, the first volta number for the current `\alternative` element. Not set outside of alternatives.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`currentBarNumber` (integer)
Contains the current bar number. This property is incremented at every bar line.

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

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

`measurePosition` (moment)
The current point within the measure.

`measureStartNow` (boolean)
True at the beginning of a measure.

`timeSignature` (time signature)
A time-signature specification. See the `\time` command.

`Tweak_engraver` (page 526)
Read the `tweaks` property from the originating event, and set properties.

`Vertical_align_engraver` (page 526)
Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)
Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)
Where to insert newly created context in vertical alignment.

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

This engraver creates the following layout object(s): `StaffGrouper` (page 725) and `VerticalAlignment` (page 769).

`Volta_engraver` (page 526)
Make volta brackets.

Music types accepted: `dal-segno-event` (page 56), `fine-event` (page 57), and `volta-span-event` (page 65)

Properties (read)

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

`printTrivialVoltaRepeats` (boolean)
Notate volta-style repeats even when the repeat count is 1.

repeatCommands (list)
: A list of commands related to volta-style repeats. In general, each element is a list, '(*command args...*), but a command with no arguments may be abbreviated to a symbol; e.g., '((start-repeat)) may be given as '(start-repeat).

  end-repeat *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  start-repeat *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  volta *text*
  : If *text* is markup, start a volta bracket with that label; if *text* is #f, end a volta bracket.

stavesFound (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): VoltaBracket (page 772) and VoltaBracketSpanner (page 774).

2.1.35 StandaloneRhythmStaff

A Staff-level context for use by \markup \rhythm.

This context also accepts commands for the following context(s): Staff (page 322) and Staff (page 322).

This context creates the following layout object(s): BarLine (page 560), BreathingSign (page 578), CaesuraScript (page 581), DotColumn (page 613), InstrumentName (page 644), LedgerLineSpanner (page 656), StaffHighlight (page 726), StaffSpacing (page 727), StaffSymbol (page 727), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property createSpacing to #t.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property shortInstrumentName to '().
- Set context property squashedPosition to 0.
- Set context property squashedPosition to 1.
- Set grob property line-count in StaffSymbol (page 727) to 0.
- Set grob property line-count in StaffSymbol (page 727) to 1.
- Set grob property neutral-direction in Beam (page 570) to 1.
- Set grob property neutral-direction in Stem (page 729) to 1.
- Set grob property staff-padding in VoltaBracket (page 772) to 3.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type StandaloneRhythmVoice (page 370).

Context StandaloneRhythmStaff can contain CueVoice (page 107), NullVoice (page 259), StandaloneRhythmVoice (page 370), and Voice (page 457).

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

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

Music types accepted: apply-output-event (page 54)

Axis_group_engraver (page 471)
Group all objects created in this context in a VerticalAxisGroup spanner.

Properties (read)

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

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

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

Properties (write)

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

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

Bar_engraver (page 472)
Create bar lines for various commands, including \\bar.

If forbidBreakBetweenBarLines is true, allow line breaks at bar lines only.

Music types accepted: ad-hoc-jump-event (page 53), caesura-event (page 55), coda-mark-event (page 56), dal-segno-event (page 56), fine-event (page 57), section-event (page 62), and segno-mark-event (page 62)

Properties (read)

caesuraType (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args...*`)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

  `end-repeat` *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

volta *text*
: If *text* is markup, start a volta bracket with that label; if *text* is #f, end a volta bracket.

sectionBarType (string)
: Bar line to insert at \section. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '||'.

segnoBarType (string)
: Bar line to insert at an in-staff segno. The default is 'S'.

segnoStyle (symbol)
: A symbol that indicates how to print a segno: bar-line or mark.

startRepeatBarType (string)
: Bar line to insert at the start of a \repeat volta. The default is '.|:'.

startRepeatSegnoBarType (string)
: Bar line to insert where an in-staff segno coincides with the start of a \repeat volta. The default is 'S.|:'.

submeasureBarsEnabled (boolean)
: Whether to insert submeasure bar lines at boundaries specified by submeasureStructure. They are typically enabled selectively to clarify complex rhythms.

submeasureBarType (string)
: Bar line to insert at submeasure boundaries specified by submeasureStructure, when submeasureBarsEnabled allows.

submeasureStructure (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of beatBase.

underlyingRepeatBarType (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '||'.

whichBar (string)
: The current bar line type, or '() if there is no bar line. Setting this explicitly in user code is deprecated. Use \bar or related commands to set it.

Properties (write)

currentBarLine (graphical (layout) object)
: Set to the BarLine that Bar_engraver has created in the current time step.

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): BarLine (page 560).

Caesura_engraver (page 479)

Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of caesuraType through caesuraTypeTransform, this engraver may create a BreathingSign with CaesuraScript grobs aligned to it, or it may create CaesuraScript grobs and align them to a BarLine.

If this engraver observes a BarLine, it calls caesuraTypeTransform again with the new information, and if necessary, recreates its grobs.

Music types accepted: caesura-event (page 55)

Properties (read)

breathMarkDefinitions (list)

The description of breath marks. This is used by the Breathing_sign_engraver. See scm/breath.scm for more information.

caesuraType (list)

An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)

An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

scriptDefinitions (list)

The description of scripts. This is used by the Script_engraver for typesetting note-superscripts and subscripts. See scm/script.scm for more information.

This engraver creates the following layout object(s): BreathingSign (page 578) and CaesuraScript (page 581).

Dot_column_engraver (page 486)

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): DotColumn (page 613).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Instrument_name_engraver` (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Ledger_line_engraver` (page 499)
Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): `LedgerLineSpanner` (page 656).

`Pitch_squash_engraver` (page 512)
Set the vertical position of note heads to `squashedPosition`, if that property is set. This can be used to make a single-line staff demonstrating the rhythm of a melody.

Properties (read)

`squashedPosition` (integer)
Vertical position of squashing for Section “Pitch_squash_engraver” in *Internals Reference*.

`Separating_line_group_engraver` (page 515)
Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
True if `currentCommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s): `StaffSpacing` (page 727).

Staff_highlight_engraver (page 518)
Highlights music passages.

Music types accepted: staff-highlight-event (page 63)

Properties (read)

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

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

2.1.36 StandaloneRhythmVoice

A Voice-level context for use by \markup \rhythm.

This context also accepts commands for the following context(s): Voice (page 457).

This context creates the following layout object(s): ApproximatePitchNoteHead (page 555), Arpeggio (page 557), Beam (page 570), BendAfter (page 573), BreathingSign (page 578), ChordBracket (page 585), ChordSlur (page 587), ClusterSpanner (page 595), ClusterSpannerBeacon (page 595), CombineTextScript (page 598), Dots (page 614), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), FingerGlideSpanner (page 627), Fingering (page 629), Flag (page 631), Glissando (page 635), Hairpin (page 639), InstrumentSwitch (page 645), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), LigatureBracket (page 659), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteHead (page 684), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), Slur (page 714), Stem (page 729), StemStub (page 731), StemTremolo (page 732), StringNumber (page 733), StrokeFinger (page 735), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), and VoiceFollower (page 771).

This context sets the following properties:

- Set grob property direction in Stem (page 729) to 1.

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

This context cannot contain other contexts.

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

Apply_output_engraver (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: apply-output-event (page 54)

Arpeggio_engraver (page 470)
Create arpeggiato and non-arpeggiato symbols.

Music types accepted: arpeggio-event (page 54), chord-slur-event (page 55), and non-arpeggiato-event (page 59)

This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Auto_beam_engraver (page 470)
Generate beams based on measure characteristics and observed Stems. Uses beatBase, beatStructure, beamExceptions, measureLength, and measurePosition to decide when to start and stop a beam. Overriding beaming is done through Stem_engraver (page 519) properties stemLeftBeamCount and stemRightBeamCount.

Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

Properties (read)

autoBeaming (boolean)
If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

beamExceptions (list)
An alist of exceptions to auto-beam rules that normally end on beats.

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

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Beam_engraver (page 476)
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Bend_engraver (page 477)
Create fall spanners.

Music types accepted: bend-after-event (page 55)

Properties (read)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

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

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

This engraver creates the following layout object(s): BendAfter (page 573).

Breathing_sign_engraver (page 478)
Notate breath marks.

Music types accepted: breathing-event (page 55)

Properties (read)

breathMarkType (symbol)
The type of BreathingSign to create at \breathe.

This engraver creates the following layout object(s): BreathingSign (page 578).

Chord_tremolo_engraver (page 481)
Generate beams for tremolo repeats.

Music types accepted: tremolo-span-event (page 65)

This engraver creates the following layout object(s): Beam (page 570).

Cluster_spanner_engraver (page 481)
Engrave a cluster using Spanner notation.

Music types accepted: cluster-note-event (page 56)

This engraver creates the following layout object(s): ClusterSpanner (page 595) and ClusterSpannerBeacon (page 595).

Dots_engraver (page 486)
Create Dots (page 614) objects for rhythmic-head-interface (page 842)s.

This engraver creates the following layout object(s): Dots (page 614).

Double_percent_repeat_engraver (page 486)
Make double measure repeats.

Music types accepted: double-percent-event (page 56)

Properties (read)

countPercentRepeats (boolean)
If set, produce counters for percent repeats.

measureLength (positive exact rational or +inf.0)
The musical length of the current measure.

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

Properties (write)

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): DoublePercentRepeat (page 615) and DoublePercentRepeatCounter (page 616).

Dynamic_align_engraver (page 488)
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

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

This engraver creates the following layout object(s): DynamicLineSpanner (page 621).

Dynamic_engraver (page 488)
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: absolute-dynamic-event (page 53), break-dynamic-span-event (page 55), and span-dynamic-event (page 62)

Properties (read)

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

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

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

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

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

This engraver creates the following layout object(s): DynamicText (page 622), DynamicTextSpanner (page 624), and Hairpin (page 639).

Finger_glide_engraver (page 490)
Engraver to print a line between two Fingering, StringNumber or StrokeFinger grobs.

Music types accepted: note-event (page 60)

This engraver creates the following layout object(s): FingerGlideSpanner (page 627).

`Fingering_engraver` (page 491)
Create fingering scripts.

Music types accepted: `fingering-event` (page 57)

This engraver creates the following layout object(s): `Fingering` (page 629).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Forbid_line_break_engraver` (page 491)
Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`Glissando_engraver` (page 493)
Engrave glissandi.

Music types accepted: `glissando-event` (page 57)

Properties (read)

`glissandoMap` (list)
A map in the form of `'((source1 . target1) (source2 . target2) ... (sourcen . targetn))`, showing the glissandi to be drawn for note columns. The value `'()` defaults to `'((0 . 0) (1 . 1) ... (n . n))`, where *n* is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): `Glissando` (page 635).

`Grace_auto_beam_engraver` (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or `\noBeam` will block autobeaming, just like setting the context property 'autoBeaming' to `##f`.

Music types accepted: `beam-break-event` (page 54) and `beam-forbid-event` (page 55)

Properties (read)

`autoBeaming` (boolean)
If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_beam_engraver` (page 493)
Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
Signal if a beam is present.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_engraver` (page 494)
Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)
Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

`Grob_pq_engraver` (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`Instrument_switch_engraver` (page 496)
Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

`instrumentCueName` (markup)
The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): `InstrumentSwitch` (page 645).

`Laissez_vibrer_engraver` (page 499)
Create laissez vibrer items.

Music types accepted: `laissez-vibrer-event` (page 57)

This engraver creates the following layout object(s): `LaissezVibrerTie` (page 654) and `LaissezVibrerTieColumn` (page 656).

`Ligature_bracket_engraver` (page 500)
Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted: `ligature-event` (page 58)

This engraver creates the following layout object(s): `LigatureBracket` (page 659).

`Multi_measure_rest_engraver` (page 505)
Engrave multi-measure rests that are produced with 'R'. It reads `measureStartNow` and `internalBarNumber` to determine what number to print over the `MultiMeasureRest` (page 674).

Music types accepted: `multi-measure-articulation-event` (page 58), `multi-measure-rest-event` (page 59), and `multi-measure-text-event` (page 59)

Properties (read)

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

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

`measureStartNow` (boolean)
True at the beginning of a measure.

`restNumberThreshold` (number)
If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

`New_fingering_engraver` (page 506)
Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

`fingeringOrientations` (list)
A list of symbols, containing '`left`', '`right`', '`up`' and/or '`down`'. This list determines where fingerings are put relative to the chord being fingered.

`harmonicDots` (boolean)
If set, harmonic notes in dotted chords get dots.

`stringNumberOrientations` (list)
See `fingeringOrientations`.

`strokeFingerOrientations` (list)
See `fingeringOrientations`.

This engraver creates the following layout object(s): `Fingering` (page 629), `Script` (page 705), `StringNumber` (page 733), and `StrokeFinger` (page 735).

`Note_head_line_engraver` (page 506)
Engrave a line between two note heads in a staff switch if `followVoice` is set.

Properties (read)

`followVoice` (boolean)
If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): `VoiceFollower` (page 771).

`Note_heads_engraver` (page 507)
Generate note heads.

Music types accepted: `note-event` (page 60)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`staffLineLayoutFunction` (procedure)
Layout of staff lines, `traditional`, or `semitone`.

This engraver creates the following layout object(s): `ApproximatePitchNoteHead` (page 555) and `NoteHead` (page 684).

`Note_spacing_engraver` (page 508)
Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): `NoteSpacing` (page 686).

`Part_combine_engraver` (page 509)
Part combine engraver for orchestral scores: Print markings 'a2', 'Solo', 'Solo II', and 'unisono'.

Music types accepted: `note-event` (page 60) and `part-combine-event` (page 60)

Properties (read)

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

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

`printPartCombineTexts` (boolean)
Set 'Solo' and 'A due' texts in the part combiner?

`soloIIText` (markup)
The text for the start of a solo for voice 'two' when part-combining.

`soloText` (markup)
The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): `CombineTextScript` (page 598).

`Percent_repeat_engraver` (page 510)
Make whole measure repeats.

Music types accepted: `percent-event` (page 60)

Properties (read)

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

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

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

This engraver creates the following layout object(s): PercentRepeat (page 693) and PercentRepeatCounter (page 694).

Phrasing_slur_engraver (page 510)
: Print phrasing slurs. Similar to Slur_engraver (page 516).

Music types accepted: note-event (page 60) and phrasing-slur-event (page 61)

This engraver creates the following layout object(s): PhrasingSlur (page 696).

Pitched_trill_engraver (page 512)
: Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s): TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), and TrillPitchParentheses (page 761).

Repeat_tie_engraver (page 513)
: Create repeat ties.

Music types accepted: repeat-tie-event (page 61)

This engraver creates the following layout object(s): RepeatTie (page 702) and RepeatTieColumn (page 703).

Rest_engraver (page 513)
: Engrave rests.

Music types accepted: rest-event (page 61)

Properties (read)

middleCPosition (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

This engraver creates the following layout object(s): Rest (page 704).

Rhythmic_column_engraver (page 514)
: Generate NoteColumn, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): NoteColumn (page 683).

Script_column_engraver (page 514)
: Find potentially colliding scripts and put them into a ScriptColumn object; that will fix the collisions.

This engraver creates the following layout object(s): ScriptColumn (page 707).

Script_engraver (page 514)
: Handle note scripted articulations.

Music types accepted: articulation-event (page 54)

Properties (read)

scriptDefinitions (list)
: The description of scripts. This is used by the Script_engraver for typesetting note-superscripts and subscripts. See scm/script.scm for more information.

This engraver creates the following layout object(s): Script (page 705).

Slash_repeat_engraver (page 516)
Make beat repeats.

Music types accepted: repeat-slash-event (page 61)

This engraver creates the following layout object(s): DoubleRepeatSlash (page 618) and RepeatSlash (page 701).

Slur_engraver (page 516)
Build slur grobs from slur events.

Music types accepted: note-event (page 60) and slur-event (page 62)

Properties (read)

doubleSlurs (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

slurMelismaBusy (boolean)
Signal if a slur is present.

This engraver creates the following layout object(s): Slur (page 714).

Spanner_break_forbid_engraver (page 517)
Forbid breaks in certain spanners.

Stem_engraver (page 519)
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted: tremolo-event (page 65)

Properties (read)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

stemLeftBeamCount (integer)
Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)
See stemLeftBeamCount.

This engraver creates the following layout object(s): Flag (page 631), Stem (page 729), StemStub (page 731), and StemTremolo (page 732).

Text_engraver (page 522)
Create text scripts.

Music types accepted: text-script-event (page 64)

This engraver creates the following layout object(s): TextScript (page 748).

Text_spanner_engraver (page 522)
Create text spanner from an event.

Music types accepted: text-span-event (page 64)

Properties (read)

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

This engraver creates the following layout object(s): TextSpanner (page 750).

Tie_engraver (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: tie-event (page 64)

Properties (read)

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

tieWaitForNote (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

tieMelismaBusy (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): Tie (page 752) and TieColumn (page 754).

Toe_heel_engraver (page 525)
Read the toeHeelStyle context property and use it to style \rtoe and its siblings, based on the data in the toe-heel-styles alist.

Music types accepted: articulation-event (page 54)

Properties (read)

toeHeelStyle (symbol)
The style for the glyph shape and behavior of \rtoe and siblings. Possible values are default, standard, reversed, circleheels, and below. If not set (the default), use value default.

Trill_spanner_engraver (page 525)
Create trill spanners.

Music types accepted: trill-span-event (page 65)

Properties (read)

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

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

This engraver creates the following layout object(s): TrillSpanner (page 761).

Tuplet_engraver (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: tuplet-span-event (page 65)

Properties (read)

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

tupletFullLengthNote (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): TupletBracket (page 763) and TupletNumber (page 765).

2.1.37 TabStaff

Context for generating tablature. It accepts only TabVoice contexts and handles the line spacing, the tablature clef, etc., properly.

This context also accepts commands for the following context(s): Staff (page 322).

This context creates the following layout object(s): BarLine (page 560), BassFigure (page 566), BassFigureAlignment (page 566), BassFigureAlignmentPositioning (page 567), BassFigureBracket (page 568), BassFigureContinuation (page 569), BassFigureLine (page 569), BreathingSign (page 578), CaesuraScript (page 581), Clef (page 590), ClefModifier (page 593), CueClef (page 602), CueEndClef (page 605), DotColumn (page 613), FingeringColumn (page 631), InstrumentName (page 644), LedgerLineSpanner (page 656), NoteCollision (page 682), OptionalMaterialBracket (page 687), PianoPedalBracket (page 698), RestCollision (page 705), ScriptColumn (page 707), ScriptRow (page 707), SostenutoPedal (page 717), SostenutoPedalLineSpanner (page 718), StaffEllipsis (page 722), StaffHighlight (page 726), StaffSpacing (page 727), StaffSymbol (page 727), SustainPedal (page 737), SustainPedalLineSpanner (page 738), TimeSignature (page 754), UnaCordaPedal (page 766), UnaCordaPedalLineSpanner (page 767), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property autoBeaming to #f.
- Set context property clefGlyph to "clefs.tab".
- Set context property clefPosition to 0.
- Set context property createSpacing to #t.
- Set context property handleNegativeFrets to 'recalculate.
- Set context property ignoreFiguredBassRest to #f.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property ottavationMarkups to:

```
'((4 . "29")
  (3 . "22")
  (2 . "15")
  (1 . "8")
  (-1 . "8")
  (-2 . "15")
  (-3 . "22")
  (-4 . "29"))
```

- Set context property restrainOpenStrings to #f.
- Set context property shortInstrumentName to '().
- Set grob property avoid-note-head in Stem (page 729) to #t.
- Set grob property beam-thickness in Beam (page 570) to 0.32.
- Set grob property beam-thickness in StemTremolo (page 732) to 0.32.
- Set grob property beam-width in StemTremolo (page 732) to stem-tremolo::calc-tab-width.
- Set grob property bound-details.left in Glissando (page 635) to :

```
'((attach-dir . 1) (padding . 0.3))
```

- Set grob property bound-details.right in Glissando (page 635) to :
  '((attach-dir . -1) (padding . 0.3))
- Set grob property control-points in Slur (page 714) to #<unpure-pure-container #<procedure at lily/music-functions.scm:2367:16 (grob . rest)> >.
- Set grob property details in Stem (page 729) to :
  '((lengths 0 0 0 0 0 0)
  (beamed-lengths 0 0 0)
  (beamed-minimum-free-lengths 0 0 0)
  (beamed-extreme-minimum-free-lengths 0 0)
  (stem-shorten 0 0))
- Set grob property extra-dy in Glissando (page 635) to glissando::calc-tab-extra-dy.
- Set grob property glyph-name in TabNoteHead (page 744) to tab-note-head::calc-glyph-name.
- Set grob property ignore-collision in NoteColumn (page 683) to #t.
- Set grob property length-fraction in Beam (page 570) to 0.62.
- Set grob property length-fraction in StemTremolo (page 732) to #<procedure at ice-9/eval.scm:333:13 (a)>.
- Set grob property no-stem-extend in Stem (page 729) to #t.
- Set grob property staff-space in StaffSymbol (page 727) to 1.5.
- Set grob property stencil in Arpeggio (page 557) to #f.
- Set grob property stencil in Beam (page 570) to #f.
- Set grob property stencil in Clef (page 590) to clef::print-modern-tab-if-set.
- Set grob property stencil in Dots (page 614) to #f.
- Set grob property stencil in DynamicTextSpanner (page 624) to #f.
- Set grob property stencil in DynamicText (page 622) to #f.
- Set grob property stencil in Flag (page 631) to #f.
- Set grob property stencil in Glissando (page 635) to glissando::draw-tab-glissando.
- Set grob property stencil in Hairpin (page 639) to #f.
- Set grob property stencil in LaissezVibrerTie (page 654) to #f.
- Set grob property stencil in MultiMeasureRestNumber (page 676) to #f.
- Set grob property stencil in MultiMeasureRestScript (page 677) to #f.
- Set grob property stencil in MultiMeasureRestText (page 679) to #f.
- Set grob property stencil in MultiMeasureRest (page 674) to #f.
- Set grob property stencil in PhrasingSlur (page 696) to #f.
- Set grob property stencil in RepeatTie (page 702) to #f.
- Set grob property stencil in Rest (page 704) to #f.
- Set grob property stencil in Script (page 705) to #f.
- Set grob property stencil in StemTremolo (page 732) to #f.
- Set grob property stencil in Stem (page 729) to #f.
- Set grob property stencil in TabNoteHead (page 744) to tab-note-head::whiteout-if-style-set.
- Set grob property stencil in TextScript (page 748) to #f.

- Set grob property `stencil` in `TextSpanner` (page 750) to `#f`.
- Set grob property `stencil` in `Tie` (page 752) to `#f`.
- Set grob property `stencil` in `TimeSignature` (page 754) to `#f`.
- Set grob property `stencil` in `TupletBracket` (page 763) to `#f`.
- Set grob property `stencil` in `TupletNumber` (page 765) to `#f`.
- Set grob property `style` in `Flag` (page 631) to `'no-flag`.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type `TabVoice` (page 393).

Context `TabStaff` can contain `CueVoice` (page 107), `NullVoice` (page 259), and `TabVoice` (page 393).

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

`Alteration_glyph_engraver` (page 469)

Set the `glyph-name-alist` of all grobs having the `accidental-switch-interface` to the value of the context's `alterationGlyphs` property, when defined.

Properties (read)

`alterationGlyphs` (list)

Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Apply_output_engraver` (page 470)

Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)

Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

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

`hasAxisGroup` (boolean)

True if the current context is contained in an axis group.

`keepAliveInterfaces` (list)

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

Properties (write)

`hasAxisGroup` (boolean)

True if the current context is contained in an axis group.

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Bar_engraver` (page 472)

Create bar lines for various commands, including `\\bar`.

If `forbidBreakBetweenBarLines` is true, allow line breaks at bar lines only.

Music types accepted: `ad-hoc-jump-event` (page 53), `caesura-event` (page 55), `coda-mark-event` (page 56), `dal-segno-event` (page 56), `fine-event` (page 57), `section-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

caesuraType (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

doubleRepeatBarType (string)
Bar line to insert where the end of one \repeat volta coincides with the start of another. The default is ':..:'.

doubleRepeatSegnoBarType (string)
Bar line to insert where an in-staff segno coincides with the end of one \repeat volta and the beginning of another. The default is ':|.S.|:'.

endRepeatBarType (string)
Bar line to insert at the end of a \repeat volta. The default is ':|.'.

endRepeatSegnoBarType (string)
Bar line to insert where an in-staff segno coincides with the end of a \repeat volta. The default is ':|.S'.

fineBarType (string)
Bar line to insert at \fine. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '|.'.

fineSegnoBarType (string)
Bar line to insert where an in-staff segno coincides with \fine. The default is '|.S'.

fineStartRepeatSegnoBarType (string)
Bar line to insert where an in-staff segno coincides with \fine and the start of a \repeat volta. The default is '|.S.|:'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args*`...)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

  `end-repeat` *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  `volta` *text*
  : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

underlyingRepeatBarType (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '||'.

whichBar (string)
: The current bar line type, or '() if there is no bar line. Setting this explicitly in user code is deprecated. Use \bar or related commands to set it.

Properties (write)

currentBarLine (graphical (layout) object)
: Set to the BarLine that Bar_engraver has created in the current time step.

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): BarLine (page 560).

Caesura_engraver (page 479)
: Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of caesuraType through caesuraTypeTransform, this engraver may create a BreathingSign with CaesuraScript grobs aligned to it, or it may create CaesuraScript grobs and align them to a BarLine.

If this engraver observes a BarLine, it calls caesuraTypeTransform again with the new information, and if necessary, recreates its grobs.

Music types accepted: caesura-event (page 55)

Properties (read)

breathMarkDefinitions (list)
: The description of breath marks. This is used by the Breathing_sign_engraver. See scm/breath.scm for more information.

caesuraType (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations

attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `BreathingSign` (page 578) and `CaesuraScript` (page 581).

`Clef_engraver` (page 481)
Determine and set reference point for pitches.

Properties (read)

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

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

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

`clefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitClefVisibility` (vector)
'`break-visibility`' function for clef changes.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`forceClef` (boolean)
Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): `Clef` (page 590) and `ClefModifier` (page 593).

`Collision_engraver` (page 482)
Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s): `NoteCollision` (page 682).

`Cue_clef_engraver` (page 483)
Determine and set reference point for pitches in cued voices.

Properties (read)

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

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

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

`cueClefTransposition` (integer)
Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

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

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

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

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Dot_column_engraver` (page 486)
Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): `DotColumn` (page 613).

`Figured_bass_engraver` (page 490)
Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
A routine generating a markup for a bass figure.

ignoreFiguredBassRest (boolean)
Don't swallow rest events.

implicitBassFigures (list)
A list of bass figures that are not printed as numbers, but only as extender lines.

useBassFigureExtenders (boolean)
Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): BassFigure (page 566), BassFigureAlignment (page 566), BassFigureBracket (page 568), BassFigureContinuation (page 569), and BassFigureLine (page 569).

Figured_bass_position_engraver (page 490)
Position figured bass alignments over notes.

This engraver creates the following layout object(s): BassFigureAlignmentPositioning (page 567).

Fingering_column_engraver (page 491)
Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.

This engraver creates the following layout object(s): FingeringColumn (page 631).

Font_size_engraver (page 491)
Put fontSize into font-size grob property.

Properties (read)

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

Grob_pq_engraver (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Horizontal_script_engraver (page 495)
Aligns Script horizontally

Instrument_name_engraver (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

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

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

`shortInstrumentName` (markup)
: See `instrumentName`.

`shortVocalName` (markup)
: Name of a vocal line, short version.

`vocalName` (markup)
: Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Ledger_line_engraver` (page 499)
: Create the spanner to draw ledger lines, and notices objects that need ledger lines.

  This engraver creates the following layout object(s): `LedgerLineSpanner` (page 656).

`Merge_mmrest_numbers_engraver` (page 504)
: Engraver to merge multi-measure rest numbers in multiple voices.

  This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

`Non_musical_script_column_engraver` (page 506)
: Find potentially colliding non-musical scripts and put them into a `ScriptColumn` object; that will fix the collisions.

  This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Optional_material_bracket_engraver` (page 508)
: Notate in-staff brackets for optional material.

  Music types accepted: `optional-material-event` (page 60)

  This engraver creates the following layout object(s): `OptionalMaterialBracket` (page 687).

`Piano_pedal_align_engraver` (page 511)
: Align piano pedal symbols and brackets.

  Properties (read)

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

  This engraver creates the following layout object(s): `SostenutoPedalLineSpanner` (page 718), `SustainPedalLineSpanner` (page 738), and `UnaCordaPedalLineSpanner` (page 767).

`Piano_pedal_engraver` (page 511)
: Engrave piano pedal symbols and brackets.

  Music types accepted: `sostenuto-event` (page 62), `sustain-event` (page 64), and `una-corda-event` (page 65)

  Properties (read)

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

pedalSostenutoStrings (list)
: See pedalSustainStrings.

pedalSostenutoStyle (symbol)
: See pedalSustainStyle.

pedalSustainStrings (list)
: A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
: A symbol that indicates how to print sustain pedals: text, bracket or mixed (both).

pedalUnaCordaStrings (list)
: See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
: See pedalSustainStyle.

This engraver creates the following layout object(s): PianoPedalBracket (page 698), SostenutoPedal (page 717), SustainPedal (page 737), and UnaCordaPedal (page 766).

Pure_from_neighbor_engraver (page 512)
: Coordinates items that get their pure heights from their neighbors.

Rest_collision_engraver (page 513)
: Handle collisions of rests.

Properties (read)

busyGrobs (list)
: A queue of (*end-moment . grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): RestCollision (page 705).

Script_row_engraver (page 514)
: Determine order in horizontal side position elements.

This engraver creates the following layout object(s): ScriptRow (page 707).

Separating_line_group_engraver (page 515)
: Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)
: Create StaffSpacing objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
: True if currentCommandColumn contains items that will affect spacing.

This engraver creates the following layout object(s): StaffSpacing (page 727).

Skip_typesetting_engraver (page 515)
: Create a StaffEllipsis when skipTypesetting is used.

Properties (read)

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

This engraver creates the following layout object(s): StaffEllipsis (page 722).

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Staff_highlight_engraver (page 518)
Highlights music passages.

Music types accepted: staff-highlight-event (page 63)

Properties (read)

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

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

Tab_staff_symbol_engraver (page 521)
Create a tablature staff symbol, but look at stringTunings for the number of lines.

Properties (read)

stringTunings (list)
The tablature strings tuning. It is a list of the pitches of each string (starting with the lowest numbered one).

This engraver creates the following layout object(s): StaffSymbol (page 727).

Time_signature_engraver (page 523)
Create a TimeSignature (page 754) whenever timeSignature changes.

Music types accepted: polymetric-time-signature-event (page 61) and reference-time-signature-event (page 61)

Properties (read)

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

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

timeSignature (time signature)
A time-signature specification. See the \time command.

This engraver creates the following layout object(s): TimeSignature (page 754).

2.1.38 TabVoice

The voice context used within a TabStaff context. Usually left to be created implicitly.

This context also accepts commands for the following context(s): Voice (page 457).

This context creates the following layout object(s): Arpeggio (page 557), Beam (page 570), BendAfter (page 573), BendSpanner (page 574), BreathingSign (page 578), ChordBracket (page 585), ChordSlur (page 587), ClusterSpanner (page 595), ClusterSpannerBeacon (page 595), CombineTextScript (page 598), Dots (page 614), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), FingerGlideSpanner (page 627), Flag (page 631), Glissando (page 635), Hairpin (page 639), InstrumentSwitch (page 645), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), LigatureBracket (page 659), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), Slur (page 714), Stem (page 729), StemStub (page 731), StemTremolo (page 732), TabNoteHead (page 744), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), and VoiceFollower (page 771).

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

This context cannot contain other contexts.

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

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Arpeggio_engraver (page 470)
: Create arpeggiato and non-arpeggiato symbols.

  Music types accepted: arpeggio-event (page 54), chord-slur-event (page 55), and non-arpeggiato-event (page 59)

  This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Auto_beam_engraver (page 470)
: Generate beams based on measure characteristics and observed Stems. Uses beatBase, beatStructure, beamExceptions, measureLength, and measurePosition to decide when to start and stop a beam. Overriding beaming is done through Stem_engraver (page 519) properties stemLeftBeamCount and stemRightBeamCount.

  Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

  Properties (read)

  autoBeaming (boolean)
  : If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

  beamExceptions (list)
  : An alist of exceptions to auto-beam rules that normally end on beats.

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

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
: A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
: If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Beam_engraver (page 476)
: Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
: Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
: A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
: If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Bend_engraver (page 477)
: Create fall spanners.

Music types accepted: bend-after-event (page 55)

Properties (read)

currentBarLine (graphical (layout) object)
: Set to the BarLine that Bar_engraver has created in the current time step.

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

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

This engraver creates the following layout object(s): BendAfter (page 573).

`Bend_spanner_engraver` (page 478)
Engraver to print a BendSpanner.

Music types accepted: `bend-span-event` (page 55), `note-event` (page 60), and `string-number-event` (page 64)

Properties (read)

`stringFretFingerList` (list)
A list containing three entries. In `TabVoice` and `FretBoards` they determine the string, fret and finger to use

`supportNonIntegerFret` (boolean)
If set in `Score` the `TabStaff` will print micro-tones as '$2\frac{1}{2}$'

Properties (write)

`stringFretFingerList` (list)
A list containing three entries. In `TabVoice` and `FretBoards` they determine the string, fret and finger to use

`supportNonIntegerFret` (boolean)
If set in `Score` the `TabStaff` will print micro-tones as '$2\frac{1}{2}$'

This engraver creates the following layout object(s): `BendSpanner` (page 574).

`Breathing_sign_engraver` (page 478)
Notate breath marks.

Music types accepted: `breathing-event` (page 55)

Properties (read)

`breathMarkType` (symbol)
The type of `BreathingSign` to create at `\breathe`.

This engraver creates the following layout object(s): `BreathingSign` (page 578).

`Chord_tremolo_engraver` (page 481)
Generate beams for tremolo repeats.

Music types accepted: `tremolo-span-event` (page 65)

This engraver creates the following layout object(s): `Beam` (page 570).

`Cluster_spanner_engraver` (page 481)
Engrave a cluster using `Spanner` notation.

Music types accepted: `cluster-note-event` (page 56)

This engraver creates the following layout object(s): `ClusterSpanner` (page 595) and `ClusterSpannerBeacon` (page 595).

`Dots_engraver` (page 486)
Create `Dots` (page 614) objects for `rhythmic-head-interface` (page 842)s.

This engraver creates the following layout object(s): `Dots` (page 614).

`Double_percent_repeat_engraver` (page 486)
Make double measure repeats.

Music types accepted: `double-percent-event` (page 56)

Properties (read)

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

measureLength (positive exact rational or +inf.0)
The musical length of the current measure.

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

Properties (write)

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): DoublePercentRepeat (page 615) and DoublePercentRepeatCounter (page 616).

Dynamic_align_engraver (page 488)
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

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

This engraver creates the following layout object(s): DynamicLineSpanner (page 621).

Dynamic_engraver (page 488)
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: absolute-dynamic-event (page 53), break-dynamic-span-event (page 55), and span-dynamic-event (page 62)

Properties (read)

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

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

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

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

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

This engraver creates the following layout object(s): DynamicText (page 622), DynamicTextSpanner (page 624), and Hairpin (page 639).

Finger_glide_engraver (page 490)
Engraver to print a line between two Fingering, StringNumber or StrokeFinger grobs.

Music types accepted: note-event (page 60)

This engraver creates the following layout object(s): FingerGlideSpanner (page 627).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

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

`Forbid_line_break_engraver` (page 491)
Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`Glissando_engraver` (page 493)
Engrave glissandi.

Music types accepted: `glissando-event` (page 57)

Properties (read)

`glissandoMap` (list)
A map in the form of `'((source1 . target1) (source2 . target2) ... (sourcen . targetn))`, showing the glissandi to be drawn for note columns. The value `'()` defaults to `'((0 . 0) (1 . 1) ... (n . n))`, where *n* is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): `Glissando` (page 635).

`Grace_auto_beam_engraver` (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or `\noBeam` will block autobeaming, just like setting the context property 'autoBeaming' to `##f`.

Music types accepted: `beam-break-event` (page 54) and `beam-forbid-event` (page 55)

Properties (read)

`autoBeaming` (boolean)
If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): `Beam` (page 570).

`Grace_beam_engraver` (page 493)
Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: `beam-event` (page 55)

Properties (read)

`beamMelismaBusy` (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Grace_engraver (page 494)
Set font size and other properties for grace notes.

Properties (read)

graceSettings (list)
Overrides for grace notes. This property should be manipulated through the add-grace-property function.

Grob_pq_engraver (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Instrument_switch_engraver (page 496)
Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

instrumentCueName (markup)
The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): InstrumentSwitch (page 645).

Laissez_vibrer_engraver (page 499)
Create laissez vibrer items.

Music types accepted: laissez-vibrer-event (page 57)

This engraver creates the following layout object(s): LaissezVibrerTie (page 654) and LaissezVibrerTieColumn (page 656).

Ligature_bracket_engraver (page 500)
Handle Ligature_events by engraving Ligature brackets.

Music types accepted: ligature-event (page 58)

This engraver creates the following layout object(s): LigatureBracket (page 659).

`Multi_measure_rest_engraver` (page 505)
Engrave multi-measure rests that are produced with 'R'. It reads `measureStartNow` and `internalBarNumber` to determine what number to print over the `MultiMeasureRest` (page 674).

Music types accepted: `multi-measure-articulation-event` (page 58), `multi-measure-rest-event` (page 59), and `multi-measure-text-event` (page 59)

Properties (read)

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

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

`measureStartNow` (boolean)
True at the beginning of a measure.

`restNumberThreshold` (number)
If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

`Note_head_line_engraver` (page 506)
Engrave a line between two note heads in a staff switch if `followVoice` is set.

Properties (read)

`followVoice` (boolean)
If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): `VoiceFollower` (page 771).

`Note_spacing_engraver` (page 508)
Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): `NoteSpacing` (page 686).

`Part_combine_engraver` (page 509)
Part combine engraver for orchestral scores: Print markings 'a2', 'Solo', 'Solo II', and 'unisono'.

Music types accepted: `note-event` (page 60) and `part-combine-event` (page 60)

Properties (read)

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

`partCombineTextsOnNote` (boolean)
Print part-combine texts only on the next note rather than immediately on rests or skips.

`printPartCombineTexts` (boolean)
Set 'Solo' and 'A due' texts in the part combiner?

`soloIIText` (markup)
The text for the start of a solo for voice 'two' when part-combining.

soloText (markup)
The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): CombineTextScript (page 598).

Percent_repeat_engraver (page 510)
Make whole measure repeats.

Music types accepted: percent-event (page 60)

Properties (read)

countPercentRepeats (boolean)
If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

repeatCountVisibility (procedure)
A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when countPercentRepeats is set.

This engraver creates the following layout object(s): PercentRepeat (page 693) and PercentRepeatCounter (page 694).

Phrasing_slur_engraver (page 510)
Print phrasing slurs. Similar to Slur_engraver (page 516).

Music types accepted: note-event (page 60) and phrasing-slur-event (page 61)

This engraver creates the following layout object(s): PhrasingSlur (page 696).

Repeat_tie_engraver (page 513)
Create repeat ties.

Music types accepted: repeat-tie-event (page 61)

This engraver creates the following layout object(s): RepeatTie (page 702) and RepeatTieColumn (page 703).

Rest_engraver (page 513)
Engrave rests.

Music types accepted: rest-event (page 61)

Properties (read)

middleCPosition (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

This engraver creates the following layout object(s): Rest (page 704).

Rhythmic_column_engraver (page 514)
Generate NoteColumn, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): NoteColumn (page 683).

Script_column_engraver (page 514)
Find potentially colliding scripts and put them into a ScriptColumn object; that will fix the collisions.

This engraver creates the following layout object(s): ScriptColumn (page 707).

`Script_engraver` (page 514)
Handle note scripted articulations.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `Script` (page 705).

`Slash_repeat_engraver` (page 516)
Make beat repeats.

Music types accepted: `repeat-slash-event` (page 61)

This engraver creates the following layout object(s): `DoubleRepeatSlash` (page 618) and `RepeatSlash` (page 701).

`Slur_engraver` (page 516)
Build slur grobs from slur events.

Music types accepted: `note-event` (page 60) and `slur-event` (page 62)

Properties (read)

`doubleSlurs` (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)
Signal if a slur is present.

This engraver creates the following layout object(s): `Slur` (page 714).

`Spanner_break_forbid_engraver` (page 517)
Forbid breaks in certain spanners.

`Stem_engraver` (page 519)
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted: `tremolo-event` (page 65)

Properties (read)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`stemLeftBeamCount` (integer)
Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

`stemRightBeamCount` (integer)
See `stemLeftBeamCount`.

This engraver creates the following layout object(s): `Flag` (page 631), `Stem` (page 729), `StemStub` (page 731), and `StemTremolo` (page 732).

`Tab_note_heads_engraver` (page 520)
Generate one or more tablature note heads from event of type `NoteEvent`.

Music types accepted: fingering-event (page 57), note-event (page 60), and string-number-event (page 64)

Properties (read)

defaultStrings (list)
A list of strings to use in calculating frets for tablatures and fretboards if no strings are provided in the notes for the current moment.

fretLabels (list)
A list of strings or Scheme-formatted markups containing, in the correct order, the labels to be used for lettered frets in tablature.

highStringOne (boolean)
Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

maximumFretStretch (number)
Don't allocate frets further than this from specified frets.

middleCPosition (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

minimumFret (number)
The tablature auto string-selecting mechanism selects the highest string with a fret at least minimumFret.

noteToFretFunction (procedure)
Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

stringOneTopmost (boolean)
Whether the first string is printed on the top line of the tablature.

stringTunings (list)
The tablature strings tuning. It is a list of the pitches of each string (starting with the lowest numbered one).

tablatureFormat (procedure)
A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

tabStaffLineLayoutFunction (procedure)
A function determining the staff position of a tablature note head. Called with two arguments: the context and the string.

This engraver creates the following layout object(s): TabNoteHead (page 744).

Tab_tie_follow_engraver (page 521)
Adjust TabNoteHead properties when the TabNoteHead holds a RepeatTie, when a Tie ends and when a Slur or Glissando starts at a tied TabNoteHead.

Properties (read)

tabFullNotation (boolean)
Flag whether \tabFullNotation is used

`Text_engraver` (page 522)
Create text scripts.

Music types accepted: `text-script-event` (page 64)

This engraver creates the following layout object(s): `TextScript` (page 748).

`Text_spanner_engraver` (page 522)
Create text spanner from an event.

Music types accepted: `text-span-event` (page 64)

Properties (read)

`currentMusicalColumn` (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): `TextSpanner` (page 750).

`Tie_engraver` (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: `tie-event` (page 64)

Properties (read)

`skipTypesetting` (boolean)
If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

`tieWaitForNote` (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

`Toe_heel_engraver` (page 525)
Read the `toeHeelStyle` context property and use it to style `\rtoe` and its siblings, based on the data in the `toe-heel-styles` alist.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`toeHeelStyle` (symbol)
The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`Trill_spanner_engraver` (page 525)
Create trill spanners.

Music types accepted: `trill-span-event` (page 65)

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): TrillSpanner (page 761).

Tuplet_engraver (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: tuplet-span-event (page 65)

Properties (read)

tupletFullLength (boolean)
If set, the tuplet is printed up to the start of the next note.

tupletFullLengthNote (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): TupletBracket (page 763) and TupletNumber (page 765).

2.1.39 VaticanaLyrics

Same as Lyrics context, except that it provides a hyphenation style (a single, flush-left hyphen between two syllables) as used in the notational style of *Editio Vaticana*.

This context also accepts commands for the following context(s): Lyrics (page 229).

This context creates the following layout object(s): InstrumentName (page 644), LyricExtender (page 661), LyricHyphen (page 661), LyricSpace (page 665), LyricText (page 665), StanzaNumber (page 728), VerticalAxisGroup (page 770), and VowelTransition (page 775).

This context sets the following properties:

- Set context property instrumentName to '().
- Set context property lyricRepeatCountFormatter to #<procedure at lily/translation-functions.scm:218:4 (context repeat-count)>.
- Set context property searchForVoice to #f.
- Set context property shortInstrumentName to '().
- Set grob property bar-extent in BarLine (page 560) to :
  ```
  '(-0.05 . 0.05)
  ```
- Set grob property font-series in LyricHyphen (page 661) to 'normal.
- Set grob property font-size in InstrumentName (page 644) to 1.0.
- Set grob property font-size in LyricHyphen (page 661) to -4.
- Set grob property font-size in LyricText (page 665) to -4.
- Set grob property nonstaff-nonstaff-spacing in VerticalAxisGroup (page 770) to :
  ```
  '((basic-distance . 0)
   (minimum-distance . 2.8)
   (padding . 0.2)
   (stretchability . 0))
  ```
- Set grob property nonstaff-relatedstaff-spacing in VerticalAxisGroup (page 770) to :
  ```
  '((basic-distance . 5.5)
   (padding . 0.5)
   (stretchability . 1))
  ```

- Set grob property nonstaff-unrelatedstaff-spacing.padding in VerticalAxisGroup (page 770) to 1.5.
- Set grob property remove-empty in VerticalAxisGroup (page 770) to #t.
- Set grob property remove-first in VerticalAxisGroup (page 770) to #t.
- Set grob property self-alignment-Y in InstrumentName (page 644) to #f.
- Set grob property short-bar-extent in BarLine (page 560) to : '(-0.05 . 0.05)
- Set grob property staff-affinity in VerticalAxisGroup (page 770) to 1.
- Set grob property stencil in LyricHyphen (page 661) to lyric-hyphen::vaticana-style.

This is a 'Bottom' context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

This context is built from the following engraver(s):

Axis_group_engraver (page 471)

Group all objects created in this context in a VerticalAxisGroup spanner.

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

hasAxisGroup (boolean)
: True if the current context is contained in an axis group.

keepAliveInterfaces (list)
: A list of symbols, signifying grob interfaces that are worth keeping a staff with remove-empty set around for.

Properties (write)

hasAxisGroup (boolean)
: True if the current context is contained in an axis group.

This engraver creates the following layout object(s): VerticalAxisGroup (page 770).

Extender_engraver (page 489)

Create lyric extenders.

Music types accepted: completize-extender-event (page 56), extender-event (page 56), hyphen-event (page 57), and lyric-event (page 58)

Properties (read)

autoExtenders (boolean)
: Create lyric extenders automatically for syllables in melismata that are not followed by a hyphen.

extendersOverRests (boolean)
: Whether to continue extenders as they cross a rest.

This engraver creates the following layout object(s): LyricExtender (page 661).

Font_size_engraver (page 491)

Put fontSize into font-size grob property.

Properties (read)

fontSize (number)
: The relative size of all grobs in a context.

`Hyphen_engraver` (page 496)
: Create lyric hyphens, vowel transitions and distance constraints between words.

  Music types accepted: `hyphen-event` (page 57) and `vowel-transition-event` (page 65)

  This engraver creates the following layout object(s): `LyricHyphen` (page 661), `LyricSpace` (page 665), and `VowelTransition` (page 775).

`Instrument_name_engraver` (page 496)
: Create a system start text for instrument or vocal names.

  Properties (read)

  `currentCommandColumn` (graphical (layout) object)
  : Grob that is X-parent to all current breakable items (clef, key signature, etc.).

  `instrumentName` (markup)
  : The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the `shortInstrumentName` property labels following lines.

  `shortInstrumentName` (markup)
  : See `instrumentName`.

  `shortVocalName` (markup)
  : Name of a vocal line, short version.

  `vocalName` (markup)
  : Name of a vocal line.

  This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Lyric_engraver` (page 500)
: Engrave text for lyrics.

  Music types accepted: `lyric-event` (page 58)

  Properties (read)

  `ignoreMelismata` (boolean)
  : Ignore melismata for this Section “Lyrics” in *Internals Reference* line.

  `lyricMelismaAlignment` (number)
  : Alignment to use for a melisma syllable.

  `searchForVoice` (boolean)
  : Signal whether a search should be made of all contexts in the context hierarchy for a voice to provide rhythms for the lyrics.

  This engraver creates the following layout object(s): `LyricText` (page 665).

`Pure_from_neighbor_engraver` (page 512)
: Coordinates items that get their pure heights from their neighbors.

`Stanza_number_engraver` (page 519)
: Engrave stanza numbers.

  Properties (read)

  `stanzaReminders` (boolean)
  : Whether to print stanza reminders.

  `stanzaReminderText` (procedure-or-markup)
  : The text for stanza reminders, or a procedure that generates the reminder text when given the full current stanza number markup.

This engraver creates the following layout object(s): StanzaNumber (page 728).

2.1.40 VaticanaScore

Top-level context replacing Score for Gregorian chant notated in Vaticana style. Compared to Score, it changes the staff line color to red, uses packed spacing, and removes bar numbers.

This context also accepts commands for the following context(s): Score (page 296) and Timing (page 296).

This context creates the following layout object(s): BreakAlignGroup (page 576), BreakAlignment (page 577), CenteredBarNumberLineSpanner (page 583), CodaMark (page 596), ControlPoint (page 600), ControlPolygon (page 601), Footnote (page 632), GraceSpacing (page 637), JumpScript (page 646), LeftEdge (page 657), MetronomeMark (page 672), NonMusicalPaperColumn (page 681), PaperColumn (page 691), Parentheses (page 692), RehearsalMark (page 699), SectionLabel (page 707), SegnoMark (page 709), SpacingSpanner (page 719), StaffGrouper (page 725), SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), TextMark (page 746), VerticalAlignment (page 769), VoltaBracket (page 772), and VoltaBracketSpanner (page 774).

This context sets the following properties:

- Set context property additionalPitchPrefix to "add".
- Set context property aDueText to "a2".
- Set context property alterationGlyphs to #f.
- Set context property alternativeRestores to:

```
'(measurePosition
  measureLength
  measureStartNow
  lastChord)
```

- Set context property associatedVoiceType to 'Voice.
- Set context property autoAccidentals to:

```
'(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
```

- Set context property autoBeamCheck to default-auto-beam-check.
- Set context property autoBeaming to #t.
- Set context property autoCautionaries to '().
- Set context property barNumberFormatter to robust-bar-number-function.
- Set context property barNumberVisibility to first-bar-number-invisible-and-no-parenthesized-bar-numbers.
- Set context property beamHalfMeasure to #t.
- Set context property breathMarkDefinitions to:

```
'((altcomma
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.raltcomma"))
  (caesura
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.caesura.straight"))
  (chantdoublebar
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
```

```
    #<procedure ly:breathing-sign::finalis (_)>)
   (Y-offset . 0.0))
  (chantfullbar
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
    #<procedure ly:breathing-sign::divisio-maxima (_)>)
   (Y-offset . 0.0))
  (chanthalfbar
   (extra-spacing-height
    .
    #<procedure item::extra-spacing-height-including-staff (grob)>)
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
    #<procedure ly:breathing-sign::divisio-maior (_)>)
   (Y-offset . 0.0))
  (chantquarterbar
   (extra-spacing-height
    .
    #<procedure item::extra-spacing-height-including-staff (grob)>)
   (extra-spacing-width -1.0 . 0.0)
   (stencil
    .
    #<procedure ly:breathing-sign::divisio-minima (_)>))
  (comma (text #<procedure musicglyph-markup (layout props glyph-name)>
          "scripts.rcomma"))
  (curvedcaesura
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.caesura.curved"))
  (outsidecomma
   (outside-staff-priority . 40)
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.rcomma"))
  (spacer
   (text #<procedure null-markup (layout props)>))
  (tickmark
   (outside-staff-priority . 40)
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.tickmark"))
  (upbow (outside-staff-priority . 40)
      (text #<procedure musicglyph-markup (layout props glyph-name)>
          "scripts.uupbow"))
  (varcomma
   (text #<procedure musicglyph-markup (layout props glyph-name)>
       "scripts.rvarcomma")))
```

- Set context property `breathMarkType` to `'comma`.
- Set context property `caesuraType` to:
  `'((breath . caesura))`
- Set context property `centerBarNumbers` to `#f`.
- Set context property `chordNameExceptions` to:

```
'(((#<Pitch e' > #<Pitch gis' >)
  #<procedure line-markup (layout props args)>
  ("+"))
 ((#<Pitch ees' > #<Pitch ges' >)
  #<procedure line-markup (layout props args)>
  ((#<procedure line-markup (layout props args)>
    ((#<procedure fontsize-markup (layout props increment arg)>
     2
     "°")))))
 ((#<Pitch ees' > #<Pitch ges' > #<Pitch bes' >)
  #<procedure line-markup (layout props args)>
  ((#<procedure super-markup (layout props arg)>
   "ø")))
 ((#<Pitch ees' > #<Pitch ges' > #<Pitch beses' >)
  #<procedure concat-markup (layout props args)>
  ((#<procedure line-markup (layout props args)>
    ((#<procedure fontsize-markup (layout props increment arg)>
     2
     "°")))
   (#<procedure super-markup (layout props arg)>
   "7")))
 ((#<Pitch e' >
  #<Pitch g' >
  #<Pitch bes' >
  #<Pitch des'' >
  #<Pitch ees'' >
  #<Pitch fis'' >
  #<Pitch aes'' >)
  #<procedure line-markup (layout props args)>
  ((#<procedure super-markup (layout props arg)>
   "alt")))
 ((#<Pitch g' >)
  #<procedure line-markup (layout props args)>
  ((#<procedure super-markup (layout props arg)>
   "5")))
 ((#<Pitch g' > #<Pitch c'' >)
  #<procedure line-markup (layout props args)>
  ((#<procedure super-markup (layout props arg)>
   "5"))))
```

- Set context property `chordNameFunction` to `ignatzek-chord-names`.
- Set context property `chordNameLowercaseMinor` to `#f`.
- Set context property `chordNameSeparator` to:

  ```
  '(#<procedure hspace-markup (layout props amount)>
   0.5)
  ```

- Set context property `chordNoteNamer` to `#<procedure at lily/chord-name.scm:118:0 (pitch lowercase?)>`.
- Set context property `chordPrefixSpacer` to `0`.
- Set context property `chordRootNamer` to `#<procedure at lily/chord-name.scm:118:0 (pitch lowercase?)>`.
- Set context property `clefGlyph` to `"clefs.G"`.

- Set context property clefPosition to -2.
- Set context property clefTranspositionFormatter to clef-transposition-markup.
- Set context property codaMarkFormatter to #<procedure at lily/translation-functions.scm:232:4 (number context)>.
- Set context property completionFactor to unity-if-multimeasure.
- Set context property crescendoSpanner to 'hairpin.
- Set context property cueClefTranspositionFormatter to clef-transposition-markup.
- Set context property dalSegnoTextFormatter to format-dal-segno-text.
- Set context property decrescendoSpanner to 'hairpin.
- Set context property deprecatedBarCheckSynchronize to #f.
- Set context property doubleRepeatBarType to ":..:".
- Set context property doubleRepeatSegnoBarType to ":|.S.|:".
- Set context property drumStyleTable to #<hash-table>.
- Set context property endRepeatBarType to ":|.".
- Set context property endRepeatSegnoBarType to ":|.S".
- Set context property explicitClefVisibility to:

  #(#t #t #t)
- Set context property explicitCueClefVisibility to:

  #(#f #t #t)
- Set context property explicitKeySignatureVisibility to:

  #(#t #t #t)
- Set context property extendersOverRests to #t.
- Set context property extraNatural to #t.
- Set context property figuredBassAlterationDirection to -1.
- Set context property figuredBassFormatter to format-bass-figure.
- Set context property figuredBassLargeNumberAlignment to 0.
- Set context property figuredBassPlusDirection to -1.
- Set context property figuredBassPlusStrokedAlist to:

```
'((2 . "figbass.twoplus")
  (4 . "figbass.fourplus")
  (5 . "figbass.fiveplus")
  (6 . "figbass.sixstroked")
  (7 . "figbass.sevenstroked")
  (9 . "figbass.ninestroked"))
```

- Set context property fineBarType to "|.".
- Set context property fineSegnoBarType to "|.S".
- Set context property fineStartRepeatSegnoBarType to "|.S.|:".
- Set context property fineText to "Fine".
- Set context property fingeringOrientations to:

  '(up down)
- Set context property firstClef to #t.
- Set context property forbidBreakBetweenBarLines to #t.

- Set context property graceSettings to:

```
'((Voice Stem direction 1)
  (Voice Slur direction -1)
  (Voice Stem font-size -3)
  (Voice Flag font-size -3)
  (Voice NoteHead font-size -3)
  (Voice TabNoteHead font-size -4)
  (Voice Dots font-size -3)
  (Voice Stem length-fraction 0.8)
  (Voice Stem no-stem-extend #t)
  (Voice Beam beam-thickness 0.384)
  (Voice Beam length-fraction 0.8)
  (Voice Accidental font-size -4)
  (Voice AccidentalCautionary font-size -4)
  (Voice Script font-size -3)
  (Voice Fingering font-size -8)
  (Voice StringNumber font-size -8))
```

- Set context property harmonicAccidentals to #t.
- Set context property highStringOne to #t.
- Set context property initialTimeSignatureVisibility to:

```
#(#f #t #t)
```

- Set context property instrumentTransposition to #<Pitch c' >.
- Set context property keepAliveInterfaces to:

```
'(bass-figure-interface
  chord-name-interface
  cluster-beacon-interface
  dynamic-interface
  fret-diagram-interface
  lyric-syllable-interface
  note-head-interface
  tab-note-head-interface
  lyric-interface
  percent-repeat-interface
  stanza-number-interface)
```

- Set context property keyAlterationOrder to:

```
'((6 . -1/2)
  (2 . -1/2)
  (5 . -1/2)
  (1 . -1/2)
  (4 . -1/2)
  (0 . -1/2)
  (3 . -1/2)
  (3 . 1/2)
  (0 . 1/2)
  (4 . 1/2)
  (1 . 1/2)
  (5 . 1/2)
  (2 . 1/2)
  (6 . 1/2)
  (6 . -1)
```

```
(2 . -1)
(5 . -1)
(1 . -1)
(4 . -1)
(0 . -1)
(3 . -1)
(3 . 1)
(0 . 1)
(4 . 1)
(1 . 1)
(5 . 1)
(2 . 1)
(6 . 1))
```

- Set context property `lyricMelismaAlignment` to `-1`.
- Set context property `majorSevenSymbol` to:

```
'(#<procedure line-markup (layout props args)>
 ((#<procedure fontsize-markup (layout props increment arg)>
  -3
  (#<procedure triangle-markup (layout props filled)>
   #f))))
```

- Set context property `measureBarType` to `"|"`.
- Set context property `melismaBusyProperties` to:

```
'(melismaBusy
  slurMelismaBusy
  tieMelismaBusy
  beamMelismaBusy
  completionBusy)
```

- Set context property `metronomeMarkFormatter` to `format-metronome-markup`.
- Set context property `middleCClefPosition` to `-6`.
- Set context property `middleCPosition` to `-6`.
- Set context property `minorChordModifier` to `"m"`.
- Set context property `noChordSymbol` to `"N.C."`.
- Set context property `noteNameFunction` to `note-name-markup`.
- Set context property `noteNameSeparator` to `"/"`.
- Set context property `noteToFretFunction` to `determine-frets`.
- Set context property `partCombineTextsOnNote` to `#t`.
- Set context property `pedalSostenutoStrings` to:

```
'("Sost. Ped." "*Sost. Ped." "*")
```

- Set context property `pedalSostenutoStyle` to `'mixed`.
- Set context property `pedalSustainStrings` to:

```
'("Ped." "*Ped." "*")
```

- Set context property `pedalSustainStyle` to `'text`.
- Set context property `pedalUnaCordaStrings` to:

```
'("una corda" "" "tre corde")
```

- Set context property `pedalUnaCordaStyle` to `'text`.
- Set context property `predefinedDiagramTable` to `#f`.

- Set context property printAccidentalNames to #t.
- Set context property printKeyCancellation to #t.
- Set context property printOctaveNames to #f.
- Set context property printPartCombineTexts to #t.
- Set context property printTrivialVoltaRepeats to #f.
- Set context property quotedCueEventTypes to:

```
'(note-event
  rest-event
  tie-event
  beam-event
  tuplet-span-event
  tremolo-event)
```

- Set context property quotedEventTypes to:

```
'(StreamEvent)
```

- Set context property rehearsalMarkFormatter to #<procedure at lily/translation-functions.scm:232:4 (number context)>.
- Set context property rehearsalMark to 1.
- Set context property repeatCountVisibility to all-repeat-counts-visible.
- Set context property restNumberThreshold to 1.
- Set context property scriptDefinitions to:

```
'((accent
   (avoid-slur . around)
   (padding . 0.2)
   (script-stencil feta "sforzato" . "sforzato")
   (side-axis . 1)
   (side-relative-direction . -1))
  (accentus
   (script-stencil feta "uaccentus" . "uaccentus")
   (side-relative-direction . -1)
   (avoid-slur . ignore)
   (padding . 0.2)
   (quantize-position . #t)
   (script-priority . -100)
   (side-axis . 1)
   (direction . 1))
  (altcomma
   (script-stencil feta "laltcomma" . "raltcomma")
   (quantize-position . #t)
   (padding . 0.2)
   (avoid-slur . ignore)
   (side-axis . 1)
   (direction . 1))
  (bachschleifer
   (script-stencil
    feta
    "bachschleifer"
    .
    "bachschleifer")
   (no-ledgers . #f)
```

```
 (padding . 0.8)
 (length-fraction . 1.5)
 (avoid-slur . around)
 (side-axis . 0)
 (direction . -1)
 (staff-position
  .
  #<procedure at lily/output-lib.scm:1970:0 (grob)>))
(circulus
 (script-stencil feta "circulus" . "circulus")
 (side-relative-direction . -1)
 (avoid-slur . ignore)
 (padding . 0.2)
 (quantize-position . #t)
 (script-priority . -100)
 (side-axis . 1)
 (direction . 1))
(coda (script-stencil feta "coda" . "coda")
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (direction . 1))
(comma (script-stencil feta "lcomma" . "rcomma")
     (quantize-position . #t)
     (padding . 0.2)
     (avoid-slur . ignore)
     (side-axis . 1)
     (direction . 1))
(downbow
 (script-stencil feta "ddownbow" . "udownbow")
 (padding . 0.2)
 (skyline-horizontal-padding . 0.2)
 (avoid-slur . around)
 (direction . 1)
 (side-axis . 1)
 (script-priority . 180))
(downmordent
 (script-stencil
  feta
  "downmordent"
  .
  "downmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(downprall
 (script-stencil feta "downprall" . "downprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
```

```
(espressivo
 (avoid-slur . around)
 (padding . 0.2)
 (script-stencil feta "espr" . "espr")
 (side-axis . 1)
 (side-relative-direction . -1))
(fermata
 (script-stencil feta "dfermata" . "ufermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
 (script-priority . 175)
 (side-axis . 1)
 (direction . 1))
(flageolet
 (script-stencil feta "flageolet" . "flageolet")
 (padding . 0.2)
 (avoid-slur . around)
 (direction . 1)
 (side-axis . 1)
 (script-priority . 50))
(halfopen
 (avoid-slur . outside)
 (padding . 0.2)
 (script-stencil feta "halfopen" . "halfopen")
 (side-axis . 1)
 (direction . 1))
(halfopenvertical
 (avoid-slur . outside)
 (padding . 0.2)
 (script-stencil
  feta
  "halfopenvertical"
  .
  "halfopenvertical")
 (side-axis . 1)
 (direction . 1))
(haydnturn
 (script-stencil feta "haydnturn" . "haydnturn")
 (padding . 0.2)
 (avoid-slur . inside)
 (side-axis . 1)
 (direction . 1))
(heel (script-stencil feta "upedalheel" . "upedalheel")
    (padding . 0.2)
    (avoid-slur . around)
    (side-axis . 1)
    (direction . 1))
(heelcircle
 (script-stencil
  feta
  "pedalheelcircle"
```

```
   .
   "pedalheelcircle")
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
  (direction . 1))
 (henzelongfermata
  (script-stencil
   feta
   "dhenzelongfermata"
   .
   "uhenzelongfermata")
  (padding . 0.4)
  (avoid-slur . around)
  (outside-staff-priority . 75)
  (script-priority . 175)
  (side-axis . 1)
  (direction . 1))
 (henzeshortfermata
  (script-stencil
   feta
   "dhenzeshortfermata"
   .
   "uhenzeshortfermata")
  (padding . 0.4)
  (avoid-slur . around)
  (outside-staff-priority . 75)
  (script-priority . 175)
  (side-axis . 1)
  (direction . 1))
 (ictus (script-stencil feta "ictus" . "ictus")
      (side-relative-direction . -1)
      (quantize-position . #t)
      (avoid-slur . ignore)
      (padding . 0.2)
      (script-priority . -100)
      (side-axis . 1)
      (direction . -1))
 (lheel (script-stencil feta "upedalheel" . "upedalheel")
      (padding . 0.2)
      (avoid-slur . around)
      (side-axis . 1)
      (direction . -1))
 (lineprall
  (script-stencil feta "lineprall" . "lineprall")
  (padding . 0.2)
  (avoid-slur . around)
  (side-axis . 1)
  (direction . 1))
 (longfermata
  (script-stencil
   feta
```

```
    "dlongfermata"
    .
    "ulongfermata")
   (padding . 0.4)
   (avoid-slur . around)
   (outside-staff-priority . 75)
   (script-priority . 175)
   (side-axis . 1)
   (direction . 1))
  (ltoe (script-stencil feta "upedaltoe" . "upedaltoe")
      (padding . 0.2)
      (avoid-slur . around)
      (side-axis . 1)
      (direction . -1))
  (marcato
   (script-stencil feta "dmarcato" . "umarcato")
   (padding . 0.2)
   (avoid-slur . inside)
   (quantize-position . #t)
   (side-axis . 1)
   (side-relative-direction . -1))
  (mordent
   (script-stencil feta "mordent" . "mordent")
   (padding . 0.2)
   (avoid-slur . around)
   (side-axis . 1)
   (direction . 1))
  (open (avoid-slur . outside)
      (padding . 0.2)
      (script-stencil feta "open" . "open")
      (side-axis . 1)
      (direction . 1))
  (outsidecomma
   (avoid-slur . around)
   (direction . 1)
   (padding . 0.2)
   (side-axis . 1)
   (script-stencil feta "lcomma" . "rcomma"))
  (portato
   (script-stencil feta "uportato" . "dportato")
   (avoid-slur . around)
   (padding . 0.45)
   (side-axis . 1)
   (side-relative-direction . -1))
  (prall (script-stencil feta "prall" . "prall")
      (padding . 0.2)
      (avoid-slur . around)
      (side-axis . 1)
      (direction . 1))
  (pralldown
   (script-stencil feta "pralldown" . "pralldown")
   (padding . 0.2)
```

```
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(prallmordent
 (script-stencil
  feta
  "prallmordent"
  .
  "prallmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(prallprall
 (script-stencil feta "prallprall" . "prallprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(prallup
 (script-stencil feta "prallup" . "prallup")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(reverseturn
 (script-stencil
  feta
  "reverseturn"
  .
  "reverseturn")
 (padding . 0.2)
 (avoid-slur . inside)
 (side-axis . 1)
 (direction . 1))
(rheel (script-stencil feta "dpedalheel" . "dpedalheel")
    (padding . 0.2)
    (avoid-slur . around)
    (side-axis . 1)
    (direction . 1))
(rtoe (script-stencil feta "dpedaltoe" . "dpedaltoe")
   (padding . 0.2)
   (avoid-slur . around)
   (side-axis . 1)
   (direction . 1))
(segno (script-stencil feta "segno" . "segno")
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (direction . 1))
(semicirculus
 (script-stencil
```

```
    feta
    "dsemicirculus"
    .
    "dsemicirculus")
   (side-relative-direction . -1)
   (quantize-position . #t)
   (avoid-slur . ignore)
   (padding . 0.2)
   (script-priority . -100)
   (side-axis . 1)
   (direction . 1))
  (shortfermata
   (script-stencil
    feta
    "dshortfermata"
    .
    "ushortfermata")
   (padding . 0.4)
   (avoid-slur . around)
   (outside-staff-priority . 75)
   (script-priority . 175)
   (side-axis . 1)
   (direction . 1))
  (signumcongruentiae
   (script-stencil
    feta
    "dsignumcongruentiae"
    .
    "usignumcongruentiae")
   (padding . 0.2)
   (avoid-slur . outside)
   (side-axis . 1)
   (direction . 1))
  (slashturn
   (script-stencil feta "slashturn" . "slashturn")
   (padding . 0.2)
   (avoid-slur . inside)
   (side-axis . 1)
   (direction . 1))
  (snappizzicato
   (script-stencil
    feta
    "snappizzicato"
    .
    "snappizzicato")
   (padding . 0.2)
   (avoid-slur . outside)
   (side-axis . 1)
   (direction . 1))
  (staccatissimo
   (avoid-slur . inside)
   (quantize-position . #t)
```

```
 (script-stencil
  feta
  "dstaccatissimo"
  .
  "ustaccatissimo")
 (padding . 0.2)
 (skyline-horizontal-padding . 0.1)
 (side-axis . 1)
 (side-relative-direction . -1)
 (toward-stem-shift . 1.0)
 (toward-stem-shift-in-column . 0.0))
(staccato
 (script-stencil feta "staccato" . "staccato")
 (side-axis . 1)
 (side-relative-direction . -1)
 (quantize-position . #t)
 (avoid-slur . inside)
 (toward-stem-shift . 1.0)
 (toward-stem-shift-in-column . 0.0)
 (padding . 0.2)
 (skyline-horizontal-padding . 0.1)
 (script-priority . -100))
(stopped
 (script-stencil feta "stopped" . "stopped")
 (avoid-slur . inside)
 (padding . 0.2)
 (side-axis . 1)
 (direction . 1))
(tenuto
 (script-stencil feta "tenuto" . "tenuto")
 (quantize-position . #t)
 (avoid-slur . inside)
 (padding . 0.2)
 (script-priority . -50)
 (side-axis . 1)
 (side-relative-direction . -1))
(toe (script-stencil feta "dpedaltoe" . "dpedaltoe")
   (padding . 0.2)
   (avoid-slur . around)
   (side-axis . 1)
   (direction . 1))
(trill (script-stencil feta "trill" . "trill")
    (direction . 1)
    (padding . 0.2)
    (avoid-slur . outside)
    (side-axis . 1)
    (script-priority . 150))
(turn (script-stencil feta "turn" . "turn")
   (avoid-slur . inside)
   (padding . 0.2)
   (side-axis . 1)
   (direction . 1))
```

```
(upbow (script-stencil feta "dupbow" . "uupbow")
    (avoid-slur . around)
    (padding . 0.2)
    (direction . 1)
    (side-axis . 1)
    (script-priority . 180))
(upmordent
 (script-stencil feta "upmordent" . "upmordent")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(upprall
 (script-stencil feta "upprall" . "upprall")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(varcoda
 (script-stencil feta "varcoda" . "varcoda")
 (padding . 0.2)
 (avoid-slur . outside)
 (side-axis . 1)
 (direction . 1))
(varcomma
 (script-stencil feta "lvarcomma" . "rvarcomma")
 (quantize-position . #t)
 (padding . 0.2)
 (avoid-slur . ignore)
 (side-axis . 1)
 (direction . 1))
(varheel
 (script-stencil feta "dpedalheel" . "dpedalheel")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(vartoe
 (script-stencil feta "upedaltoe" . "upedaltoe")
 (padding . 0.2)
 (avoid-slur . around)
 (side-axis . 1)
 (direction . 1))
(verylongfermata
 (script-stencil
  feta
  "dverylongfermata"
  .
  "uverylongfermata")
 (padding . 0.4)
 (avoid-slur . around)
 (outside-staff-priority . 75)
```

```
    (script-priority . 175)
    (side-axis . 1)
    (direction . 1))
   (veryshortfermata
    (script-stencil
     feta
     "dveryshortfermata"
     .
     "uveryshortfermata")
    (padding . 0.4)
    (avoid-slur . around)
    (outside-staff-priority . 75)
    (script-priority . 175)
    (side-axis . 1)
    (direction . 1)))
```

- Set context property `sectionBarType` to `"||"`.
- Set context property `segnoBarType` to `"S"`.
- Set context property `segnoMarkFormatter` to `format-segno-mark-considering-bar-lines`.
- Set context property `segnoStyle` to `'mark`.
- Set context property `slashChordSeparator` to `"/"`.
- Set context property `soloIIText` to `"Solo II"`.
- Set context property `soloText` to `"Solo"`.
- Set context property `startRepeatBarType` to `".|:"`.
- Set context property `startRepeatSegnoBarType` to `"S.|:"`.
- Set context property `stringNumberOrientations` to:

  ```
  '(up down)
  ```

- Set context property `stringOneTopmost` to `#t`.
- Set context property `stringTunings` to:

  ```
  '(#<Pitch e' >
   #<Pitch b >
   #<Pitch g >
   #<Pitch d >
   #<Pitch a, >
   #<Pitch e, >)
  ```

- Set context property `strokeFingerOrientations` to:

  ```
  '(right)
  ```

- Set context property `subdivideBeams` to `#f`.
- Set context property `submeasureBarsEnabled` to `#f`.
- Set context property `submeasureBarType` to `"!"`.
- Set context property `suspendMelodyDecisions` to `#f`.
- Set context property `systemStartDelimiter` to `'SystemStartBar`.
- Set context property `tablatureFormat` to `fret-number-tablature-format`.
- Set context property `tabStaffLineLayoutFunction` to `tablature-position-on-lines`.
- Set context property `tempoCountPrecision` to `1/4`.
- Set context property `tieWaitForNote` to `#f`.

- Set context property timeSignatureSettings to:

```
'(((2 . 2) (beamExceptions (end (1/32 8 8 8 8))))
 ((2 . 8) (beamExceptions (end (1/8 2))))
 ((3 . 2)
  (beamExceptions (end (1/32 8 8 8 8 8 8))))
 ((3 . 4)
  (beamExceptions (end (1/8 6) (1/12 3 3 3))))
 ((3 . 8) (beamExceptions (end (1/8 3))))
 ((4 . 2)
  (beamExceptions (end (1/16 4 4 4 4 4 4 4 4))))
 ((4 . 4)
  (beamExceptions (end (1/8 4 4) (1/12 3 3 3 3))))
 ((4 . 8) (beatStructure 2 2))
 ((6 . 4)
  (beamExceptions (end (1/16 4 4 4 4 4 4))))
 ((9 . 4)
  (beamExceptions (end (1/32 8 8 8 8 8 8 8 8))))
 ((12 . 4)
  (beamExceptions
   (end (1/32 8 8 8 8 8 8 8 8 8 8 8 8))))
 ((5 . 8) (beatStructure 3 2))
 ((8 . 8) (beatStructure 3 3 2)))
```

- Set context property timeSignature to:

```
'(4 . 4)
```

- Set context property timing to #f.
- Set context property timing to #t.
- Set context property topLevelAlignment to #t.
- Set context property underlyingRepeatBarType to "||".
- Set grob property color in LedgerLineSpanner (page 656) to :

```
'(1.0 0.0 0.0)
```

- Set grob property color in StaffSymbol (page 727) to :

```
'(1.0 0.0 0.0)
```

- Set grob property packed-spacing in SpacingSpanner (page 719) to #t.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type VaticanaStaff (page 432).

Context VaticanaScore can contain ChoirStaff (page 73), ChordNames (page 105), Devnull (page 118), DrumStaff (page 119), Dynamics (page 138), FiguredBass (page 144), FretBoards (page 145), GrandStaff (page 148), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), KievanStaff (page 204), Lyrics (page 229), MensuralStaff (page 232), NoteNames (page 257), OneStaff (page 261), PetrucciStaff (page 262), PianoStaff (page 288), RhythmicStaff (page 290), Staff (page 322), StaffGroup (page 335), TabStaff (page 381), VaticanaLyrics (page 404), and VaticanaStaff (page 432).

This context is built from the following engraver(s):

Apply_output_engraver (page 470)

Apply a procedure to any grob acknowledged.

Music types accepted: apply-output-event (page 54)

`Beam_collision_engraver` (page 476)
Help beams avoid colliding with notes and clefs in other voices.

`Break_align_engraver` (page 478)
Align grobs with corresponding `break-align-symbols` into groups, and order the groups according to `breakAlignOrder`. The left edge of the alignment gets a separate group, with a symbol `left-edge`.

This engraver creates the following layout object(s): `BreakAlignGroup` (page 576), `BreakAlignment` (page 577), and `LeftEdge` (page 657).

`Centered_bar_number_align_engraver` (page 480)
Group measure-centered bar numbers in a `CenteredBarNumberLineSpanner` so they end up on the same vertical position.

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

This engraver creates the following layout object(s): `CenteredBarNumberLineSpanner` (page 583).

`Concurrent_hairpin_engraver` (page 483)
Collect concurrent hairpins.

`Footnote_engraver` (page 491)
Create footnote texts.

This engraver creates the following layout object(s): `Footnote` (page 632).

`Grace_spacing_engraver` (page 494)
Bookkeeping of shortest starting and playing notes in grace note runs.

Properties (read)

`currentMusicalColumn` (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): `GraceSpacing` (page 637).

`Jump_engraver` (page 497)
This engraver creates instructions such as *D.C.* and *Fine*, placing them vertically outside the set of staves given in the `stavesFound` context property.

If `Jump_engraver` is added or moved to another context, `Staff_collecting_engraver` (page 518) also needs to be there so that marks appear at the intended Y location.

Music types accepted: `ad-hoc-jump-event` (page 53), `dal-segno-event` (page 56), and `fine-event` (page 57)

Properties (read)

`codaMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`codaMarkFormatter` (procedure)
A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as

arguments the mark sequence number and the context. It should return a markup object.

`dalSegnoTextFormatter` (procedure)
: Format a jump instruction such as *D.S.*

  The first argument is the context.

  The second argument is the number of times the instruction is performed.

  The third argument is a list of three markups: *start-markup*, *end-markup*, and *next-markup*.

  If *start-markup* is `#f`, the form is *da capo*; otherwise the form is *dal segno* and *start-markup* is the sign at the start of the repeated section.

  If *end-markup* is not `#f`, it is either the sign at the end of the main body of the repeat, or it is a *Fine* instruction. When it is a Fine instruction, *next-markup* is `#f`.

  If *next-markup* is not `#f`, it is the mark to be jumped to after performing the body of the repeat, e.g., Coda.

`finalFineTextVisibility` (boolean)
: Whether `\fine` at the written end of the music should create a *Fine* instruction.

`fineText` (markup)
: The text to print at `\fine`.

`segnoMarkCount` (non-negative, exact integer)
: Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

`segnoMarkFormatter` (procedure)
: A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

`stavesFound` (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): `JumpScript` (page 646).

`Mark_engraver` (page 501)
: This engraver creates rehearsal marks, segno and coda marks, and section labels.

  `Mark_engraver` creates marks, formats them, and places them vertically outside the set of staves given in the `stavesFound` context property.

  If `Mark_engraver` is added or moved to another context, `Staff_collecting_engraver` (page 518) also needs to be there so that marks appear at the intended Y location.

  By default, `Mark_engravers` in multiple contexts create a common sequence of marks chosen by the `Score`-level `Mark_tracking_translator` (page 502). If independent sequences are desired, multiple `Mark_tracking_translators` must be used.

  Properties (read)

  `codaMarkFormatter` (procedure)
  : A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as

arguments the mark sequence number and the context. It should return a markup object.

`currentPerformanceMarkEvent` (stream event)
The coda, section, or segno mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`currentRehearsalMarkEvent` (stream event)
The ad-hoc or rehearsal mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`rehearsalMarkFormatter` (procedure)
A procedure taking as arguments the context and the sequence number of the rehearsal mark. It should return the formatted mark as a markup object.

`segnoMarkFormatter` (procedure)
A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

`stavesFound` (list of grobs)
A list of all staff-symbols found.

This engraver creates the following layout object(s): `CodaMark` (page 596), `RehearsalMark` (page 699), `SectionLabel` (page 707), and `SegnoMark` (page 709).

`Mark_tracking_translator` (page 502)
This translator chooses which marks `Mark_engraver` should engrave.

Music types accepted: `ad-hoc-mark-event` (page 54), `coda-mark-event` (page 56), `rehearsal-mark-event` (page 61), `section-label-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`codaMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`rehearsalMark` (integer)
The next rehearsal mark to print.

`segnoMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

Properties (write)

`codaMarkCount` (non-negative, exact integer)
Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`currentPerformanceMarkEvent` (stream event)
The coda, section, or segno mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

currentRehearsalMarkEvent (stream event)
: The ad-hoc or rehearsal mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

rehearsalMark (integer)
: The next rehearsal mark to print.

segnoMarkCount (non-negative, exact integer)
: Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

Metronome_mark_engraver (page 504)
: Engrave metronome marking. This delegates the formatting work to the function in the metronomeMarkFormatter property. The mark is put over all staves. The staves are taken from the stavesFound property, which is maintained by Staff_collecting_engraver (page 518).

Music types accepted: tempo-change-event (page 64)

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

metronomeMarkFormatter (procedure)
: How to produce a metronome markup. Called with two arguments: a TempoChangeEvent and context.

stavesFound (list of grobs)
: A list of all staff-symbols found.

tempoHideNote (boolean)
: Hide the note = count in tempo marks.

This engraver creates the following layout object(s): MetronomeMark (page 672).

Paper_column_engraver (page 509)
: Take care of generating columns.

This engraver decides whether a column is breakable. The default is that a column is always breakable. However, every Bar_engraver that does not have a barline at a certain point will set forbidBreaks in the score context to stop line breaks. In practice, this means that you can make a break point by creating a bar line (assuming that there are no beams or notes that prevent a break point).

Music types accepted: break-event (page 55) and label-event (page 57)

Properties (read)

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

Properties (write)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

This engraver creates the following layout object(s): NonMusicalPaperColumn (page 681) and PaperColumn (page 691).

Parenthesis_engraver (page 509)
: Parenthesize objects whose parenthesize property is #t.

This engraver creates the following layout object(s): Parentheses (page 692).

Repeat_acknowledge_engraver (page 512)
: This engraver augments repeatCommands with start-repeat and end-repeat entries based on received events. This is internal behavior that allows simplifying other engravers that must support both \repeat volta and manual repeats.

This engraver also resets repeatCommands at the beginning of each time step. This is user-facing behavior: it allows setting a value for the current time step simply with \set rather than requiring \once \set.

Music types accepted: volta-repeat-end-event (page 65) and volta-repeat-start-event (page 65)

Properties (write)

repeatCommands (list)
: A list of commands related to volta-style repeats. In general, each element is a list, '(*command args...*), but a command with no arguments may be abbreviated to a symbol; e.g., '((start-repeat)) may be given as '(start-repeat).

end-repeat *return-count*
: End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

start-repeat *repeat-count*
: Start a repeated section. *repeat-count* is the number of times to perform this section.

volta *text*
: If *text* is markup, start a volta bracket with that label; if *text* is #f, end a volta bracket.

Show_control_points_engraver (page 515)
: Create grobs to visualize control points of Bézier curves (ties and slurs) for ease of tweaking.

This engraver creates the following layout object(s): ControlPoint (page 600) and ControlPolygon (page 601).

Spacing_engraver (page 516)
: Make a SpacingSpanner and do bookkeeping of shortest starting and playing notes.

Music types accepted: spacing-section-event (page 62)

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

proportionalNotationDuration (non-negative exact rational or +inf.0)
: Global override for shortest-playing duration. This is used for switching on proportional notation.

This engraver creates the following layout object(s): SpacingSpanner (page 719).

Spanner_tracking_engraver (page 517)
: Helper for creating spanners attached to other spanners. If a spanner has the sticky-grob-interface, the engraver tracks the spanner contained in its sticky-host object. When the host ends, the sticky spanner attached to it has its end announced too.

Staff_collecting_engraver (page 518)
: Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
: A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
: A list of all staff-symbols found.

Stanza_number_align_engraver (page 519)
: This engraver ensures that stanza numbers are neatly aligned across all lyrics contexts.

System_start_delimiter_engraver (page 520)
: Create a system start delimiter (i.e., a SystemStartBar, SystemStartBrace, SystemStartBracket or SystemStartSquare spanner).

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

systemStartDelimiter (symbol)
: Which grob to make for the start of the system/staff? Set to SystemStartBrace, SystemStartBracket or SystemStartBar.

systemStartDelimiterHierarchy (pair)
: A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s): SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), and SystemStartSquare (page 743).

Text_mark_engraver (page 522)
: Engraves arbitrary textual marks.

Music types accepted: text-mark-event (page 64)

Properties (read)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

This engraver creates the following layout object(s): `TextMark` (page 746).

`Timing_translator` (page 524)
This engraver adds the alias `Timing` to its containing context. Responsible for synchronizing timing information from staves. Normally in `Score`. In order to create polyrhythmic music, this engraver should be removed from `Score` and placed in `Staff`.

Music types accepted: `alternative-event` (page 54), `bar-check-event` (page 54), `bar-event` (page 54), `fine-event` (page 57), `measure-length-change-event` (page 58), `partial-event` (page 60), and `polymetric-time-signature-event` (page 61)

Properties (read)

`alternativeNumberingStyle` (symbol)
The scheme and style for numbering bars in repeat alternatives. If not set (the default), bar numbers continue through alternatives. Can be set to `numbers` to reset the bar number at each alternative, or set to `numbers-with-letters` to reset and also include letter suffixes.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`currentBarNumber` (integer)
Contains the current bar number. This property is incremented at every bar line.

`internalBarNumber` (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

`measurePosition` (moment)
The current point within the measure.

`timeSignature` (time signature)
A time-signature specification. See the `\time` command.

Properties (write)

`alternativeNumber` (non-negative, exact integer)
When set, the first volta number for the current `\alternative` element. Not set outside of alternatives.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`currentBarNumber` (integer)
Contains the current bar number. This property is incremented at every bar line.

`internalBarNumber` (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measureLength` (positive exact rational or +inf.0)
: The musical length of the current measure.

`measurePosition` (moment)
: The current point within the measure.

`measureStartNow` (boolean)
: True at the beginning of a measure.

`timeSignature` (time signature)
: A time-signature specification. See the `\time` command.

`Tweak_engraver` (page 526)
: Read the `tweaks` property from the originating event, and set properties.

`Vertical_align_engraver` (page 526)
: Catch groups (staves, lyrics lines, etc.) and stack them vertically.

  Properties (read)

  `alignAboveContext` (string)
  : Where to insert newly created context in vertical alignment.

  `alignBelowContext` (string)
  : Where to insert newly created context in vertical alignment.

  `hasAxisGroup` (boolean)
  : True if the current context is contained in an axis group.

  This engraver creates the following layout object(s): `StaffGrouper` (page 725) and `VerticalAlignment` (page 769).

`Volta_engraver` (page 526)
: Make volta brackets.

  Music types accepted: `dal-segno-event` (page 56), `fine-event` (page 57), and `volta-span-event` (page 65)

  Properties (read)

  `currentCommandColumn` (graphical (layout) object)
  : Grob that is X-parent to all current breakable items (clef, key signature, etc.).

  `printTrivialVoltaRepeats` (boolean)
  : Notate volta-style repeats even when the repeat count is 1.

  `repeatCommands` (list)
  : A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args...*`)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

    `end-repeat` *return-count*
    : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

    `start-repeat` *repeat-count*
    : Start a repeated section. *repeat-count* is the number of times to perform this section.

    `volta` *text*
    : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

stavesFound (list of grobs)
A list of all staff-symbols found.

This engraver creates the following layout object(s): VoltaBracket (page 772) and VoltaBracketSpanner (page 774).

2.1.41 VaticanaStaff

Configure division commands such as \section to create Divisio grobs rather than BarLine grobs. This does not affect measure bar lines or the properties of the grobs themselves.

This context also accepts commands for the following context(s): Staff (page 322).

This context creates the following layout object(s): Accidental (page 546), AccidentalCautionary (page 547), AccidentalPlacement (page 548), AccidentalSuggestion (page 549), BarLine (page 560), BassFigure (page 566), BassFigureAlignment (page 566), BassFigureAlignmentPositioning (page 567), BassFigureBracket (page 568), BassFigureContinuation (page 569), BassFigureLine (page 569), Clef (page 590), ClefModifier (page 593), CueClef (page 602), CueEndClef (page 605), Custos (page 608), Divisio (page 610), DotColumn (page 613), FingeringColumn (page 631), InstrumentName (page 644), KeyCancellation (page 648), KeySignature (page 651), LedgerLineSpanner (page 656), NoteCollision (page 682), OptionalMaterialBracket (page 687), OttavaBracket (page 690), PianoPedalBracket (page 698), RestCollision (page 705), ScriptColumn (page 707), ScriptRow (page 707), SostenutoPedal (page 717), SostenutoPedalLineSpanner (page 718), StaffEllipsis (page 722), StaffHighlight (page 726), StaffSpacing (page 727), StaffSymbol (page 727), SustainPedal (page 737), SustainPedalLineSpanner (page 738), UnaCordaPedal (page 766), UnaCordaPedalLineSpanner (page 767), and VerticalAxisGroup (page 770).

This context sets the following properties:

- Set context property alterationGlyphs to:
  ```
  '((-1/2 . "accidentals.vaticanaM1")
   (0 . "accidentals.vaticana0")
   (1/2 . "accidentals.mensural1"))
  ```
- Set context property autoAccidentals to:
  ```
  '(Staff #<procedure at lily/music-functions.scm:1505:0 (context pitch barnum)>)
  ```
- Set context property autoCautionaries to '().
- Set context property caesuraTypeTransform to caesura-to-bar-line-or-divisio.
- Set context property caesuraTypeTransform to caesura-to-divisio.
- Set context property caesuraType to:
  ```
  '((breath . varcomma))
  ```
- Set context property clefGlyph to "clefs.vaticana.do".
- Set context property clefPosition to 1.
- Set context property clefTransposition to 0.
- Set context property createSpacing to #t.
- Set context property doubleRepeatBarType to "||".
- Set context property doubleRepeatBarType to '().
- Set context property doubleRepeatSegnoBarType to "S-||".
- Set context property doubleRepeatSegnoBarType to "S-||".
- Set context property endRepeatBarType to "||".
- Set context property endRepeatBarType to '().

- Set context property endRepeatSegnoBarType to "S-||".
- Set context property endRepeatSegnoBarType to "S-||".
- Set context property extraNatural to #f.
- Set context property fineBarType to "".
- Set context property fineBarType to "||".
- Set context property fineSegnoBarType to "S-||".
- Set context property fineSegnoBarType to "S-||".
- Set context property fineStartRepeatSegnoBarType to "S-||".
- Set context property fineStartRepeatSegnoBarType to "S-||".
- Set context property forbidBreakBetweenBarLines to #f.
- Set context property ignoreFiguredBassRest to #f.
- Set context property instrumentName to '().
- Set context property localAlterations to '().
- Set context property measureBarType to '().
- Set context property middleCClefPosition to 1.
- Set context property middleCPosition to 1.
- Set context property ottavationMarkups to:
  ```
  '((4 . "29")
    (3 . "22")
    (2 . "15")
    (1 . "8")
    (-1 . "8")
    (-2 . "15")
    (-3 . "22")
    (-4 . "29"))
  ```
- Set context property printKeyCancellation to #f.
- Set context property printTrivialVoltaRepeats to #t.
- Set context property sectionBarType to "".
- Set context property sectionBarType to "||".
- Set context property segnoBarType to "S-||".
- Set context property segnoBarType to "S-||".
- Set context property shortInstrumentName to '().
- Set context property startRepeatBarType to "||".
- Set context property startRepeatBarType to '().
- Set context property startRepeatSegnoBarType to "S-||".
- Set context property startRepeatSegnoBarType to "S-||".
- Set context property submeasureBarType to '().
- Set context property underlyingRepeatBarType to "".
- Set context property underlyingRepeatBarType to "||".
- Set grob property extra-spacing-height in BreathingSign (page 578) to item::extra-spacing-height-including-staff.
- Set grob property extra-spacing-width in BreathingSign (page 578) to : '(-1.0 . 0.0)
- Set grob property font-size in BreathingSign (page 578) to -2.

- Set grob property font-size in Divisio (page 610) to -2.
- Set grob property hair-thickness in BarLine (page 560) to 0.65.
- Set grob property ledger-line-thickness in StaffSymbol (page 727) to : '(1 . 0)
- Set grob property length-fraction in Custos (page 608) to 2.8.
- Set grob property length-fraction in LedgerLineSpanner (page 656) to 0.9.
- Set grob property line-count in StaffSymbol (page 727) to 4.
- Set grob property neutral-direction in Custos (page 608) to -1.
- Set grob property neutral-position in Custos (page 608) to 3.
- Set grob property space-alist.clef in LeftEdge (page 657) to : '(extra-space . 0)
- Set grob property space-alist.custos in BarLine (page 560) to : '(minimum-space . 0.7)
- Set grob property space-alist.first-note in Clef (page 590) to : '(minimum-fixed-space . 1.4)
- Set grob property space-alist.right-edge in Custos (page 608) to : '(extra-space . 0)
- Set grob property style in Custos (page 608) to 'vaticana.
- Set grob property style in Dots (page 614) to 'vaticana.
- Set grob property thick-thickness in BarLine (page 560) to 1.8.
- Set grob property thickness in BreathingSign (page 578) to 1.3.
- Set grob property thickness in Divisio (page 610) to 1.3.
- Set grob property thickness in StaffSymbol (page 727) to 0.5.

This is not a 'Bottom' context; search for such a one will commence after creating an implicit context of type VaticanaVoice (page 446).

Context VaticanaStaff can contain CueVoice (page 107), NullVoice (page 259), and VaticanaVoice (page 446).

This context is built from the following engraver(s):

Accidental_engraver (page 467)
: Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at Voice level, so you can \override them at Voice.

  Properties (read)

  accidentalGrouping (symbol)
  : If set to 'voice, accidentals on the same note in different octaves may be horizontally staggered if in different voices.

  autoAccidentals (list)
  : List of different ways to typeset an accidental.

    For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

    Each entry in the list is either a symbol or a procedure.

    symbol
    : The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in

Internals Reference then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

procedure
The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

`context`
The current context to which the rule should be applied.

`pitch`
The pitch of the note to be evaluated.

`barnum`
The current bar number.

The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

`autoCautionaries` (list)
List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

`extraNatural` (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

`harmonicAccidentals` (boolean)
If set, harmonic notes in chords get accidentals.

`internalBarNumber` (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`keyAlterations` (list)
The current key signature. This is an alist containing `(`*`step`*` . `*`alter`*`)` or `((`*`octave`*` . `*`step`*`) . `*`alter`*`)`, where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g., `keyAlterations = #`((6 . ,FLAT))`.

`localAlterations` (list)
The key signature at this point in the measure. The format is the same as for `keyAlterations`, but can also contain `((`*`octave`*` . `*`name`*`) . (`*`alter barnumber`*` . `*`measureposition`*`))` pairs.

Properties (write)

`localAlterations` (list)
The key signature at this point in the measure. The format is the same as for `keyAlterations`, but can also contain `((`*`octave`*` . `*`name`*`) . (`*`alter barnumber`*` . `*`measureposition`*`))` pairs.

This engraver creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), and `AccidentalSuggestion` (page 549).

`Alteration_glyph_engraver` (page 469)
Set the `glyph-name-alist` of all grobs having the `accidental-switch-interface` to the value of the context's `alterationGlyphs` property, when defined.

Properties (read)

`alterationGlyphs` (list)
Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Apply_output_engraver` (page 470)
Apply a procedure to any grob acknowledged.

Music types accepted: `apply-output-event` (page 54)

`Axis_group_engraver` (page 471)
Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

`keepAliveInterfaces` (list)
A list of symbols, signifying grob interfaces that are worth keeping a staff with `remove-empty` set around for.

Properties (write)

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Bar_engraver` (page 472)
Create bar lines for various commands, including `\\bar`.

If `forbidBreakBetweenBarLines` is true, allow line breaks at bar lines only.

Music types accepted: `ad-hoc-jump-event` (page 53), `caesura-event` (page 55), `coda-mark-event` (page 56), `dal-segno-event` (page 56), `fine-event` (page 57), `section-event` (page 62), and `segno-mark-event` (page 62)

Properties (read)

`caesuraType` (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

  The first argument is the context.

  The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

  The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

`doubleRepeatBarType` (string)
: Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`endRepeatBarType` (string)
: Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args...*`)`, but a command with no

arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

`end-repeat` *`return-count`*
: End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

`start-repeat` *`repeat-count`*
: Start a repeated section. *repeat-count* is the number of times to perform this section.

`volta` *`text`*
: If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

`currentBarLine` (graphical (layout) object)
Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `BarLine` (page 560).

`Clef_engraver` (page 481)
Determine and set reference point for pitches.

Properties (read)

`clefGlyph` (string)
Name of the symbol within the music font.

`clefPosition` (number)
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

`clefTransposition` (integer)
Add this much extra transposition to a clef. Values of 7 and -7 are common.

`clefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitClefVisibility` (vector)
'`break-visibility`' function for clef changes.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`forceClef` (boolean)
Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): `Clef` (page 590) and `ClefModifier` (page 593).

`Collision_engraver` (page 482)
Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s): `NoteCollision` (page 682).

`Cue_clef_engraver` (page 483)
Determine and set reference point for pitches in cued voices.

Properties (read)

`clefTransposition` (integer)
Add this much extra transposition to a clef. Values of 7 and -7 are common.

`cueClefGlyph` (string)
Name of the symbol within the music font.

`cueClefPosition` (number)
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

`cueClefTransposition` (integer)
Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitCueClefVisibility` (vector)
'`break-visibility`' function for cue clef changes.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`middleCCuePosition` (number)
The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at `cueClefPosition` and `cueClefGlyph`.

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Custos_engraver` (page 485)
Engrave custodes.

Properties (read)

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Custos` (page 608).

`Divisio_engraver` (page 485)
Create divisiones: chant notation for points of breathing or caesura.

Music types accepted: `caesura-event` (page 55), `fine-event` (page 57), `section-event` (page 62), `volta-repeat-end-event` (page 65), and `volta-repeat-start-event` (page 65)

Properties (read)

`caesuraType` (list)
An alist

```
((bar-line . bar-type)
```

```
(breath . breath-type)
(scripts . script-type...)
(underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at `\caesura`. All entries are optional.

`bar-line` has higher priority than a measure bar line and `underlying-bar-line` has lower priority than a measure bar line.

`caesuraTypeTransform` (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as `caesuraType`.

The first argument is the context.

The second argument is the value of `caesuraType` with an additional entry `(articulations . symbol-list)` identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. `bar-line` indicates that the engraver has observed a `BarLine` at the current moment.

This engraver creates the following layout object(s): `Divisio` (page 610).

`Dot_column_engraver` (page 486)
: Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): `DotColumn` (page 613).

`Figured_bass_engraver` (page 490)
: Make figured bass numbers.

Music types accepted: `bass-figure-event` (page 54) and `rest-event` (page 61)

Properties (read)

`figuredBassAlterationDirection` (direction)
: Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
: Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
: A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)
: Don't swallow rest events.

`implicitBassFigures` (list)
: A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)
: Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): BassFigure (page 566), BassFigureAlignment (page 566), BassFigureBracket (page 568), BassFigureContinuation (page 569), and BassFigureLine (page 569).

Figured_bass_position_engraver (page 490)
Position figured bass alignments over notes.

This engraver creates the following layout object(s): BassFigureAlignmentPositioning (page 567).

Fingering_column_engraver (page 491)
Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.

This engraver creates the following layout object(s): FingeringColumn (page 631).

Font_size_engraver (page 491)
Put fontSize into font-size grob property.

Properties (read)

fontSize (number)
The relative size of all grobs in a context.

Grob_pq_engraver (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Horizontal_script_engraver (page 495)
Aligns Script horizontally

Instrument_name_engraver (page 496)
Create a system start text for instrument or vocal names.

Properties (read)

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

instrumentName (markup)
The name to print left of a staff. The instrumentName property labels the staff in the first system, and the shortInstrumentName property labels following lines.

shortInstrumentName (markup)
See instrumentName.

shortVocalName (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s): `InstrumentName` (page 644).

`Key_engraver` (page 498)
Engrave a key signature.

Music types accepted: `key-change-event` (page 57)

Properties (read)

`createKeyOnClefChange` (boolean)
Print a key signature whenever the clef is changed.

`explicitKeySignatureVisibility` (vector)
'`break-visibility`' function for explicit key changes. '`\override`' of the `break-visibility` property will set the visibility for normal (i.e., at the start of the line) key signatures.

`extraNatural` (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
Set to `#t` when an event forcing a line break was heard.

`keyAlterationOrder` (list)
A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

`keyAlterations` (list)
The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g., `keyAlterations = #`((6 . ,FLAT))`.

`lastKeyAlterations` (list)
Last key signature before a key signature change.

`middleCClefPosition` (number)
The position of the middle C, as determined only by the clef. This can be calculated by looking at `clefPosition` and `clefGlyph`.

`printKeyCancellation` (boolean)
Print restoration alterations before a key signature change.

Properties (write)

`keyAlterations` (list)
The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g., `keyAlterations = #`((6 . ,FLAT))`.

`lastKeyAlterations` (list)
Last key signature before a key signature change.

`tonic` (pitch)
The tonic of the current scale.

This engraver creates the following layout object(s): `KeyCancellation` (page 648) and `KeySignature` (page 651).

`Ledger_line_engraver` (page 499)
Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): `LedgerLineSpanner` (page 656).

`Merge_mmrest_numbers_engraver` (page 504)
Engraver to merge multi-measure rest numbers in multiple voices.

This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

`Non_musical_script_column_engraver` (page 506)
Find potentially colliding non-musical scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Optional_material_bracket_engraver` (page 508)
Notate in-staff brackets for optional material.

Music types accepted: `optional-material-event` (page 60)

This engraver creates the following layout object(s): `OptionalMaterialBracket` (page 687).

`Ottava_spanner_engraver` (page 508)
Create a text spanner when the ottavation property changes.

Music types accepted: `ottava-event` (page 60)

Properties (read)

`currentMusicalColumn` (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`middleCOffset` (number)
The offset of middle C from the position given by `middleCClefPosition` This is used for ottava brackets.

`ottavation` (markup)
If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s): `OttavaBracket` (page 690).

`Piano_pedal_align_engraver` (page 511)
Align piano pedal symbols and brackets.

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

This engraver creates the following layout object(s): `SostenutoPedalLineSpanner` (page 718), `SustainPedalLineSpanner` (page 738), and `UnaCordaPedalLineSpanner` (page 767).

`Piano_pedal_engraver` (page 511)
Engrave piano pedal symbols and brackets.

Music types accepted: `sostenuto-event` (page 62), `sustain-event` (page 64), and `una-corda-event` (page 65)

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`pedalSostenutoStrings` (list)
See `pedalSustainStrings`.

`pedalSostenutoStyle` (symbol)
See `pedalSustainStyle`.

`pedalSustainStrings` (list)
A list of strings to print for sustain-pedal. Format is `(up updown down)`, where each of the three is the string to print when this is done with the pedal.

`pedalSustainStyle` (symbol)
A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

`pedalUnaCordaStrings` (list)
See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)
See `pedalSustainStyle`.

This engraver creates the following layout object(s): `PianoPedalBracket` (page 698), `SostenutoPedal` (page 717), `SustainPedal` (page 737), and `UnaCordaPedal` (page 766).

`Pure_from_neighbor_engraver` (page 512)
Coordinates items that get their pure heights from their neighbors.

`Rest_collision_engraver` (page 513)
Handle collisions of rests.

Properties (read)

`busyGrobs` (list)
A queue of `(end-moment . grob)` cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): `RestCollision` (page 705).

`Script_row_engraver` (page 514)
Determine order in horizontal side position elements.

This engraver creates the following layout object(s): `ScriptRow` (page 707).

`Separating_line_group_engraver` (page 515)
Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
True if currentCommandColumn contains items that will affect spacing.

This engraver creates the following layout object(s): StaffSpacing (page 727).

Skip_typesetting_engraver (page 515)
Create a StaffEllipsis when skipTypesetting is used.

Properties (read)

skipTypesetting (boolean)
If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

This engraver creates the following layout object(s): StaffEllipsis (page 722).

Staff_collecting_engraver (page 518)
Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Staff_highlight_engraver (page 518)
Highlights music passages.

Music types accepted: staff-highlight-event (page 63)

Properties (read)

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_symbol_engraver (page 519)
Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

2.1.42 VaticanaVoice

A kind of Voice for typesetting Gregorian chant in a notational style approximating *Editio Vaticana*.

This context also accepts commands for the following context(s): Voice (page 457).

This context creates the following layout object(s): ApproximatePitchNoteHead (page 555), Arpeggio (page 557), Beam (page 570), BendAfter (page 573), BreathingSign (page 578), ChordBracket (page 585), ChordSlur (page 587), ClusterSpanner (page 595), ClusterSpannerBeacon (page 595), CombineTextScript (page 598), DotColumn (page 613), Dots (page 614), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), Episema (page 626), FingerGlideSpanner (page 627), Fingering (page 629), Glissando (page 635), Hairpin (page 639),

InstrumentSwitch (page 645), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteHead (page 684), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), StringNumber (page 733), StrokeFinger (page 735), TextScript (page 748), Tie (page 752), TieColumn (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), VaticanaLigature (page 768), and VoiceFollower (page 771).

This context sets the following properties:

- Set context property autoBeaming to #f.
- Set grob property bound-details.left.padding in Episema (page 626) to 0.05.
- Set grob property bound-details.right.padding in Episema (page 626) to 0.05.
- Set grob property style in NoteHead (page 684) to 'vaticana.punctum.
- Set grob property thickness in Episema (page 626) to 2.5.

This is a 'Bottom' context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

This context is built from the following engraver(s):

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Arpeggio_engraver (page 470)
: Create arpeggiato and non-arpeggiato symbols.

  Music types accepted: arpeggio-event (page 54), chord-slur-event (page 55), and non-arpeggiato-event (page 59)

  This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Auto_beam_engraver (page 470)
: Generate beams based on measure characteristics and observed Stems. Uses beatBase, beatStructure, beamExceptions, measureLength, and measurePosition to decide when to start and stop a beam. Overriding beaming is done through Stem_engraver (page 519) properties stemLeftBeamCount and stemRightBeamCount.

  Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

  Properties (read)

  autoBeaming (boolean)
  : If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

  beamExceptions (list)
  : An alist of exceptions to auto-beam rules that normally end on beats.

  beamHalfMeasure (boolean)
  : Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Beam_engraver (page 476)
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Bend_engraver (page 477)
Create fall spanners.

Music types accepted: bend-after-event (page 55)

Properties (read)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): BendAfter (page 573).

Breathing_sign_engraver (page 478)
Notate breath marks.

Music types accepted: breathing-event (page 55)

Properties (read)

breathMarkType (symbol)
The type of BreathingSign to create at \breathe.

This engraver creates the following layout object(s): BreathingSign (page 578).

Chord_tremolo_engraver (page 481)
Generate beams for tremolo repeats.

Music types accepted: tremolo-span-event (page 65)

This engraver creates the following layout object(s): Beam (page 570).

Cluster_spanner_engraver (page 481)
Engrave a cluster using Spanner notation.

Music types accepted: cluster-note-event (page 56)

This engraver creates the following layout object(s): ClusterSpanner (page 595) and ClusterSpannerBeacon (page 595).

Dots_engraver (page 486)
Create Dots (page 614) objects for rhythmic-head-interface (page 842)s.

This engraver creates the following layout object(s): Dots (page 614).

Double_percent_repeat_engraver (page 486)
Make double measure repeats.

Music types accepted: double-percent-event (page 56)

Properties (read)

countPercentRepeats (boolean)
If set, produce counters for percent repeats.

measureLength (positive exact rational or +inf.0)
The musical length of the current measure.

repeatCountVisibility (procedure)
A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when countPercentRepeats is set.

Properties (write)

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): DoublePercentRepeat (page 615) and DoublePercentRepeatCounter (page 616).

Dynamic_align_engraver (page 488)
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

currentMusicalColumn (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): DynamicLineSpanner (page 621).

`Dynamic_engraver` (page 488)
Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: `absolute-dynamic-event` (page 53), `break-dynamic-span-event` (page 55), and `span-dynamic-event` (page 62)

Properties (read)

`crescendoSpanner` (symbol)
The type of spanner to be used for crescendi. Available values are '`hairpin`' and '`text`'. If unset, a hairpin crescendo is used.

`crescendoText` (markup)
The text to print at start of non-hairpin crescendo, i.e., '`cresc.`'.

`currentMusicalColumn` (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`decrescendoSpanner` (symbol)
The type of spanner to be used for decrescendi. Available values are '`hairpin`' and '`text`'. If unset, a hairpin decrescendo is used.

`decrescendoText` (markup)
The text to print at start of non-hairpin decrescendo, i.e., '`dim.`'.

This engraver creates the following layout object(s): `DynamicText` (page 622), `DynamicTextSpanner` (page 624), and `Hairpin` (page 639).

`Episema_engraver` (page 489)
Create an *Editio Vaticana*-style episema line.

Music types accepted: `episema-event` (page 56)

This engraver creates the following layout object(s): `Episema` (page 626).

`Finger_glide_engraver` (page 490)
Engraver to print a line between two `Fingering`, `StringNumber` or `StrokeFinger` grobs.

Music types accepted: `note-event` (page 60)

This engraver creates the following layout object(s): `FingerGlideSpanner` (page 627).

`Fingering_engraver` (page 491)
Create fingering scripts.

Music types accepted: `fingering-event` (page 57)

This engraver creates the following layout object(s): `Fingering` (page 629).

`Font_size_engraver` (page 491)
Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)
The relative size of all grobs in a context.

`Forbid_line_break_engraver` (page 491)
Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)
A queue of (*`end-moment . grob`*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

Glissando_engraver (page 493)
Engrave glissandi.

Music types accepted: glissando-event (page 57)

Properties (read)

glissandoMap (list)
A map in the form of '((source1 . target1) (source2 . target2) ... (sourcen . targetn)), showing the glissandi to be drawn for note columns. The value '() defaults to '((0 . 0) (1 . 1) ... (n . n)), where n is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): Glissando (page 635).

Grace_auto_beam_engraver (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \noBeam will block autobeaming, just like setting the context property 'autoBeaming' to ##f.

Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

Properties (read)

autoBeaming (boolean)
If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): Beam (page 570).

Grace_beam_engraver (page 493)
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Grace_engraver (page 494)
Set font size and other properties for grace notes.

Properties (read)

graceSettings (list)
Overrides for grace notes. This property should be manipulated through the add-grace-property function.

Grob_pq_engraver (page 495)
Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Instrument_switch_engraver (page 496)
Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

instrumentCueName (markup)
The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): InstrumentSwitch (page 645).

Laissez_vibrer_engraver (page 499)
Create laissez vibrer items.

Music types accepted: laissez-vibrer-event (page 57)

This engraver creates the following layout object(s): LaissezVibrerTie (page 654) and LaissezVibrerTieColumn (page 656).

Multi_measure_rest_engraver (page 505)
Engrave multi-measure rests that are produced with 'R'. It reads measureStartNow and internalBarNumber to determine what number to print over the MultiMeasureRest (page 674).

Music types accepted: multi-measure-articulation-event (page 58), multi-measure-rest-event (page 59), and multi-measure-text-event (page 59)

Properties (read)

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

internalBarNumber (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

`measureStartNow` (boolean)
: True at the beginning of a measure.

`restNumberThreshold` (number)
: If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

`New_fingering_engraver` (page 506)
: Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

`fingeringOrientations` (list)
: A list of symbols, containing '`left`', '`right`', '`up`' and/or '`down`'. This list determines where fingerings are put relative to the chord being fingered.

`harmonicDots` (boolean)
: If set, harmonic notes in dotted chords get dots.

`stringNumberOrientations` (list)
: See `fingeringOrientations`.

`strokeFingerOrientations` (list)
: See `fingeringOrientations`.

This engraver creates the following layout object(s): `Fingering` (page 629), `Script` (page 705), `StringNumber` (page 733), and `StrokeFinger` (page 735).

`Note_head_line_engraver` (page 506)
: Engrave a line between two note heads in a staff switch if `followVoice` is set.

Properties (read)

`followVoice` (boolean)
: If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): `VoiceFollower` (page 771).

`Note_heads_engraver` (page 507)
: Generate note heads.

Music types accepted: `note-event` (page 60)

Properties (read)

`middleCPosition` (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`staffLineLayoutFunction` (procedure)
: Layout of staff lines, `traditional`, or `semitone`.

This engraver creates the following layout object(s): `ApproximatePitchNoteHead` (page 555) and `NoteHead` (page 684).

`Note_spacing_engraver` (page 508)
: Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): `NoteSpacing` (page 686).

Part_combine_engraver (page 509)
: Part combine engraver for orchestral scores: Print markings 'a2', 'Solo', 'Solo II', and 'unisono'.

  Music types accepted: note-event (page 60) and part-combine-event (page 60)

  Properties (read)

  aDueText (markup)
  : Text to print at a unisono passage.

  partCombineTextsOnNote (boolean)
  : Print part-combine texts only on the next note rather than immediately on rests or skips.

  printPartCombineTexts (boolean)
  : Set 'Solo' and 'A due' texts in the part combiner?

  soloIIText (markup)
  : The text for the start of a solo for voice 'two' when part-combining.

  soloText (markup)
  : The text for the start of a solo when part-combining.

  This engraver creates the following layout object(s): CombineTextScript (page 598).

Percent_repeat_engraver (page 510)
: Make whole measure repeats.

  Music types accepted: percent-event (page 60)

  Properties (read)

  countPercentRepeats (boolean)
  : If set, produce counters for percent repeats.

  currentCommandColumn (graphical (layout) object)
  : Grob that is X-parent to all current breakable items (clef, key signature, etc.).

  repeatCountVisibility (procedure)
  : A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when countPercentRepeats is set.

  This engraver creates the following layout object(s): PercentRepeat (page 693) and PercentRepeatCounter (page 694).

Phrasing_slur_engraver (page 510)
: Print phrasing slurs. Similar to Slur_engraver (page 516).

  Music types accepted: note-event (page 60) and phrasing-slur-event (page 61)

  This engraver creates the following layout object(s): PhrasingSlur (page 696).

Pitched_trill_engraver (page 512)
: Print the bracketed note head after a note head with trill.

  This engraver creates the following layout object(s): TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), and TrillPitchParentheses (page 761).

Repeat_tie_engraver (page 513)
: Create repeat ties.

Music types accepted: repeat-tie-event (page 61)

This engraver creates the following layout object(s): RepeatTie (page 702) and RepeatTieColumn (page 703).

Rest_engraver (page 513)

Engrave rests.

Music types accepted: rest-event (page 61)

Properties (read)

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

This engraver creates the following layout object(s): Rest (page 704).

Rhythmic_column_engraver (page 514)

Generate NoteColumn, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): NoteColumn (page 683).

Script_column_engraver (page 514)

Find potentially colliding scripts and put them into a ScriptColumn object; that will fix the collisions.

This engraver creates the following layout object(s): ScriptColumn (page 707).

Script_engraver (page 514)

Handle note scripted articulations.

Music types accepted: articulation-event (page 54)

Properties (read)

scriptDefinitions (list)

The description of scripts. This is used by the Script_engraver for typesetting note-superscripts and subscripts. See scm/script.scm for more information.

This engraver creates the following layout object(s): Script (page 705).

Slash_repeat_engraver (page 516)

Make beat repeats.

Music types accepted: repeat-slash-event (page 61)

This engraver creates the following layout object(s): DoubleRepeatSlash (page 618) and RepeatSlash (page 701).

Spanner_break_forbid_engraver (page 517)

Forbid breaks in certain spanners.

Text_engraver (page 522)

Create text scripts.

Music types accepted: text-script-event (page 64)

This engraver creates the following layout object(s): TextScript (page 748).

Tie_engraver (page 522)

Generate ties between note heads of equal pitch.

Music types accepted: tie-event (page 64)

Properties (read)

skipTypesetting (boolean)

If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

`tieWaitForNote` (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

`Toe_heel_engraver` (page 525)
Read the `toeHeelStyle` context property and use it to style `\rtoe` and its siblings, based on the data in the `toe-heel-styles` alist.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`toeHeelStyle` (symbol)
The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`Trill_spanner_engraver` (page 525)
Create trill spanners.

Music types accepted: `trill-span-event` (page 65)

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`currentMusicalColumn` (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): `TrillSpanner` (page 761).

`Tuplet_engraver` (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: `tuplet-span-event` (page 65)

Properties (read)

`tupletFullLength` (boolean)
If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): `TupletBracket` (page 763) and `TupletNumber` (page 765).

`Vaticana_ligature_engraver` (page 526)
Handle ligatures by glueing special ligature heads together.

Music types accepted: `ligature-event` (page 58)

This engraver creates the following layout object(s): `DotColumn` (page 613) and `VaticanaLigature` (page 768).

2.1.43 Voice

Corresponds to a voice on a staff. This context handles the conversion of dynamic signs, stems, beams, super- and subscripts, slurs, ties, and rests.

You have to instantiate this explicitly if you want to have multiple voices on the same staff.

This context creates the following layout object(s): ApproximatePitchNoteHead (page 555), Arpeggio (page 557), Beam (page 570), BendAfter (page 573), BreathingSign (page 578), ChordBracket (page 585), ChordSlur (page 587), ClusterSpanner (page 595), ClusterSpannerBeacon (page 595), CombineTextScript (page 598), Dots (page 614), DoublePercentRepeat (page 615), DoublePercentRepeatCounter (page 616), DoubleRepeatSlash (page 618), DynamicLineSpanner (page 621), DynamicText (page 622), DynamicTextSpanner (page 624), FingerGlideSpanner (page 627), Fingering (page 629), Flag (page 631), Glissando (page 635), Hairpin (page 639), InstrumentSwitch (page 645), LaissezVibrerTie (page 654), LaissezVibrerTieColumn (page 656), LigatureBracket (page 659), MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), MultiMeasureRestText (page 679), NoteColumn (page 683), NoteHead (page 684), NoteSpacing (page 686), PercentRepeat (page 693), PercentRepeatCounter (page 694), PhrasingSlur (page 696), RepeatSlash (page 701), RepeatTie (page 702), RepeatTieColumn (page 703), Rest (page 704), Script (page 705), ScriptColumn (page 707), Slur (page 714), Stem (page 729), StemStub (page 731), StemTremolo (page 732), StringNumber (page 733), StrokeFinger (page 735), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), and VoiceFollower (page 771).

This is a 'Bottom' context; no contexts will be created implicitly from it.

This context cannot contain other contexts.

This context is built from the following engraver(s):

Apply_output_engraver (page 470)
: Apply a procedure to any grob acknowledged.

  Music types accepted: apply-output-event (page 54)

Arpeggio_engraver (page 470)
: Create arpeggiato and non-arpeggiato symbols.

  Music types accepted: arpeggio-event (page 54), chord-slur-event (page 55), and non-arpeggiato-event (page 59)

  This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Auto_beam_engraver (page 470)
: Generate beams based on measure characteristics and observed Stems. Uses beatBase, beatStructure, beamExceptions, measureLength, and measurePosition to decide when to start and stop a beam. Overriding beaming is done through Stem_engraver (page 519) properties stemLeftBeamCount and stemRightBeamCount.

  Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

  Properties (read)

autoBeaming (boolean)
If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

beamExceptions (list)
An alist of exceptions to auto-beam rules that normally end on beats.

beamHalfMeasure (boolean)
Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Beam_engraver (page 476)
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Bend_engraver (page 477)
Create fall spanners.

Music types accepted: bend-after-event (page 55)

Properties (read)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): BendAfter (page 573).

Breathing_sign_engraver (page 478)
Notate breath marks.

Music types accepted: breathing-event (page 55)

Properties (read)

breathMarkType (symbol)
The type of BreathingSign to create at \breathe.

This engraver creates the following layout object(s): BreathingSign (page 578).

Chord_tremolo_engraver (page 481)
Generate beams for tremolo repeats.

Music types accepted: tremolo-span-event (page 65)

This engraver creates the following layout object(s): Beam (page 570).

Cluster_spanner_engraver (page 481)
Engrave a cluster using Spanner notation.

Music types accepted: cluster-note-event (page 56)

This engraver creates the following layout object(s): ClusterSpanner (page 595) and ClusterSpannerBeacon (page 595).

Dots_engraver (page 486)
Create Dots (page 614) objects for rhythmic-head-interface (page 842)s.

This engraver creates the following layout object(s): Dots (page 614).

Double_percent_repeat_engraver (page 486)
Make double measure repeats.

Music types accepted: double-percent-event (page 56)

Properties (read)

countPercentRepeats (boolean)
If set, produce counters for percent repeats.

measureLength (positive exact rational or +inf.0)
The musical length of the current measure.

repeatCountVisibility (procedure)
A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when countPercentRepeats is set.

Properties (write)

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): DoublePercentRepeat (page 615) and DoublePercentRepeatCounter (page 616).

Dynamic_align_engraver (page 488)
Align hairpins and dynamic texts on a horizontal line.

Properties (read)

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): DynamicLineSpanner (page 621).

Dynamic_engraver (page 488)
: Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: absolute-dynamic-event (page 53), break-dynamic-span-event (page 55), and span-dynamic-event (page 62)

Properties (read)

crescendoSpanner (symbol)
: The type of spanner to be used for crescendi. Available values are 'hairpin' and 'text'. If unset, a hairpin crescendo is used.

crescendoText (markup)
: The text to print at start of non-hairpin crescendo, i.e., 'cresc.'.

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

decrescendoSpanner (symbol)
: The type of spanner to be used for decrescendi. Available values are 'hairpin' and 'text'. If unset, a hairpin decrescendo is used.

decrescendoText (markup)
: The text to print at start of non-hairpin decrescendo, i.e., 'dim.'.

This engraver creates the following layout object(s): DynamicText (page 622), DynamicTextSpanner (page 624), and Hairpin (page 639).

Finger_glide_engraver (page 490)
: Engraver to print a line between two Fingering, StringNumber or StrokeFinger grobs.

Music types accepted: note-event (page 60)

This engraver creates the following layout object(s): FingerGlideSpanner (page 627).

Fingering_engraver (page 491)
: Create fingering scripts.

Music types accepted: fingering-event (page 57)

This engraver creates the following layout object(s): Fingering (page 629).

Font_size_engraver (page 491)
: Put fontSize into font-size grob property.

Properties (read)

fontSize (number)
: The relative size of all grobs in a context.

Forbid_line_break_engraver (page 491)
: Forbid line breaks when note heads are still playing at some point.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

forbidBreak (boolean)
If set to #t, prevent a line break at this point, except if explicitly requested by the user.

Glissando_engraver (page 493)
Engrave glissandi.

Music types accepted: glissando-event (page 57)

Properties (read)

glissandoMap (list)
A map in the form of '((source1 . target1) (source2 . target2) ... (source*n* . target*n*)), showing the glissandi to be drawn for note columns. The value '() defaults to '((0 . 0) (1 . 1) ... (*n* . *n*)), where *n* is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): Glissando (page 635).

Grace_auto_beam_engraver (page 493)
Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \noBeam will block autobeaming, just like setting the context property 'autoBeaming' to ##f.

Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

Properties (read)

autoBeaming (boolean)
If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): Beam (page 570).

Grace_beam_engraver (page 493)
Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
: If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Grace_engraver (page 494)
: Set font size and other properties for grace notes.

Properties (read)

graceSettings (list)
: Overrides for grace notes. This property should be manipulated through the add-grace-property function.

Grob_pq_engraver (page 495)
: Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Instrument_switch_engraver (page 496)
: Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

instrumentCueName (markup)
: The name to print if another instrument is to be taken.

This property is deprecated

This engraver creates the following layout object(s): InstrumentSwitch (page 645).

Laissez_vibrer_engraver (page 499)
: Create laissez vibrer items.

Music types accepted: laissez-vibrer-event (page 57)

This engraver creates the following layout object(s): LaissezVibrerTie (page 654) and LaissezVibrerTieColumn (page 656).

Ligature_bracket_engraver (page 500)
: Handle Ligature_events by engraving Ligature brackets.

Music types accepted: ligature-event (page 58)

This engraver creates the following layout object(s): LigatureBracket (page 659).

Multi_measure_rest_engraver (page 505)
: Engrave multi-measure rests that are produced with 'R'. It reads measureStartNow and internalBarNumber to determine what number to print over the MultiMeasureRest (page 674).

Music types accepted: multi-measure-articulation-event (page 58), multi-measure-rest-event (page 59), and multi-measure-text-event (page 59)

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

internalBarNumber (integer)
: Contains the current bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

measureStartNow (boolean)
: True at the beginning of a measure.

restNumberThreshold (number)
: If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): MultiMeasureRest (page 674), MultiMeasureRestNumber (page 676), MultiMeasureRestScript (page 677), and MultiMeasureRestText (page 679).

New_fingering_engraver (page 506)
: Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

fingeringOrientations (list)
: A list of symbols, containing 'left', 'right', 'up' and/or 'down'. This list determines where fingerings are put relative to the chord being fingered.

harmonicDots (boolean)
: If set, harmonic notes in dotted chords get dots.

stringNumberOrientations (list)
: See fingeringOrientations.

strokeFingerOrientations (list)
: See fingeringOrientations.

This engraver creates the following layout object(s): Fingering (page 629), Script (page 705), StringNumber (page 733), and StrokeFinger (page 735).

Note_head_line_engraver (page 506)
: Engrave a line between two note heads in a staff switch if followVoice is set.

Properties (read)

followVoice (boolean)
: If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): VoiceFollower (page 771).

Note_heads_engraver (page 507)
: Generate note heads.

Music types accepted: note-event (page 60)

Properties (read)

middleCPosition (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

staffLineLayoutFunction (procedure)
: Layout of staff lines, traditional, or semitone.

This engraver creates the following layout object(s): ApproximatePitchNoteHead (page 555) and NoteHead (page 684).

Note_spacing_engraver (page 508)
: Generate NoteSpacing, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): NoteSpacing (page 686).

Part_combine_engraver (page 509)
: Part combine engraver for orchestral scores: Print markings 'a2', 'Solo', 'Solo II', and 'unisono'.

Music types accepted: note-event (page 60) and part-combine-event (page 60)

Properties (read)

aDueText (markup)
: Text to print at a unisono passage.

partCombineTextsOnNote (boolean)
: Print part-combine texts only on the next note rather than immediately on rests or skips.

printPartCombineTexts (boolean)
: Set 'Solo' and 'A due' texts in the part combiner?

soloIIText (markup)
: The text for the start of a solo for voice 'two' when part-combining.

soloText (markup)
: The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): CombineTextScript (page 598).

Percent_repeat_engraver (page 510)
: Make whole measure repeats.

Music types accepted: percent-event (page 60)

Properties (read)

countPercentRepeats (boolean)
: If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

repeatCountVisibility (procedure)
: A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when countPercentRepeats is set.

This engraver creates the following layout object(s): PercentRepeat (page 693) and PercentRepeatCounter (page 694).

Phrasing_slur_engraver (page 510)
: Print phrasing slurs. Similar to Slur_engraver (page 516).

Music types accepted: note-event (page 60) and phrasing-slur-event (page 61)

This engraver creates the following layout object(s): PhrasingSlur (page 696).

`Pitched_trill_engraver` (page 512)
Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s): `TrillPitchAccidental` (page 757), `TrillPitchGroup` (page 758), `TrillPitchHead` (page 759), and `TrillPitchParentheses` (page 761).

`Repeat_tie_engraver` (page 513)
Create repeat ties.

Music types accepted: `repeat-tie-event` (page 61)

This engraver creates the following layout object(s): `RepeatTie` (page 702) and `RepeatTieColumn` (page 703).

`Rest_engraver` (page 513)
Engrave rests.

Music types accepted: `rest-event` (page 61)

Properties (read)

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Rest` (page 704).

`Rhythmic_column_engraver` (page 514)
Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): `NoteColumn` (page 683).

`Script_column_engraver` (page 514)
Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Script_engraver` (page 514)
Handle note scripted articulations.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `Script` (page 705).

`Slash_repeat_engraver` (page 516)
Make beat repeats.

Music types accepted: `repeat-slash-event` (page 61)

This engraver creates the following layout object(s): `DoubleRepeatSlash` (page 618) and `RepeatSlash` (page 701).

`Slur_engraver` (page 516)
Build slur grobs from slur events.

Music types accepted: `note-event` (page 60) and `slur-event` (page 62)

Properties (read)

`doubleSlurs` (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

slurMelismaBusy (boolean)
Signal if a slur is present.

This engraver creates the following layout object(s): Slur (page 714).

Spanner_break_forbid_engraver (page 517)
Forbid breaks in certain spanners.

Stem_engraver (page 519)
Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted: tremolo-event (page 65)

Properties (read)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

stemLeftBeamCount (integer)
Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)
See stemLeftBeamCount.

This engraver creates the following layout object(s): Flag (page 631), Stem (page 729), StemStub (page 731), and StemTremolo (page 732).

Text_engraver (page 522)
Create text scripts.

Music types accepted: text-script-event (page 64)

This engraver creates the following layout object(s): TextScript (page 748).

Text_spanner_engraver (page 522)
Create text spanner from an event.

Music types accepted: text-span-event (page 64)

Properties (read)

currentMusicalColumn (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): TextSpanner (page 750).

Tie_engraver (page 522)
Generate ties between note heads of equal pitch.

Music types accepted: tie-event (page 64)

Properties (read)

skipTypesetting (boolean)
If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

tieWaitForNote (boolean)
If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

`Toe_heel_engraver` (page 525)
Read the `toeHeelStyle` context property and use it to style `\rtoe` and its siblings, based on the data in the `toe-heel-styles` alist.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`toeHeelStyle` (symbol)
The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`Trill_spanner_engraver` (page 525)
Create trill spanners.

Music types accepted: `trill-span-event` (page 65)

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`currentMusicalColumn` (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): `TrillSpanner` (page 761).

`Tuplet_engraver` (page 525)
Catch tuplet events and generate appropriate bracket.

Music types accepted: `tuplet-span-event` (page 65)

Properties (read)

`tupletFullLength` (boolean)
If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)
If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): `TupletBracket` (page 763) and `TupletNumber` (page 765).

2.2 Engravers and Performers

See Section "Modifying context plug-ins" in *Notation Reference*.

2.2.1 `Accidental_engraver`

Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at `Voice` level, so you can `\override` them at `Voice`.

Properties (read)

`accidentalGrouping` (symbol)
: If set to `'voice`, accidentals on the same note in different octaves may be horizontally staggered if in different voices.

`autoAccidentals` (list)
: List of different ways to typeset an accidental.

  For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

  Each entry in the list is either a symbol or a procedure.

  symbol
  : The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in *Internals Reference* then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

  procedure
  : The procedure represents an accidental rule to be applied to the previously specified context.

    The procedure takes the following arguments:

    `context`
    : The current context to which the rule should be applied.

    `pitch`
    : The pitch of the note to be evaluated.

    `barnum`
    : The current bar number.

    The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

`autoCautionaries` (list)
: List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

`extraNatural` (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

`harmonicAccidentals` (boolean)
: If set, harmonic notes in chords get accidentals.

`internalBarNumber` (integer)
: Contains the current bar number. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`keyAlterations` (list)
: The current key signature. This is an alist containing `(`*`step`*` . `*`alter`*`)` or `((`*`octave`*` . `*`step`*`) . `*`alter`*`)`, where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g., `keyAlterations = #`((6 . ,FLAT))`.

`localAlterations` (list)
: The key signature at this point in the measure. The format is the same as for `keyAlterations`, but can also contain `((`*octave* `.` *name*`) . (`*alter barnumber* `.` *measureposition*`))` pairs.

Properties (write)

`localAlterations` (list)
: The key signature at this point in the measure. The format is the same as for `keyAlterations`, but can also contain `((`*octave* `.` *name*`) . (`*alter barnumber* `.` *measureposition*`))` pairs.

This engraver creates the following layout object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), and `AccidentalSuggestion` (page 549).

`Accidental_engraver` is part of the following context(s) in `\layout`: `GregorianTranscriptionStaff` (page 153), `InternalGregorianStaff` (page 176), `InternalMensuralStaff` (page 190), `KievanStaff` (page 204), `MensuralStaff` (page 232), `PetrucciStaff` (page 262), `Staff` (page 322), and `VaticanaStaff` (page 432).

2.2.2 Alteration_glyph_engraver

Set the `glyph-name-alist` of all grobs having the `accidental-switch-interface` to the value of the context's `alterationGlyphs` property, when defined.

Properties (read)

`alterationGlyphs` (list)
: Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

`Alteration_glyph_engraver` is part of the following context(s) in `\layout`: `ChordGrid` (page 75), `ChordNames` (page 105), `DrumStaff` (page 119), `GregorianTranscriptionStaff` (page 153), `InternalGregorianStaff` (page 176), `InternalMensuralStaff` (page 190), `KievanStaff` (page 204), `MensuralStaff` (page 232), `NoteNames` (page 257), `PetrucciStaff` (page 262), `Staff` (page 322), `TabStaff` (page 381), and `VaticanaStaff` (page 432).

2.2.3 Ambitus_engraver

Create an ambitus.

Properties (read)

`keyAlterations` (list)
: The current key signature. This is an alist containing `(`*step* `.` *alter*`)` or `((`*octave* `.` *step*`) .` *alter*`)`, where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g., `keyAlterations = #`((6 . ,FLAT))`.`

`middleCClefPosition` (number)
: The position of the middle C, as determined only by the clef. This can be calculated by looking at `clefPosition` and `clefGlyph`.

`middleCCuePosition` (number)
: The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at `cueClefPosition` and `cueClefGlyph`.

`middleCOffset` (number)
: The offset of middle C from the position given by `middleCClefPosition` This is used for ottava brackets.

middleCPosition (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

staffLineLayoutFunction (procedure)
: Layout of staff lines, traditional, or semitone.

This engraver creates the following layout object(s): AccidentalPlacement (page 548), Ambitus (page 551), AmbitusAccidental (page 553), AmbitusLine (page 553), and AmbitusNoteHead (page 554).

Ambitus_engraver is not part of any context

2.2.4 Apply_output_engraver

Apply a procedure to any grob acknowledged.

Music types accepted: apply-output-event (page 54)

Apply_output_engraver is part of the following context(s) in \layout: ChoirStaff (page 73), ChordGrid (page 75), ChordGridScore (page 81), ChordNames (page 105), CueVoice (page 107), DrumStaff (page 119), DrumVoice (page 128), Dynamics (page 138), FretBoards (page 145), GrandStaff (page 148), GregorianTranscriptionStaff (page 153), GregorianTranscriptionVoice (page 166), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), KievanVoice (page 218), MensuralStaff (page 232), MensuralVoice (page 246), PetrucciStaff (page 262), PetrucciVoice (page 277), PianoStaff (page 288), RhythmicStaff (page 290), Score (page 296), Staff (page 322), StaffGroup (page 335), StandaloneRhythmScore (page 338), StandaloneRhythmStaff (page 364), StandaloneRhythmVoice (page 370), TabStaff (page 381), TabVoice (page 393), VaticanaScore (page 407), VaticanaStaff (page 432), VaticanaVoice (page 446), and Voice (page 457).

2.2.5 Arpeggio_engraver

Create arpeggiato and non-arpeggiato symbols.

Music types accepted: arpeggio-event (page 54), chord-slur-event (page 55), and non-arpeggiato-event (page 59)

This engraver creates the following layout object(s): Arpeggio (page 557), ChordBracket (page 585), and ChordSlur (page 587).

Arpeggio_engraver is part of the following context(s) in \layout: CueVoice (page 107), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.6 Auto_beam_engraver

Generate beams based on measure characteristics and observed Stems. Uses beatBase, beatStructure, beamExceptions, measureLength, and measurePosition to decide when to start and stop a beam. Overriding beaming is done through Stem_engraver (page 519) properties stemLeftBeamCount and stemRightBeamCount.

Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

Properties (read)

autoBeaming (boolean)
: If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

`beamExceptions` (list)
An alist of exceptions to auto-beam rules that normally end on beats.

`beamHalfMeasure` (boolean)
Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

`beatBase` (positive exact rational or +inf.0)
The musical length corresponding to one unit of `beatStructure`.

`beatStructure` (number list)
A sequence describing the length of each beat in the measure in units of `beatBase`.

`subdivideBeams` (boolean)
If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

This engraver creates the following layout object(s): `Beam` (page 570).

`Auto_beam_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.7 `Axis_group_engraver`

Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

`keepAliveInterfaces` (list)
A list of symbols, signifying grob interfaces that are worth keeping a staff with `remove-empty` set around for.

Properties (write)

`hasAxisGroup` (boolean)
True if the current context is contained in an axis group.

This engraver creates the following layout object(s): `VerticalAxisGroup` (page 770).

`Axis_group_engraver` is part of the following context(s) in `\layout`: `ChordGrid` (page 75), `ChordNames` (page 105), `DrumStaff` (page 119), `Dynamics` (page 138), `FiguredBass` (page 144), `FretBoards` (page 145), `GregorianTranscriptionLyrics` (page 150), `GregorianTranscriptionStaff` (page 153), `InternalGregorianStaff` (page 176), `InternalMensuralStaff` (page 190), `KievanStaff` (page 204), `Lyrics` (page 229), `MensuralStaff` (page 232), `NoteNames` (page 257), `OneStaff` (page 261), `PetrucciStaff` (page 262), `RhythmicStaff` (page 290), `Staff` (page 322), `StandaloneRhythmStaff` (page 364), `TabStaff` (page 381), `VaticanaLyrics` (page 404), and `VaticanaStaff` (page 432).

2.2.8 Balloon_engraver

Create balloon texts.

Music types accepted: annotate-output-event (page 54)

This engraver creates the following layout object(s): BalloonText (page 559).

Balloon_engraver is not part of any context

2.2.9 Bar_engraver

Create bar lines for various commands, including \\bar.

If forbidBreakBetweenBarLines is true, allow line breaks at bar lines only.

Music types accepted: ad-hoc-jump-event (page 53), caesura-event (page 55), coda-mark-event (page 56), dal-segno-event (page 56), fine-event (page 57), section-event (page 62), and segno-mark-event (page 62)

Properties (read)

caesuraType (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

doubleRepeatBarType (string)
: Bar line to insert where the end of one \repeat volta coincides with the start of another. The default is ':..:'.

doubleRepeatSegnoBarType (string)
: Bar line to insert where an in-staff segno coincides with the end of one \repeat volta and the beginning of another. The default is ':|.S.|:'.

endRepeatBarType (string)
: Bar line to insert at the end of a \repeat volta. The default is ':|.'.

endRepeatSegnoBarType (string)
: Bar line to insert where an in-staff segno coincides with the end of a \repeat volta. The default is ':|.S'.

`fineBarType` (string)
: Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`forbidBreakBetweenBarLines` (boolean)
: If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`measureBarType` (string)
: Bar line to insert at a measure boundary.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args*`...)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

  `end-repeat` *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  `start-repeat` *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  `volta` *text*
  : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`startRepeatBarType` (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

`startRepeatSegnoBarType` (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

Properties (write)

`currentBarLine` (graphical (layout) object)
: Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `BarLine` (page 560).

`Bar_engraver` is part of the following context(s) in `\layout`: `ChordGrid` (page 75), `DrumStaff` (page 119), `Dynamics` (page 138), `GregorianTranscriptionStaff` (page 153), `InternalGregorianStaff` (page 176), `InternalMensuralStaff` (page 190), `KievanStaff` (page 204), `MensuralStaff` (page 232), `PetrucciStaff` (page 262), `RhythmicStaff` (page 290), `Staff` (page 322), `StandaloneRhythmStaff` (page 364), `TabStaff` (page 381), and `VaticanaStaff` (page 432).

2.2.10 Bar_number_engraver

A bar number may be created at any bar line, subject to the `barNumberVisibility` callback. By default, it is put on top of all staves and appears only at the left side of the staff. The staves are taken from `stavesFound`, which is maintained by `Staff_collecting_engraver` (page 518). This engraver usually creates `BarNumber` grobs, but when `centerBarNumbers` is true, it makes `CenteredBarNumber` grobs instead.

Properties (read)

`alternativeNumber` (non-negative, exact integer)
: When set, the first volta number for the current `\alternative` element. Not set outside of alternatives.

`alternativeNumberingStyle` (symbol)
: The scheme and style for numbering bars in repeat alternatives. If not set (the default), bar numbers continue through alternatives. Can be set to `numbers` to reset the bar number at each alternative, or set to `numbers-with-letters` to reset and also include letter suffixes.

`barNumberFormatter` (procedure)
: A procedure that takes a bar number, measure position, and alternative number and returns a markup of the bar number to print.

`barNumberVisibility` (procedure)
: A procedure that takes a bar number and a measure position and returns whether the corresponding bar number should be printed. Note that the actual print-out of bar numbers is controlled with the `break-visibility` property.

  The following procedures are predefined:

  `all-bar-numbers-visible`
  : Enable bar numbers for all bars, including the first one and broken bars (which get bar numbers in parentheses).

  `first-bar-number-invisible`
  : Enable bar numbers for all bars (including broken bars) except the first one. If the first bar is broken, it doesn't get a bar number either.

  `first-bar-number-invisible-save-broken-bars`
  : Enable bar numbers for all bars (including broken bars) except the first one. A broken first bar gets a bar number.

  `first-bar-number-invisible-and-no-parenthesized-bar-numbers`
  : Enable bar numbers for all bars except the first bar and broken bars. This is the default.

  `(every-nth-bar-number-visible` *n*`)`
  : Assuming *n* is value 2, for example, this enables bar numbers for bars 2, 4, 6, etc.

  `(modulo-bar-number-visible` *n m*`)`
  : If bar numbers 1, 4, 7, etc., should be enabled, *n* (the modulo) must be set to 3 and *m* (the division remainder) to 1.

`centerBarNumbers` (boolean)
: Whether to center bar numbers in their measure instead of aligning them on the bar line.

`currentBarNumber` (integer)
: Contains the current bar number. This property is incremented at every bar line.

`currentCommandColumn` (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

`measurePosition` (moment)
: The current point within the measure.

`stavesFound` (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): `BarNumber` (page 564) and `CenteredBarNumber` (page 583).

`Bar_number_engraver` is part of the following context(s) in `\layout: Score` (page 296) and `StandaloneRhythmScore` (page 338).

2.2.11 Beam_collision_engraver

Help beams avoid colliding with notes and clefs in other voices.

Beam_collision_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.12 Beam_engraver

Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
: Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
: A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
: If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Beam_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), NullVoice (page 259), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.13 Beam_performer

Music types accepted: beam-event (page 55)

Beam_performer is part of the following context(s) in \midi: ChordNames (page 105), CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), NullVoice (page 259), PetrucciVoice (page 277), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.14 Beat_engraver

This engraver is just a functionally identical copy of Section 2.2.15 [Beat_performer], page 477, used for visualizing its effects. You can also use it for showcasing the effects of the current beatStructure.

Music types accepted: articulation-event (page 54) and note-event (page 60)

Properties (read)

barExtraVelocity (integer)
: Extra MIDI velocity added by the 'Beat_performer' at the start of each measure.

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

beatExtraVelocity (integer)
: Extra MIDI velocity added by the 'Beat_performer' at the start of each beat.

beatStructure (number list)
: A sequence describing the length of each beat in the measure in units of beatBase.

measurePosition (moment)
: The current point within the measure.

timeSignature (time signature)
: A time-signature specification. See the \time command.

timing (boolean)
: Keep administration of measure length, position, bar number, etc.? Switch off for cadenzas.

Beat_engraver is not part of any context

2.2.15 Beat_performer

This performer is intended for instantiation in 'Voice'-like contexts. The context variable beatExtraVelocity is used for adding extra MIDI velocity at each beat (default 15) in accordance with beatStructure and an additional barExtraVelocity (default 10) at the start of each bar.

This is done by adding corresponding \accent and \marcato events when such note events are encountered.

Off-beat manual use of \accent or \marcato causes auto-generation of the next on-beat accent to be skipped.

Music types accepted: articulation-event (page 54) and note-event (page 60)

Properties (read)

barExtraVelocity (integer)
: Extra MIDI velocity added by the 'Beat_performer' at the start of each measure.

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

beatExtraVelocity (integer)
: Extra MIDI velocity added by the 'Beat_performer' at the start of each beat.

beatStructure (number list)
: A sequence describing the length of each beat in the measure in units of beatBase.

measurePosition (moment)
: The current point within the measure.

timeSignature (time signature)
: A time-signature specification. See the \time command.

timing (boolean)
: Keep administration of measure length, position, bar number, etc.? Switch off for cadenzas.

Beat_performer is not part of any context

2.2.16 Bend_engraver

Create fall spanners.

Music types accepted: bend-after-event (page 55)

Properties (read)

currentBarLine (graphical (layout) object)
: Set to the BarLine that Bar_engraver has created in the current time step.

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): BendAfter (page 573).

Bend_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.17 Bend_spanner_engraver

Engraver to print a BendSpanner.

Music types accepted: bend-span-event (page 55), note-event (page 60), and string-number-event (page 64)

Properties (read)

stringFretFingerList (list)
: A list containing three entries. In TabVoice and FretBoards they determine the string, fret and finger to use

supportNonIntegerFret (boolean)
: If set in Score the TabStaff will print micro-tones as '$2\frac{1}{2}$'

Properties (write)

stringFretFingerList (list)
: A list containing three entries. In TabVoice and FretBoards they determine the string, fret and finger to use

supportNonIntegerFret (boolean)
: If set in Score the TabStaff will print micro-tones as '$2\frac{1}{2}$'

This engraver creates the following layout object(s): BendSpanner (page 574).

Bend_spanner_engraver is part of the following context(s) in \layout: TabVoice (page 393).

2.2.18 Break_align_engraver

Align grobs with corresponding break-align-symbols into groups, and order the groups according to breakAlignOrder. The left edge of the alignment gets a separate group, with a symbol left-edge.

This engraver creates the following layout object(s): BreakAlignGroup (page 576), BreakAlignment (page 577), and LeftEdge (page 657).

Break_align_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.19 Breathing_sign_engraver

Notate breath marks.

Music types accepted: breathing-event (page 55)

Properties (read)

breathMarkType (symbol)
: The type of BreathingSign to create at \breathe.

This engraver creates the following layout object(s): BreathingSign (page 578).

Breathing_sign_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.20 Caesura_engraver

Notate a short break in sound that does not shorten the previous note.

Depending on the result of passing the value of caesuraType through caesuraTypeTransform, this engraver may create a BreathingSign with CaesuraScript grobs aligned to it, or it may create CaesuraScript grobs and align them to a BarLine.

If this engraver observes a BarLine, it calls caesuraTypeTransform again with the new information, and if necessary, recreates its grobs.

Music types accepted: caesura-event (page 55)

Properties (read)

breathMarkDefinitions (list)
: The description of breath marks. This is used by the Breathing_sign_engraver. See scm/breath.scm for more information.

caesuraType (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

scriptDefinitions (list)
: The description of scripts. This is used by the Script_engraver for typesetting note-superscripts and subscripts. See scm/script.scm for more information.

This engraver creates the following layout object(s): BreathingSign (page 578) and CaesuraScript (page 581).

Caesura_engraver is part of the following context(s) in \layout: DrumStaff (page 119), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), RhythmicStaff (page 290), Staff (page 322), StandaloneRhythmStaff (page 364), and TabStaff (page 381).

2.2.21 Centered_bar_number_align_engraver

Group measure-centered bar numbers in a CenteredBarNumberLineSpanner so they end up on the same vertical position.

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

This engraver creates the following layout object(s): CenteredBarNumberLineSpanner (page 583).

Centered_bar_number_align_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.22 Chord_name_engraver

Read currentChordText to create chord names.

Properties (read)

chordChanges (boolean)
: Only show changes in chords scheme?

currentChordCause (stream event)
: Event cause of the chord that should be created in this time step (if any).

currentChordText (markup)
: In contexts printing chord names, this is at any point of time the markup that will be put in the chord name.

lastChord (markup)
: Last chord, used for detecting chord changes.

Properties (write)

lastChord (markup)
: Last chord, used for detecting chord changes.

This engraver creates the following layout object(s): ChordName (page 586).

Chord_name_engraver is part of the following context(s) in \layout: ChordNames (page 105).

2.2.23 Chord_square_engraver

Engrave chord squares in chord grids.

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

This engraver creates the following layout object(s): ChordSquare (page 589).

Chord_square_engraver is part of the following context(s) in \layout: ChordGrid (page 75).

2.2.24 Chord_tremolo_engraver

Generate beams for tremolo repeats.

Music types accepted: tremolo-span-event (page 65)

This engraver creates the following layout object(s): Beam (page 570).

Chord_tremolo_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.25 Clef_engraver

Determine and set reference point for pitches.

Properties (read)

clefGlyph (string)
: Name of the symbol within the music font.

clefPosition (number)
: Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

clefTransposition (integer)
: Add this much extra transposition to a clef. Values of 7 and -7 are common.

clefTranspositionStyle (symbol)
: Determines the way the ClefModifier grob of a clef is displayed. Possible values are 'default, 'parenthesized, and 'bracketed.

explicitClefVisibility (vector)
: 'break-visibility' function for clef changes.

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

forceClef (boolean)
: Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s): Clef (page 590) and ClefModifier (page 593).

Clef_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.26 Cluster_spanner_engraver

Engrave a cluster using Spanner notation.

Music types accepted: cluster-note-event (page 56)

This engraver creates the following layout object(s): ClusterSpanner (page 595) and ClusterSpannerBeacon (page 595).

Cluster_spanner_engraver is part of the following context(s) in \layout: CueVoice (page 107), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.27 Collision_engraver

Collect NoteColumns, and as soon as there are two or more, put them in a NoteCollision object.

This engraver creates the following layout object(s): NoteCollision (page 682).

Collision_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.28 Completion_heads_engraver

This engraver replaces Note_heads_engraver. It plays some trickery to break long notes and automatically tie them into the next measure.

Music types accepted: note-event (page 60)

Properties (read)

completionFactor (an exact rational or procedure)
: When Completion_heads_engraver and Completion_rest_engraver need to split a note or rest with a scaled duration, such as c2*3, this specifies the scale factor to use for the newly-split notes and rests created by the engraver.

  If #f, the completion engraver uses the scale-factor of each duration being split.

  If set to a callback procedure, that procedure is called with the context of the completion engraver, and the duration to be split.

completionUnit (positive exact rational or +inf.0)
: Sub-bar unit of completion.

measureLength (positive exact rational or +inf.0)
: The musical length of the current measure.

measurePosition (moment)
: The current point within the measure.

middleCPosition (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

timing (boolean)
: Keep administration of measure length, position, bar number, etc.? Switch off for cadenzas.

Properties (write)

completionBusy (boolean)
: Whether a completion-note head is playing.

This engraver creates the following layout object(s): NoteHead (page 684), Tie (page 752), and TieColumn (page 754).

Completion_heads_engraver is not part of any context

2.2.29 Completion_rest_engraver

This engraver replaces Rest_engraver. It plays some trickery to break long rests into the next measure.

Music types accepted: rest-event (page 61)

Properties (read)

completionFactor (an exact rational or procedure)
: When Completion_heads_engraver and Completion_rest_engraver need to split a note or rest with a scaled duration, such as c2*3, this specifies the scale factor to use for the newly-split notes and rests created by the engraver.

  If #f, the completion engraver uses the scale-factor of each duration being split.

  If set to a callback procedure, that procedure is called with the context of the completion engraver, and the duration to be split.

completionUnit (positive exact rational or +inf.0)
: Sub-bar unit of completion.

measureLength (positive exact rational or +inf.0)
: The musical length of the current measure.

measurePosition (moment)
: The current point within the measure.

middleCPosition (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

Properties (write)

restCompletionBusy (boolean)
: Signal whether a completion-rest is active.

This engraver creates the following layout object(s): Rest (page 704).

Completion_rest_engraver is not part of any context

2.2.30 Concurrent_hairpin_engraver

Collect concurrent hairpins.

Concurrent_hairpin_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.31 Control_track_performer

Properties (read)

midiSkipOffset (moment)
: This is the accrued MIDI offset to account for time skipped via skipTypesetting.

Control_track_performer is part of the following context(s) in \midi: ChordGridScore (page 81) and Score (page 296).

2.2.32 Cue_clef_engraver

Determine and set reference point for pitches in cued voices.

Properties (read)

clefTransposition (integer)
: Add this much extra transposition to a clef. Values of 7 and -7 are common.

`cueClefGlyph` (string)
: Name of the symbol within the music font.

`cueClefPosition` (number)
: Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

`cueClefTransposition` (integer)
: Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionStyle` (symbol)
: Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`explicitCueClefVisibility` (vector)
: 'break-visibility' function for cue clef changes.

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

`middleCCuePosition` (number)
: The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at `cueClefPosition` and `cueClefGlyph`.

This engraver creates the following layout object(s): `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Cue_clef_engraver` is part of the following context(s) in `\layout`: `DrumStaff` (page 119), `GregorianTranscriptionStaff` (page 153), `InternalGregorianStaff` (page 176), `InternalMensuralStaff` (page 190), `KievanStaff` (page 204), `MensuralStaff` (page 232), `PetrucciStaff` (page 262), `Staff` (page 322), `TabStaff` (page 381), and `VaticanaStaff` (page 432).

2.2.33 `Current_chord_text_engraver`

Catch note and rest events and generate the appropriate chord text using `chordNameFunction`. Actually creating a chord name grob is left to other engravers.

Music types accepted: `general-rest-event` (page 57) and `note-event` (page 60)

Properties (read)

`chordNameExceptions` (list)
: An alist of chord exceptions. Contains (*`chord . markup`*) entries.

`chordNameFunction` (procedure)
: The function that converts lists of pitches to chord names.

`chordNoteNamer` (procedure)
: A function that converts from a pitch object to a text markup. Used for single pitches.

`chordRootNamer` (procedure)
: A function that converts from a pitch object to a text markup. Used for chords.

`majorSevenSymbol` (markup)
: How should the major 7th be formatted in a chord name?

noChordSymbol (markup)
: Markup to be displayed for rests in a ChordNames context.

Properties (write)

currentChordCause (stream event)
: Event cause of the chord that should be created in this time step (if any).

currentChordText (markup)
: In contexts printing chord names, this is at any point of time the markup that will be put in the chord name.

Current_chord_text_engraver is part of the following context(s) in \layout: ChordGrid (page 75) and ChordNames (page 105).

2.2.34 Custos_engraver

Engrave custodes.

Properties (read)

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

middleCPosition (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

This engraver creates the following layout object(s): Custos (page 608).

Custos_engraver is part of the following context(s) in \layout: InternalMensuralStaff (page 190), MensuralStaff (page 232), PetrucciStaff (page 262), and VaticanaStaff (page 432).

2.2.35 Divisio_engraver

Create divisiones: chant notation for points of breathing or caesura.

Music types accepted: caesura-event (page 55), fine-event (page 57), section-event (page 62), volta-repeat-end-event (page 65), and volta-repeat-start-event (page 65)

Properties (read)

caesuraType (list)
: An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
: An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

This engraver creates the following layout object(s): Divisio (page 610).

Divisio_engraver is part of the following context(s) in \layout: GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), and VaticanaStaff (page 432).

2.2.36 Dot_column_engraver

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s): DotColumn (page 613).

Dot_column_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), RhythmicStaff (page 290), Staff (page 322), StandaloneRhythmStaff (page 364), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.37 Dots_engraver

Create Dots (page 614) objects for rhythmic-head-interface (page 842)s.

This engraver creates the following layout object(s): Dots (page 614).

Dots_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.38 Double_percent_repeat_engraver

Make double measure repeats.

Music types accepted: double-percent-event (page 56)

Properties (read)

countPercentRepeats (boolean)
: If set, produce counters for percent repeats.

measureLength (positive exact rational or +inf.0)
: The musical length of the current measure.

repeatCountVisibility (procedure)
: A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when countPercentRepeats is set.

Properties (write)

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

This engraver creates the following layout object(s): `DoublePercentRepeat` (page 615) and `DoublePercentRepeatCounter` (page 616).

`Double_percent_repeat_engraver` is part of the following context(s) in `\layout`: `ChordGrid` (page 75), `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.39 Drum_note_performer

Play drum notes.

Music types accepted: `articulation-event` (page 54), `note-event` (page 60), and `tie-event` (page 64)

`Drum_note_performer` is part of the following context(s) in `\midi`: `DrumVoice` (page 128).

2.2.40 Drum_notes_engraver

Generate drum note heads.

Music types accepted: `note-event` (page 60)

Properties (read)

`drumStyleTable` (hash table)
: A hash table which maps drums to layout settings. Predefined values: ‘`drums-style`’, ‘`agostini-drums-style`’, ‘`weinberg-drums-style`’, ‘`timbales-style`’, ‘`congas-style`’, ‘`bongos-style`’, and ‘`percussion-style`’.

  The layout style is a hash table, containing the drum-pitches (e.g., the symbol ‘`hihat`’) as keys, and a list (*`notehead-style script vertical-position`*) as values.

This engraver creates the following layout object(s): `NoteHead` (page 684) and `Script` (page 705).

`Drum_notes_engraver` is part of the following context(s) in `\layout`: `DrumVoice` (page 128).

2.2.41 Duration_line_engraver

Engraver to print a line representing the duration of a rhythmic event like `NoteHead`, `NoteColumn` or `Rest`.

Music types accepted: `duration-line-event` (page 56)

Properties (read)

`currentCommandColumn` (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`currentMusicalColumn` (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`endAtSkip` (boolean)
: End `DurationLine` grob on `skip-event`

startAtNoteColumn (boolean)
: Start DurationLine grob at entire NoteColumn.

startAtSkip (boolean)
: Start DurationLine grob at skip-event.

This engraver creates the following layout object(s): DurationLine (page 619).

Duration_line_engraver is not part of any context

2.2.42 Dynamic_align_engraver

Align hairpins and dynamic texts on a horizontal line.

Properties (read)

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): DynamicLineSpanner (page 621).

Dynamic_align_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), Dynamics (page 138), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.43 Dynamic_engraver

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted: absolute-dynamic-event (page 53), break-dynamic-span-event (page 55), and span-dynamic-event (page 62)

Properties (read)

crescendoSpanner (symbol)
: The type of spanner to be used for crescendi. Available values are 'hairpin' and 'text'. If unset, a hairpin crescendo is used.

crescendoText (markup)
: The text to print at start of non-hairpin crescendo, i.e., 'cresc.'.

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

decrescendoSpanner (symbol)
: The type of spanner to be used for decrescendi. Available values are 'hairpin' and 'text'. If unset, a hairpin decrescendo is used.

decrescendoText (markup)
: The text to print at start of non-hairpin decrescendo, i.e., 'dim.'.

This engraver creates the following layout object(s): DynamicText (page 622), DynamicTextSpanner (page 624), and Hairpin (page 639).

Dynamic_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), Dynamics (page 138), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.44 Dynamic_performer

Music types accepted: absolute-dynamic-event (page 53), crescendo-event (page 56), and decrescendo-event (page 56)

Properties (read)

dynamicAbsoluteVolumeFunction (procedure)
: A procedure that takes one argument, the text value of a dynamic event, and returns the absolute volume of that dynamic event.

instrumentEqualizer (procedure)
: A function taking a string (instrument name), and returning a (*min* . *max*) pair of numbers for the loudness range of the instrument.

midiInstrument (string)
: Name of the MIDI instrument to use.

midiMaximumVolume (number)
: Analogous to midiMinimumVolume.

midiMinimumVolume (number)
: Set the minimum loudness for MIDI. Ranges from 0 to 1.

Dynamic_performer is part of the following context(s) in \midi: ChordNames (page 105), CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.45 Episema_engraver

Create an *Editio Vaticana*-style episema line.

Music types accepted: episema-event (page 56)

This engraver creates the following layout object(s): Episema (page 626).

Episema_engraver is part of the following context(s) in \layout: GregorianTranscriptionVoice (page 166) and VaticanaVoice (page 446).

2.2.46 Extender_engraver

Create lyric extenders.

Music types accepted: completize-extender-event (page 56), extender-event (page 56), hyphen-event (page 57), and lyric-event (page 58)

Properties (read)

autoExtenders (boolean)
: Create lyric extenders automatically for syllables in melismata that are not followed by a hyphen.

extendersOverRests (boolean)
: Whether to continue extenders as they cross a rest.

This engraver creates the following layout object(s): LyricExtender (page 661).

Extender_engraver is part of the following context(s) in \layout: GregorianTranscriptionLyrics (page 150), Lyrics (page 229), and VaticanaLyrics (page 404).

2.2.47 Figured_bass_engraver

Make figured bass numbers.

Music types accepted: bass-figure-event (page 54) and rest-event (page 61)

Properties (read)

figuredBassAlterationDirection (direction)
: Where to put alterations relative to the main figure.

figuredBassCenterContinuations (boolean)
: Whether to vertically center pairs of extender lines. This does not work with three or more lines.

figuredBassFormatter (procedure)
: A routine generating a markup for a bass figure.

ignoreFiguredBassRest (boolean)
: Don't swallow rest events.

implicitBassFigures (list)
: A list of bass figures that are not printed as numbers, but only as extender lines.

useBassFigureExtenders (boolean)
: Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s): BassFigure (page 566), BassFigureAlignment (page 566), BassFigureBracket (page 568), BassFigureContinuation (page 569), and BassFigureLine (page 569).

Figured_bass_engraver is part of the following context(s) in \layout: DrumStaff (page 119), FiguredBass (page 144), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.48 Figured_bass_position_engraver

Position figured bass alignments over notes.

This engraver creates the following layout object(s): BassFigureAlignmentPositioning (page 567).

Figured_bass_position_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.49 Finger_glide_engraver

Engraver to print a line between two Fingering, StringNumber or StrokeFinger grobs.

Music types accepted: note-event (page 60)

This engraver creates the following layout object(s): FingerGlideSpanner (page 627).

Finger_glide_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.50 Fingering_column_engraver

Find potentially colliding scripts and put them into a FingeringColumn object; that will fix the collisions.

This engraver creates the following layout object(s): FingeringColumn (page 631).

Fingering_column_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.51 Fingering_engraver

Create fingering scripts.

Music types accepted: fingering-event (page 57)

This engraver creates the following layout object(s): Fingering (page 629).

Fingering_engraver is part of the following context(s) in \layout: CueVoice (page 107), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), VaticanaVoice (page 446), and Voice (page 457).

2.2.52 Font_size_engraver

Put fontSize into font-size grob property.

Properties (read)

fontSize (number)
: The relative size of all grobs in a context.

Font_size_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumStaff (page 119), DrumVoice (page 128), Dynamics (page 138), FretBoards (page 145), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), GregorianTranscriptionVoice (page 166), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), KievanVoice (page 218), Lyrics (page 229), MensuralStaff (page 232), MensuralVoice (page 246), PetrucciStaff (page 262), PetrucciVoice (page 277), RhythmicStaff (page 290), Staff (page 322), StandaloneRhythmStaff (page 364), StandaloneRhythmVoice (page 370), TabStaff (page 381), TabVoice (page 393), VaticanaLyrics (page 404), VaticanaStaff (page 432), VaticanaVoice (page 446), and Voice (page 457).

2.2.53 Footnote_engraver

Create footnote texts.

This engraver creates the following layout object(s): Footnote (page 632).

Footnote_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.54 Forbid_line_break_engraver

Forbid line breaks when note heads are still playing at some point.

Properties (read)

busyGrobs (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)
: If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`Forbid_line_break_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.55 Fretboard_engraver

Generate fret diagram from one or more events of type `NoteEvent`.

Music types accepted: `fingering-event` (page 57), `note-event` (page 60), and `string-number-event` (page 64)

Properties (read)

`chordChanges` (boolean)
: Only show changes in chords scheme?

`defaultStrings` (list)
: A list of strings to use in calculating frets for tablatures and fretboards if no strings are provided in the notes for the current moment.

`highStringOne` (boolean)
: Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

`maximumFretStretch` (number)
: Don't allocate frets further than this from specified frets.

`minimumFret` (number)
: The tablature auto string-selecting mechanism selects the highest string with a fret at least `minimumFret`.

`noteToFretFunction` (procedure)
: Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

`predefinedDiagramTable` (hash table)
: The hash table of predefined fret diagrams to use in FretBoards.

`stringTunings` (list)
: The tablature strings tuning. It is a list of the pitches of each string (starting with the lowest numbered one).

`tablatureFormat` (procedure)
: A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

This engraver creates the following layout object(s): `FretBoard` (page 633).

`Fretboard_engraver` is part of the following context(s) in `\layout`: `FretBoards` (page 145).

2.2.56 Glissando_engraver

Engrave glissandi.

Music types accepted: glissando-event (page 57)

Properties (read)

glissandoMap (list)
: A map in the form of '((source1 . target1) (source2 . target2) ... (sourcen . targetn)), showing the glissandi to be drawn for note columns. The value '() defaults to '((0 . 0) (1 . 1) ... (n . n)), where n is the minimum number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s): Glissando (page 635).

Glissando_engraver is part of the following context(s) in \layout: CueVoice (page 107), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.57 Grace_auto_beam_engraver

Generates one autobeam group across an entire grace phrase. As usual, any manual beaming or \noBeam will block autobeaming, just like setting the context property 'autoBeaming' to ##f.

Music types accepted: beam-break-event (page 54) and beam-forbid-event (page 55)

Properties (read)

autoBeaming (boolean)
: If set to #t then beams are generated automatically. If set to #f, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

This engraver creates the following layout object(s): Beam (page 570).

Grace_auto_beam_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.58 Grace_beam_engraver

Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted: beam-event (page 55)

Properties (read)

beamMelismaBusy (boolean)
: Signal if a beam is present.

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
: A sequence describing the length of each beat in the measure in units of beatBase.

subdivideBeams (boolean)
: If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on beamMaximumSubdivision, between beats at multiples of beamMinimumSubdivision.

This engraver creates the following layout object(s): Beam (page 570).

Grace_beam_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.59 Grace_engraver

Set font size and other properties for grace notes.

Properties (read)

graceSettings (list)
: Overrides for grace notes. This property should be manipulated through the add-grace-property function.

Grace_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.60 Grace_spacing_engraver

Bookkeeping of shortest starting and playing notes in grace note runs.

Properties (read)

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): GraceSpacing (page 637).

Grace_spacing_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.61 Grid_chord_name_engraver

Read currentChordText to create chord names adapted for typesetting within a chord grid.

Properties (read)

currentChordCause (stream event)
: Event cause of the chord that should be created in this time step (if any).

currentChordText (markup)
: In contexts printing chord names, this is at any point of time the markup that will be put in the chord name.

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

This engraver creates the following layout object(s): GridChordName (page 637).

Grid_chord_name_engraver is part of the following context(s) in \layout: ChordGrid (page 75).

2.2.62 Grid_line_span_engraver

This engraver makes cross-staff lines: It catches all normal lines and draws a single span line across them.

This engraver creates the following layout object(s): GridLine (page 638).

Grid_line_span_engraver is not part of any context

2.2.63 Grid_point_engraver

Generate grid points.

Properties (read)

gridInterval (positive exact rational or +inf.0)
: Interval for which to generate GridPoints.

This engraver creates the following layout object(s): GridPoint (page 639).

Grid_point_engraver is not part of any context

2.2.64 Grob_pq_engraver

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

Grob_pq_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumStaff (page 119), DrumVoice (page 128), GregorianTranscriptionStaff (page 153), GregorianTranscriptionVoice (page 166), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), KievanVoice (page 218), MensuralStaff (page 232), MensuralVoice (page 246), NullVoice (page 259), PetrucciStaff (page 262), PetrucciVoice (page 277), Staff (page 322), StandaloneRhythmVoice (page 370), TabStaff (page 381), TabVoice (page 393), VaticanaStaff (page 432), VaticanaVoice (page 446), and Voice (page 457).

2.2.65 Horizontal_bracket_engraver

Create horizontal brackets over notes for musical analysis purposes.

Music types accepted: note-grouping-event (page 60)

This engraver creates the following layout object(s): HorizontalBracket (page 641) and HorizontalBracketText (page 642).

Horizontal_bracket_engraver is not part of any context

2.2.66 Horizontal_script_engraver

Aligns Script horizontally

Horizontal_script_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.67 Hyphen_engraver

Create lyric hyphens, vowel transitions and distance constraints between words.

Music types accepted: hyphen-event (page 57) and vowel-transition-event (page 65)

This engraver creates the following layout object(s): LyricHyphen (page 661), LyricSpace (page 665), and VowelTransition (page 775).

Hyphen_engraver is part of the following context(s) in \layout: GregorianTranscriptionLyrics (page 150), Lyrics (page 229), and VaticanaLyrics (page 404).

2.2.68 Instrument_name_engraver

Create a system start text for instrument or vocal names.

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

instrumentName (markup)
: The name to print left of a staff. The instrumentName property labels the staff in the first system, and the shortInstrumentName property labels following lines.

shortInstrumentName (markup)
: See instrumentName.

shortVocalName (markup)
: Name of a vocal line, short version.

vocalName (markup)
: Name of a vocal line.

This engraver creates the following layout object(s): InstrumentName (page 644).

Instrument_name_engraver is part of the following context(s) in \layout: ChoirStaff (page 73), DrumStaff (page 119), FretBoards (page 145), GrandStaff (page 148), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), Lyrics (page 229), MensuralStaff (page 232), PetrucciStaff (page 262), PianoStaff (page 288), RhythmicStaff (page 290), Staff (page 322), StaffGroup (page 335), StandaloneRhythmStaff (page 364), TabStaff (page 381), VaticanaLyrics (page 404), and VaticanaStaff (page 432).

2.2.69 Instrument_switch_engraver

Create a cue text for taking instrument.

This engraver is deprecated.

Properties (read)

instrumentCueName (markup)
: The name to print if another instrument is to be taken.

  This property is deprecated

This engraver creates the following layout object(s): InstrumentSwitch (page 645).

Instrument_switch_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.70 Jump_engraver

This engraver creates instructions such as *D.C.* and *Fine*, placing them vertically outside the set of staves given in the stavesFound context property.

If Jump_engraver is added or moved to another context, Staff_collecting_engraver (page 518) also needs to be there so that marks appear at the intended Y location.

Music types accepted: ad-hoc-jump-event (page 53), dal-segno-event (page 56), and fine-event (page 57)

Properties (read)

codaMarkCount (non-negative, exact integer)
: Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

codaMarkFormatter (procedure)
: A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as arguments the mark sequence number and the context. It should return a markup object.

dalSegnoTextFormatter (procedure)
: Format a jump instruction such as *D.S.*

: The first argument is the context.

: The second argument is the number of times the instruction is performed.

: The third argument is a list of three markups: *start-markup*, *end-markup*, and *next-markup*.

: If *start-markup* is #f, the form is *da capo*; otherwise the form is *dal segno* and *start-markup* is the sign at the start of the repeated section.

: If *end-markup* is not #f, it is either the sign at the end of the main body of the repeat, or it is a *Fine* instruction. When it is a Fine instruction, *next-markup* is #f.

: If *next-markup* is not #f, it is the mark to be jumped to after performing the body of the repeat, e.g., Coda.

finalFineTextVisibility (boolean)
: Whether \fine at the written end of the music should create a *Fine* instruction.

fineText (markup)
: The text to print at \fine.

segnoMarkCount (non-negative, exact integer)
: Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

segnoMarkFormatter (procedure)
: A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

stavesFound (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): JumpScript (page 646).

Jump_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.71 Keep_alive_together_engraver

This engraver collects all Hara_kiri_group_spanners that are created in contexts at or below its own. These spanners are then tied together so that one will be removed only if all are removed. For example, if a StaffGroup uses this engraver, then the staves in the group will all be visible as long as there is a note in at least one of them.

Keep_alive_together_engraver is part of the following context(s) in \layout: PianoStaff (page 288).

2.2.72 Key_engraver

Engrave a key signature.

Music types accepted: key-change-event (page 57)

Properties (read)

createKeyOnClefChange (boolean)
: Print a key signature whenever the clef is changed.

explicitKeySignatureVisibility (vector)
: 'break-visibility' function for explicit key changes. '\override' of the break-visibility property will set the visibility for normal (i.e., at the start of the line) key signatures.

extraNatural (boolean)
: Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

keyAlterationOrder (list)
: A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

keyAlterations (list)
: The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g., keyAlterations = #`((6 . ,FLAT)).

lastKeyAlterations (list)
: Last key signature before a key signature change.

middleCClefPosition (number)
: The position of the middle C, as determined only by the clef. This can be calculated by looking at clefPosition and clefGlyph.

printKeyCancellation (boolean)
: Print restoration alterations before a key signature change.

Properties (write)

keyAlterations (list)
: The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction,

denoting alteration. For alterations, use symbols, e.g., keyAlterations = #`((6 . ,FLAT)).

lastKeyAlterations (list)
Last key signature before a key signature change.

tonic (pitch)
The tonic of the current scale.

This engraver creates the following layout object(s): KeyCancellation (page 648) and KeySignature (page 651).

Key_engraver is part of the following context(s) in \layout: GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), and VaticanaStaff (page 432).

2.2.73 Key_performer

Music types accepted: key-change-event (page 57)

Properties (read)

instrumentTransposition (pitch)
Define the transposition of the instrument. Its value is the pitch that sounds when the instrument plays written middle C. This is used to transpose the MIDI output, and \quotes.

Key_performer is part of the following context(s) in \midi: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), RhythmicStaff (page 290), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.74 Kievan_ligature_engraver

Handle Kievan_ligature_events by glueing Kievan heads together.

Music types accepted: ligature-event (page 58)

This engraver creates the following layout object(s): KievanLigature (page 654).

Kievan_ligature_engraver is part of the following context(s) in \layout: KievanVoice (page 218).

2.2.75 Laissez_vibrer_engraver

Create laissez vibrer items.

Music types accepted: laissez-vibrer-event (page 57)

This engraver creates the following layout object(s): LaissezVibrerTie (page 654) and LaissezVibrerTieColumn (page 656).

Laissez_vibrer_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.76 Ledger_line_engraver

Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s): LedgerLineSpanner (page 656).

Ledger_line_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff

(page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), RhythmicStaff (page 290), Staff (page 322), StandaloneRhythmStaff (page 364), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.77 Ligature_bracket_engraver

Handle Ligature_events by engraving Ligature brackets.

Music types accepted: ligature-event (page 58)

This engraver creates the following layout object(s): LigatureBracket (page 659).

Ligature_bracket_engraver is part of the following context(s) in \layout: CueVoice (page 107), StandaloneRhythmVoice (page 370), TabVoice (page 393), and Voice (page 457).

2.2.78 Lyric_engraver

Engrave text for lyrics.

Music types accepted: lyric-event (page 58)

Properties (read)

ignoreMelismata (boolean)
: Ignore melismata for this Section "Lyrics" in *Internals Reference* line.

lyricMelismaAlignment (number)
: Alignment to use for a melisma syllable.

searchForVoice (boolean)
: Signal whether a search should be made of all contexts in the context hierarchy for a voice to provide rhythms for the lyrics.

This engraver creates the following layout object(s): LyricText (page 665).

Lyric_engraver is part of the following context(s) in \layout: GregorianTranscriptionLyrics (page 150), Lyrics (page 229), and VaticanaLyrics (page 404).

2.2.79 Lyric_performer

Music types accepted: lyric-event (page 58)

Lyric_performer is part of the following context(s) in \midi: GregorianTranscriptionLyrics (page 150) and Lyrics (page 229).

2.2.80 Lyric_repeat_count_engraver

Create repeat counts within lyrics for modern transcriptions of Gregorian chant.

Music types accepted: volta-repeat-end-event (page 65)

Properties (read)

lyricRepeatCountFormatter (procedure)
: A procedure taking as arguments the context and the numeric repeat count. It should return the formatted repeat count as markup. If it does not return markup, no grob is created.

This engraver creates the following layout object(s): LyricRepeatCount (page 663).

Lyric_repeat_count_engraver is part of the following context(s) in \layout: GregorianTranscriptionLyrics (page 150).

2.2.81 Mark_engraver

This engraver creates rehearsal marks, segno and coda marks, and section labels.

Mark_engraver creates marks, formats them, and places them vertically outside the set of staves given in the stavesFound context property.

If Mark_engraver is added or moved to another context, Staff_collecting_engraver (page 518) also needs to be there so that marks appear at the intended Y location.

By default, Mark_engravers in multiple contexts create a common sequence of marks chosen by the Score-level Mark_tracking_translator (page 502). If independent sequences are desired, multiple Mark_tracking_translators must be used.

Properties (read)

codaMarkFormatter (procedure)
: A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as arguments the mark sequence number and the context. It should return a markup object.

currentPerformanceMarkEvent (stream event)
: The coda, section, or segno mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

currentRehearsalMarkEvent (stream event)
: The ad-hoc or rehearsal mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

rehearsalMarkFormatter (procedure)
: A procedure taking as arguments the context and the sequence number of the rehearsal mark. It should return the formatted mark as a markup object.

segnoMarkFormatter (procedure)
: A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

stavesFound (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): CodaMark (page 596), RehearsalMark (page 699), SectionLabel (page 707), and SegnoMark (page 709).

Mark_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.82 Mark_performer

This performer emits MIDI markers for rehearsal marks, segno and coda marks, and section labels. The MIDI markers are derived from markup that is generated as in the Mark_engraver.

Properties (read)

currentPerformanceMarkEvent (stream event)
: The coda, section, or segno mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

currentRehearsalMarkEvent (stream event)
: The ad-hoc or rehearsal mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

Mark_performer is part of the following context(s) in \midi: ChordGridScore (page 81) and Score (page 296).

2.2.83 Mark_tracking_translator

This translator chooses which marks Mark_engraver should engrave.

Music types accepted: ad-hoc-mark-event (page 54), coda-mark-event (page 56), rehearsal-mark-event (page 61), section-label-event (page 62), and segno-mark-event (page 62)

Properties (read)

codaMarkCount (non-negative, exact integer)
: Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

rehearsalMark (integer)
: The next rehearsal mark to print.

segnoMarkCount (non-negative, exact integer)
: Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

Properties (write)

codaMarkCount (non-negative, exact integer)
: Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

currentPerformanceMarkEvent (stream event)
: The coda, section, or segno mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

currentRehearsalMarkEvent (stream event)
: The ad-hoc or rehearsal mark event selected by Mark_tracking_translator for engraving by Mark_engraver.

rehearsalMark (integer)
: The next rehearsal mark to print.

segnoMarkCount (non-negative, exact integer)
: Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

Mark_tracking_translator is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407); in \midi: ChordGridScore (page 81) and Score (page 296).

2.2.84 Measure_counter_engraver

This engraver numbers ranges of measures, which is useful in parts as an aid for counting repeated measures. There is no requirement that the affected measures be repeated, however. The user delimits the area to receive a count with \startMeasureCount and \stopMeasureCount.

Music types accepted: measure-counter-event (page 58)

Properties (read)

currentBarNumber (integer)
: Contains the current bar number. This property is incremented at every bar line.

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

measurePosition (moment)
The current point within the measure.

This engraver creates the following layout object(s): MeasureCounter (page 667).

Measure_counter_engraver is not part of any context

2.2.85 Measure_grouping_engraver

Create MeasureGrouping to indicate beat subdivision.

Properties (read)

beatBase (positive exact rational or +inf.0)
The musical length corresponding to one unit of beatStructure.

beatStructure (number list)
A sequence describing the length of each beat in the measure in units of beatBase.

currentMusicalColumn (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

measurePosition (moment)
The current point within the measure.

This engraver creates the following layout object(s): MeasureGrouping (page 669).

Measure_grouping_engraver is not part of any context

2.2.86 Measure_spanner_engraver

This engraver creates spanners bounded by the columns that start and end measures in response to \startMeasureSpanner and \stopMeasureSpanner.

Music types accepted: measure-spanner-event (page 58)

Properties (read)

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

measurePosition (moment)
The current point within the measure.

This engraver creates the following layout object(s): MeasureSpanner (page 670).

Measure_spanner_engraver is not part of any context

2.2.87 Melody_engraver

Create information for context dependent typesetting decisions.

Properties (read)

currentBarLine (graphical (layout) object)
Set to the BarLine that Bar_engraver has created in the current time step.

suspendMelodyDecisions (boolean)
When using the Melody_engraver, stop changing orientation of stems based on the melody when this is set to #t.

This engraver creates the following layout object(s): MelodyItem (page 671).

Melody_engraver is not part of any context

2.2.88 Mensural_ligature_engraver

Handle Mensural_ligature_events by glueing special ligature heads together.

Music types accepted: ligature-event (page 58)

This engraver creates the following layout object(s): MensuralLigature (page 672).

Mensural_ligature_engraver is part of the following context(s) in \layout: MensuralVoice (page 246) and PetrucciVoice (page 277).

2.2.89 Merge_mmrest_numbers_engraver

Engraver to merge multi-measure rest numbers in multiple voices.

This works by gathering all multi-measure rest numbers at a time step. If they all have the same text and there are at least two only the first one is retained and the others are hidden.

Merge_mmrest_numbers_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.90 Merge_rests_engraver

Engraver to merge rests in multiple voices on the same staff. This works by gathering all rests at a time step. If they are all of the same length and there are at least two they are moved to the correct location as if there were one voice.

Properties (read)

suspendRestMerging (boolean)
: When using the Merge_rest_engraver do not merge rests when this is set to #t.

Merge_rests_engraver is not part of any context

2.2.91 Metronome_mark_engraver

Engrave metronome marking. This delegates the formatting work to the function in the metronomeMarkFormatter property. The mark is put over all staves. The staves are taken from the stavesFound property, which is maintained by Staff_collecting_engraver (page 518).

Music types accepted: tempo-change-event (page 64)

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

metronomeMarkFormatter (procedure)
: How to produce a metronome markup. Called with two arguments: a TempoChangeEvent and context.

stavesFound (list of grobs)
: A list of all staff-symbols found.

tempoHideNote (boolean)
: Hide the note = count in tempo marks.

This engraver creates the following layout object(s): MetronomeMark (page 672).

Metronome_mark_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.92 Midi_control_change_performer

This performer listens to SetProperty events on context properties for generating MIDI control changes and prepares them for MIDI output.

Properties (read)

`midiBalance` (number)
: Stereo balance for the MIDI channel associated with the current context. Ranges from -1 to 1, where the values -1 (`#LEFT`), 0 (`#CENTER`) and 1 (`#RIGHT`) correspond to leftmost emphasis, center balance, and rightmost emphasis, respectively.

`midiChorusLevel` (number)
: Chorus effect level for the MIDI channel associated with the current context. Ranges from 0 to 1 (0=off, 1=full effect).

`midiExpression` (number)
: Expression control for the MIDI channel associated with the current context. Ranges from 0 to 1 (0=off, 1=full effect).

`midiPanPosition` (number)
: Pan position for the MIDI channel associated with the current context. Ranges from -1 to 1, where the values -1 (`#LEFT`), 0 (`#CENTER`) and 1 (`#RIGHT`) correspond to hard left, center, and hard right, respectively.

`midiReverbLevel` (number)
: Reverb effect level for the MIDI channel associated with the current context. Ranges from 0 to 1 (0=off, 1=full effect).

`Midi_control_change_performer` is part of the following context(s) in `\midi`: `DrumStaff` (page 119), `GregorianTranscriptionStaff` (page 153), `KievanStaff` (page 204), `MensuralStaff` (page 232), `PetrucciStaff` (page 262), `RhythmicStaff` (page 290), `Staff` (page 322), `TabStaff` (page 381), and `VaticanaStaff` (page 432).

2.2.93 Multi_measure_rest_engraver

Engrave multi-measure rests that are produced with 'R'. It reads `measureStartNow` and `internalBarNumber` to determine what number to print over the `MultiMeasureRest` (page 674).

Music types accepted: `multi-measure-articulation-event` (page 58), `multi-measure-rest-event` (page 59), and `multi-measure-text-event` (page 59)

Properties (read)

`currentCommandColumn` (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`internalBarNumber` (integer)
: Contains the current bar number. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measureStartNow` (boolean)
: True at the beginning of a measure.

`restNumberThreshold` (number)
: If a multi-measure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

`Multi_measure_rest_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice`

(page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.94 New_fingering_engraver

Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

fingeringOrientations (list)
: A list of symbols, containing 'left', 'right', 'up' and/or 'down'. This list determines where fingerings are put relative to the chord being fingered.

harmonicDots (boolean)
: If set, harmonic notes in dotted chords get dots.

stringNumberOrientations (list)
: See fingeringOrientations.

strokeFingerOrientations (list)
: See fingeringOrientations.

This engraver creates the following layout object(s): Fingering (page 629), Script (page 705), StringNumber (page 733), and StrokeFinger (page 735).

New_fingering_engraver is part of the following context(s) in \layout: CueVoice (page 107), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), VaticanaVoice (page 446), and Voice (page 457).

2.2.95 Non_musical_script_column_engraver

Find potentially colliding non-musical scripts and put them into a ScriptColumn object; that will fix the collisions.

This engraver creates the following layout object(s): ScriptColumn (page 707).

Non_musical_script_column_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.96 Note_head_line_engraver

Engrave a line between two note heads in a staff switch if followVoice is set.

Properties (read)

followVoice (boolean)
: If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s): VoiceFollower (page 771).

Note_head_line_engraver is part of the following context(s) in \layout: CueVoice (page 107), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.97 Note_heads_engraver

Generate note heads.

Music types accepted: note-event (page 60)

Properties (read)

middleCPosition (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

staffLineLayoutFunction (procedure)
: Layout of staff lines, traditional, or semitone.

This engraver creates the following layout object(s): ApproximatePitchNoteHead (page 555) and NoteHead (page 684).

Note_heads_engraver is part of the following context(s) in \layout: CueVoice (page 107), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), NullVoice (page 259), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), VaticanaVoice (page 446), and Voice (page 457).

2.2.98 Note_name_engraver

Print pitches as words.

Music types accepted: note-event (page 60)

Properties (read)

noteNameFunction (procedure)
: Function used to convert pitches into strings and markups.

noteNameSeparator (string)
: String used to separate simultaneous NoteName objects.

printAccidentalNames (boolean or symbol)
: Print accidentals in the NoteNames context.

printNotesLanguage (string)
: Use a specific language in the NoteNames context.

printOctaveNames (boolean or symbol)
: Print octave marks in the NoteNames context.

This engraver creates the following layout object(s): NoteName (page 685).

Note_name_engraver is part of the following context(s) in \layout: NoteNames (page 257).

2.2.99 Note_performer

Music types accepted: articulation-event (page 54), breathing-event (page 55), note-event (page 60), and tie-event (page 64)

Note_performer is part of the following context(s) in \midi: ChordNames (page 105), CueVoice (page 107), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.100 Note_spacing_engraver

Generate NoteSpacing, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s): NoteSpacing (page 686).

Note_spacing_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.101 Optional_material_bracket_engraver

Notate in-staff brackets for optional material.

Music types accepted: optional-material-event (page 60)

This engraver creates the following layout object(s): OptionalMaterialBracket (page 687).

Optional_material_bracket_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.102 Ottava_spanner_engraver

Create a text spanner when the ottavation property changes.

Music types accepted: ottava-event (page 60)

Properties (read)

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

middleCOffset (number)
: The offset of middle C from the position given by middleCClefPosition This is used for ottava brackets.

ottavation (markup)
: If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s): OttavaBracket (page 690).

Ottava_spanner_engraver is part of the following context(s) in \layout: GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), and VaticanaStaff (page 432).

2.2.103 Page_turn_engraver

Decide where page turns are allowed to go.

Music types accepted: break-event (page 55)

Properties (read)

currentBarLine (graphical (layout) object)
: Set to the BarLine that Bar_engraver has created in the current time step.

pageTurnMinimumRepeatLength (non-negative exact rational or +inf.0)
: Minimum length of a repeated section for a page turn to be allowed within that section.

pageTurnMinimumRestLength (non-negative exact rational or +inf.0)
: Minimum length of a rest for a page turn to be allowed.

Page_turn_engraver is not part of any context

2.2.104 Paper_column_engraver

Take care of generating columns.

This engraver decides whether a column is breakable. The default is that a column is always breakable. However, every Bar_engraver that does not have a barline at a certain point will set forbidBreaks in the score context to stop line breaks. In practice, this means that you can make a break point by creating a bar line (assuming that there are no beams or notes that prevent a break point).

Music types accepted: break-event (page 55) and label-event (page 57)

Properties (read)

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

Properties (write)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

forbidBreak (boolean)
: If set to #t, prevent a line break at this point, except if explicitly requested by the user.

forceBreak (boolean)
: Set to #t when an event forcing a line break was heard.

This engraver creates the following layout object(s): NonMusicalPaperColumn (page 681) and PaperColumn (page 691).

Paper_column_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.105 Parenthesis_engraver

Parenthesize objects whose parenthesize property is #t.

This engraver creates the following layout object(s): Parentheses (page 692).

Parenthesis_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.106 Part_combine_engraver

Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted: note-event (page 60) and part-combine-event (page 60)

Properties (read)

aDueText (markup)
: Text to print at a unisono passage.

partCombineTextsOnNote (boolean)
: Print part-combine texts only on the next note rather than immediately on rests or skips.

printPartCombineTexts (boolean)
: Set 'Solo' and 'A due' texts in the part combiner?

soloIIText (markup)
: The text for the start of a solo for voice 'two' when part-combining.

soloText (markup)
: The text for the start of a solo when part-combining.

This engraver creates the following layout object(s): CombineTextScript (page 598).

Part_combine_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.107 Percent_repeat_engraver

Make whole measure repeats.

Music types accepted: percent-event (page 60)

Properties (read)

countPercentRepeats (boolean)
: If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

repeatCountVisibility (procedure)
: A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when countPercentRepeats is set.

This engraver creates the following layout object(s): PercentRepeat (page 693) and PercentRepeatCounter (page 694).

Percent_repeat_engraver is part of the following context(s) in \layout: ChordGrid (page 75), CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.108 Phrasing_slur_engraver

Print phrasing slurs. Similar to Slur_engraver (page 516).

Music types accepted: note-event (page 60) and phrasing-slur-event (page 61)

This engraver creates the following layout object(s): PhrasingSlur (page 696).

Phrasing_slur_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.109 Piano_pedal_align_engraver

Align piano pedal symbols and brackets.

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

This engraver creates the following layout object(s): SostenutoPedalLineSpanner (page 718), SustainPedalLineSpanner (page 738), and UnaCordaPedalLineSpanner (page 767).

Piano_pedal_align_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.110 Piano_pedal_engraver

Engrave piano pedal symbols and brackets.

Music types accepted: sostenuto-event (page 62), sustain-event (page 64), and una-corda-event (page 65)

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

pedalSostenutoStrings (list)
: See pedalSustainStrings.

pedalSostenutoStyle (symbol)
: See pedalSustainStyle.

pedalSustainStrings (list)
: A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)
: A symbol that indicates how to print sustain pedals: text, bracket or mixed (both).

pedalUnaCordaStrings (list)
: See pedalSustainStrings.

pedalUnaCordaStyle (symbol)
: See pedalSustainStyle.

This engraver creates the following layout object(s): PianoPedalBracket (page 698), SostenutoPedal (page 717), SustainPedal (page 737), and UnaCordaPedal (page 766).

Piano_pedal_engraver is part of the following context(s) in \layout: Dynamics (page 138), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.111 Piano_pedal_performer

Music types accepted: sostenuto-event (page 62), sustain-event (page 64), and una-corda-event (page 65)

Piano_pedal_performer is part of the following context(s) in \midi: ChordNames (page 105), CueVoice (page 107), DrumVoice (page 128), Dynamics (page 138), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.112 Pitch_squash_engraver

Set the vertical position of note heads to squashedPosition, if that property is set. This can be used to make a single-line staff demonstrating the rhythm of a melody.

Properties (read)

squashedPosition (integer)
: Vertical position of squashing for Section "Pitch_squash_engraver" in *Internals Reference*.

Pitch_squash_engraver is part of the following context(s) in \layout: NullVoice (page 259), RhythmicStaff (page 290), and StandaloneRhythmStaff (page 364).

2.2.113 Pitched_trill_engraver

Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s): TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), and TrillPitchParentheses (page 761).

Pitched_trill_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), VaticanaVoice (page 446), and Voice (page 457).

2.2.114 Pure_from_neighbor_engraver

Coordinates items that get their pure heights from their neighbors.

Pure_from_neighbor_engraver is part of the following context(s) in \layout: ChordNames (page 105), DrumStaff (page 119), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), Lyrics (page 229), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), VaticanaLyrics (page 404), and VaticanaStaff (page 432).

2.2.115 Repeat_acknowledge_engraver

This engraver augments repeatCommands with start-repeat and end-repeat entries based on received events. This is internal behavior that allows simplifying other engravers that must support both \repeat volta and manual repeats.

This engraver also resets repeatCommands at the beginning of each time step. This is user-facing behavior: it allows setting a value for the current time step simply with \set rather than requiring \once \set.

Music types accepted: volta-repeat-end-event (page 65) and volta-repeat-start-event (page 65)

Properties (write)

repeatCommands (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args...*`)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

  end-repeat *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  start-repeat *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  volta *text*
  : If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

Repeat_acknowledge_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.116 Repeat_tie_engraver

Create repeat ties.

Music types accepted: repeat-tie-event (page 61)

This engraver creates the following layout object(s): RepeatTie (page 702) and RepeatTieColumn (page 703).

Repeat_tie_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.117 Rest_collision_engraver

Handle collisions of rests.

Properties (read)

busyGrobs (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

This engraver creates the following layout object(s): RestCollision (page 705).

Rest_collision_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.118 Rest_engraver

Engrave rests.

Music types accepted: rest-event (page 61)

Properties (read)

`middleCPosition` (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s): `Rest` (page 704).

`Rest_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.119 Rhythmic_column_engraver

Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s): `NoteColumn` (page 683).

`Rhythmic_column_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.120 Script_column_engraver

Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s): `ScriptColumn` (page 707).

`Script_column_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.121 Script_engraver

Handle note scripted articulations.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`scriptDefinitions` (list)
: The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

This engraver creates the following layout object(s): `Script` (page 705).

`Script_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `Dynamics` (page 138), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.122 Script_row_engraver

Determine order in horizontal side position elements.

This engraver creates the following layout object(s): `ScriptRow` (page 707).

`Script_row_engraver` is part of the following context(s) in `\layout`: `DrumStaff` (page 119), `GregorianTranscriptionStaff` (page 153), `InternalGregorianStaff` (page 176), `InternalMensuralStaff` (page 190), `KievanStaff` (page 204), `MensuralStaff` (page 232), `PetrucciStaff` (page 262), `Staff` (page 322), `TabStaff` (page 381), and `VaticanaStaff` (page 432).

2.2.123 Separating_line_group_engraver

Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)
: Create StaffSpacing objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
: True if currentCommandColumn contains items that will affect spacing.

This engraver creates the following layout object(s): StaffSpacing (page 727).

Separating_line_group_engraver is part of the following context(s) in \layout: ChordNames (page 105), DrumStaff (page 119), FiguredBass (page 144), FretBoards (page 145), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), NoteNames (page 257), PetrucciStaff (page 262), RhythmicStaff (page 290), Staff (page 322), StandaloneRhythmStaff (page 364), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.124 Show_control_points_engraver

Create grobs to visualize control points of Bézier curves (ties and slurs) for ease of tweaking.

This engraver creates the following layout object(s): ControlPoint (page 600) and ControlPolygon (page 601).

Show_control_points_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.125 Signum_repetitionis_engraver

Create a SignumRepetitionis at the end of a \repeat volta section.

Music types accepted: volta-repeat-end-event (page 65)

This engraver creates the following layout object(s): SignumRepetitionis (page 711).

Signum_repetitionis_engraver is part of the following context(s) in \layout: InternalMensuralStaff (page 190), MensuralStaff (page 232), and PetrucciStaff (page 262).

2.2.126 Skip_typesetting_engraver

Create a StaffEllipsis when skipTypesetting is used.

Properties (read)

skipTypesetting (boolean)
: If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

This engraver creates the following layout object(s): StaffEllipsis (page 722).

Skip_typesetting_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.127 Slash_repeat_engraver

Make beat repeats.

Music types accepted: repeat-slash-event (page 61)

This engraver creates the following layout object(s): DoubleRepeatSlash (page 618) and RepeatSlash (page 701).

Slash_repeat_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.128 Slur_engraver

Build slur grobs from slur events.

Music types accepted: note-event (page 60) and slur-event (page 62)

Properties (read)

doubleSlurs (boolean)
: If set, two slurs are created for every slurred note, one above and one below the chord.

slurMelismaBusy (boolean)
: Signal if a slur is present.

This engraver creates the following layout object(s): Slur (page 714).

Slur_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), NullVoice (page 259), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), and Voice (page 457).

2.2.129 Slur_performer

Music types accepted: slur-event (page 62)

Slur_performer is part of the following context(s) in \midi: ChordNames (page 105), CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), NullVoice (page 259), PetrucciVoice (page 277), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.130 Spacing_engraver

Make a SpacingSpanner and do bookkeeping of shortest starting and playing notes.

Music types accepted: spacing-section-event (page 62)

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

proportionalNotationDuration (non-negative exact rational or +inf.0)
: Global override for shortest-playing duration. This is used for switching on proportional notation.

This engraver creates the following layout object(s): SpacingSpanner (page 719).

Spacing_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.131 Span_arpeggio_engraver

Make arpeggios, non-arpeggiato brackets, and vertical slurs spanning multiple staves.

Properties (read)

`connectArpeggios` (boolean)
: If set, connect arpeggios across piano staff.

`connectChordBrackets` (boolean)
: If set, connect chord brackets across piano staff.

`connectChordSlurs` (boolean)
: If set, connect chord slurs across piano staff.

This engraver creates the following layout object(s): `Arpeggio` (page 557), `ChordBracket` (page 585), and `ChordSlur` (page 587).

`Span_arpeggio_engraver` is part of the following context(s) in `\layout`: `ChoirStaff` (page 73), `GrandStaff` (page 148), `PianoStaff` (page 288), and `StaffGroup` (page 335).

2.2.132 Span_bar_engraver

Make cross-staff bar lines: It catches all normal bar lines and draws a single span bar across them.

This engraver creates the following layout object(s): `SpanBar` (page 720).

`Span_bar_engraver` is part of the following context(s) in `\layout`: `GrandStaff` (page 148), `PianoStaff` (page 288), and `StaffGroup` (page 335).

2.2.133 Span_bar_stub_engraver

Make stubs for span bars in all contexts that the span bars cross.

This engraver creates the following layout object(s): `SpanBarStub` (page 721).

`Span_bar_stub_engraver` is part of the following context(s) in `\layout`: `ChoirStaff` (page 73), `GrandStaff` (page 148), `PianoStaff` (page 288), and `StaffGroup` (page 335).

2.2.134 Span_stem_engraver

Connect cross-staff stems to the stems above in the system

This engraver creates the following layout object(s): `Stem` (page 729).

`Span_stem_engraver` is not part of any context

2.2.135 Spanner_break_forbid_engraver

Forbid breaks in certain spanners.

`Spanner_break_forbid_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.136 Spanner_tracking_engraver

Helper for creating spanners attached to other spanners. If a spanner has the `sticky-grob-interface`, the engraver tracks the spanner contained in its `sticky-host` object. When the host ends, the sticky spanner attached to it has its end announced too.

`Spanner_tracking_engraver` is part of the following context(s) in `\layout`: `ChordGridScore` (page 81), `Score` (page 296), `StandaloneRhythmScore` (page 338), and `VaticanaScore` (page 407).

2.2.137 Staff_collecting_engraver

Maintain the stavesFound variable.

Properties (read)

stavesFound (list of grobs)
A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)
A list of all staff-symbols found.

Staff_collecting_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), Score (page 296), Staff (page 322), StandaloneRhythmScore (page 338), TabStaff (page 381), VaticanaScore (page 407), and VaticanaStaff (page 432).

2.2.138 Staff_highlight_engraver

Highlights music passages.

Music types accepted: staff-highlight-event (page 63)

Properties (read)

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable items (clef, key signature, etc.).

This engraver creates the following layout object(s): StaffHighlight (page 726).

Staff_highlight_engraver is part of the following context(s) in \layout: DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), RhythmicStaff (page 290), Staff (page 322), StandaloneRhythmStaff (page 364), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.139 Staff_performer

Properties (read)

midiChannelMapping (symbol)
How to map MIDI channels: per staff (default), instrument or voice.

midiMergeUnisons (boolean)
If true, output only one MIDI note-on event when notes with the same pitch, in the same MIDI-file track, overlap.

midiSkipOffset (moment)
This is the accrued MIDI offset to account for time skipped via skipTypesetting.

Staff_performer is part of the following context(s) in \midi: ChordGrid (page 75), ChordNames (page 105), DrumStaff (page 119), GregorianTranscriptionLyrics (page 150), GregorianTranscriptionStaff (page 153), KievanStaff (page 204), Lyrics (page 229), MensuralStaff (page 232), NoteNames (page 257), PetrucciStaff (page 262), RhythmicStaff (page 290), Staff (page 322), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.140 Staff_symbol_engraver

Create the constellation of five (default) staff lines.

Music types accepted: staff-span-event (page 63)

This engraver creates the following layout object(s): StaffSymbol (page 727).

Staff_symbol_engraver is part of the following context(s) in \layout: ChordGrid (page 75), DrumStaff (page 119), GregorianTranscriptionStaff (page 153), InternalGregorianStaff (page 176), InternalMensuralStaff (page 190), KievanStaff (page 204), MensuralStaff (page 232), PetrucciStaff (page 262), RhythmicStaff (page 290), Staff (page 322), StandaloneRhythmStaff (page 364), TabStaff (page 381), and VaticanaStaff (page 432).

2.2.141 Stanza_number_align_engraver

This engraver ensures that stanza numbers are neatly aligned across all lyrics contexts.

Stanza_number_align_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.142 Stanza_number_engraver

Engrave stanza numbers.

Properties (read)

stanzaReminders (boolean)
: Whether to print stanza reminders.

stanzaReminderText (procedure-or-markup)
: The text for stanza reminders, or a procedure that generates the reminder text when given the full current stanza number markup.

This engraver creates the following layout object(s): StanzaNumber (page 728).

Stanza_number_engraver is part of the following context(s) in \layout: GregorianTranscriptionLyrics (page 150), Lyrics (page 229), and VaticanaLyrics (page 404).

2.2.143 Stem_engraver

Create stems, flags and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted: tremolo-event (page 65)

Properties (read)

currentBarLine (graphical (layout) object)
: Set to the BarLine that Bar_engraver has created in the current time step.

stemLeftBeamCount (integer)
: Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)
: See stemLeftBeamCount.

This engraver creates the following layout object(s): Flag (page 631), Stem (page 729), StemStub (page 731), and StemTremolo (page 732).

Stem_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), and Voice (page 457).

2.2.144 System_start_delimiter_engraver

Create a system start delimiter (i.e., a SystemStartBar, SystemStartBrace, SystemStartBracket or SystemStartSquare spanner).

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

systemStartDelimiter (symbol)
: Which grob to make for the start of the system/staff? Set to SystemStartBrace, SystemStartBracket or SystemStartBar.

systemStartDelimiterHierarchy (pair)
: A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s): SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), and SystemStartSquare (page 743).

System_start_delimiter_engraver is part of the following context(s) in \layout: ChoirStaff (page 73), ChordGrid (page 75), GrandStaff (page 148), PianoStaff (page 288), Score (page 296), StaffGroup (page 335), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.145 Tab_note_heads_engraver

Generate one or more tablature note heads from event of type NoteEvent.

Music types accepted: fingering-event (page 57), note-event (page 60), and string-number-event (page 64)

Properties (read)

defaultStrings (list)
: A list of strings to use in calculating frets for tablatures and fretboards if no strings are provided in the notes for the current moment.

fretLabels (list)
: A list of strings or Scheme-formatted markups containing, in the correct order, the labels to be used for lettered frets in tablature.

highStringOne (boolean)
: Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

maximumFretStretch (number)
: Don't allocate frets further than this from specified frets.

middleCPosition (number)
: The place of the middle C, measured in half staff-spaces. Usually determined by looking at middleCClefPosition and middleCOffset.

minimumFret (number)
: The tablature auto string-selecting mechanism selects the highest string with a fret at least minimumFret.

noteToFretFunction (procedure)
: Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

stringOneTopmost (boolean)
: Whether the first string is printed on the top line of the tablature.

stringTunings (list)
: The tablature strings tuning. It is a list of the pitches of each string (starting with the lowest numbered one).

tablatureFormat (procedure)
: A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

tabStaffLineLayoutFunction (procedure)
: A function determining the staff position of a tablature note head. Called with two arguments: the context and the string.

This engraver creates the following layout object(s): TabNoteHead (page 744).

Tab_note_heads_engraver is part of the following context(s) in \layout: TabVoice (page 393).

2.2.146 Tab_staff_symbol_engraver

Create a tablature staff symbol, but look at stringTunings for the number of lines.

Properties (read)

stringTunings (list)
: The tablature strings tuning. It is a list of the pitches of each string (starting with the lowest numbered one).

This engraver creates the following layout object(s): StaffSymbol (page 727).

Tab_staff_symbol_engraver is part of the following context(s) in \layout: TabStaff (page 381).

2.2.147 Tab_tie_follow_engraver

Adjust TabNoteHead properties when the TabNoteHead holds a RepeatTie, when a Tie ends and when a Slur or Glissando starts at a tied TabNoteHead.

Properties (read)

tabFullNotation (boolean)
: Flag whether \tabFullNotation is used

Tab_tie_follow_engraver is part of the following context(s) in \layout: TabVoice (page 393).

2.2.148 Tempo_performer

Music types accepted: tempo-change-event (page 64) and tempo-gradual-change-event (page 64)

Properties (read)

tempoWholesPerMinute (positive exact rational or +inf.0)
: The tempo in whole notes per minute.

Tempo_performer is part of the following context(s) in \midi: ChordGridScore (page 81) and Score (page 296).

2.2.149 Text_engraver

Create text scripts.

Music types accepted: text-script-event (page 64)

This engraver creates the following layout object(s): TextScript (page 748).

Text_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), Dynamics (page 138), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.150 Text_mark_engraver

Engraves arbitrary textual marks.

Music types accepted: text-mark-event (page 64)

Properties (read)

stavesFound (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): TextMark (page 746).

Text_mark_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.151 Text_spanner_engraver

Create text spanner from an event.

Music types accepted: text-span-event (page 64)

Properties (read)

currentMusicalColumn (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): TextSpanner (page 750).

Text_spanner_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), Dynamics (page 138), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), and Voice (page 457).

2.2.152 Tie_engraver

Generate ties between note heads of equal pitch.

Music types accepted: tie-event (page 64)

Properties (read)

skipTypesetting (boolean)
: If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

tieWaitForNote (boolean)
: If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

tieMelismaBusy (boolean)
: Signal whether a tie is present.

This engraver creates the following layout object(s): `Tie` (page 752) and `TieColumn` (page 754).

`Tie_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `NoteNames` (page 257), `NullVoice` (page 259), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.153 Tie_performer

Generate ties between note heads of equal pitch.

Music types accepted: `tie-event` (page 64)

Properties (read)

`tieWaitForNote` (boolean)
: If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)
: Signal whether a tie is present.

`Tie_performer` is part of the following context(s) in `\midi`: `ChordNames` (page 105), `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `NullVoice` (page 259), `PetrucciVoice` (page 277), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.154 Time_signature_engraver

Create a `TimeSignature` (page 754) whenever `timeSignature` changes.

Music types accepted: `polymetric-time-signature-event` (page 61) and `reference-time-signature-event` (page 61)

Properties (read)

`initialTimeSignatureVisibility` (vector)
: break visibility for the initial time signature.

`partialBusy` (boolean)
: Signal that \partial acts at the current time step.

`timeSignature` (time signature)
: A time-signature specification. See the `\time` command.

This engraver creates the following layout object(s): `TimeSignature` (page 754).

`Time_signature_engraver` is part of the following context(s) in `\layout`: `DrumStaff` (page 119), `InternalGregorianStaff` (page 176), `InternalMensuralStaff` (page 190), `MensuralStaff` (page 232), `PetrucciStaff` (page 262), `RhythmicStaff` (page 290), `Staff` (page 322), and `TabStaff` (page 381).

2.2.155 Time_signature_performer

Creates a MIDI time signature whenever `timeSignature` changes or a `\time` command is issued.

Music types accepted: `reference-time-signature-event` (page 61)

Properties (read)

`timeSignature` (time signature)
: A time-signature specification. See the `\time` command.

Time_signature_performer is part of the following context(s) in \midi: ChordGridScore (page 81) and Score (page 296).

2.2.156 Timing_translator

This engraver adds the alias Timing to its containing context. Responsible for synchronizing timing information from staves. Normally in Score. In order to create polyrhythmic music, this engraver should be removed from Score and placed in Staff.

Music types accepted: alternative-event (page 54), bar-check-event (page 54), bar-event (page 54), fine-event (page 57), measure-length-change-event (page 58), partial-event (page 60), and polymetric-time-signature-event (page 61)

Properties (read)

alternativeNumberingStyle (symbol)
: The scheme and style for numbering bars in repeat alternatives. If not set (the default), bar numbers continue through alternatives. Can be set to numbers to reset the bar number at each alternative, or set to numbers-with-letters to reset and also include letter suffixes.

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

currentBarNumber (integer)
: Contains the current bar number. This property is incremented at every bar line.

internalBarNumber (integer)
: Contains the current bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

measureLength (positive exact rational or +inf.0)
: The musical length of the current measure.

measurePosition (moment)
: The current point within the measure.

timeSignature (time signature)
: A time-signature specification. See the \time command.

Properties (write)

alternativeNumber (non-negative, exact integer)
: When set, the first volta number for the current \alternative element. Not set outside of alternatives.

beatBase (positive exact rational or +inf.0)
: The musical length corresponding to one unit of beatStructure.

currentBarNumber (integer)
: Contains the current bar number. This property is incremented at every bar line.

internalBarNumber (integer)
: Contains the current bar number. This property is used for internal timekeeping, among others by the Accidental_engraver.

measureLength (positive exact rational or +inf.0)
: The musical length of the current measure.

measurePosition (moment)
: The current point within the measure.

`measureStartNow` (boolean)
: True at the beginning of a measure.

`timeSignature` (time signature)
: A time-signature specification. See the `\time` command.

`Timing_translator` is part of the following context(s) in `\layout`: `ChordGridScore` (page 81), `Score` (page 296), `StandaloneRhythmScore` (page 338), and `VaticanaScore` (page 407); in `\midi`: `ChordGridScore` (page 81) and `Score` (page 296).

2.2.157 Toe_heel_engraver

Read the `toeHeelStyle` context property and use it to style `\rtoe` and its siblings, based on the data in the `toe-heel-styles` alist.

Music types accepted: `articulation-event` (page 54)

Properties (read)

`toeHeelStyle` (symbol)
: The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`Toe_heel_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `Dynamics` (page 138), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.158 Trill_spanner_engraver

Create trill spanners.

Music types accepted: `trill-span-event` (page 65)

Properties (read)

`currentCommandColumn` (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`currentMusicalColumn` (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s): `TrillSpanner` (page 761).

`Trill_spanner_engraver` is part of the following context(s) in `\layout`: `CueVoice` (page 107), `DrumVoice` (page 128), `GregorianTranscriptionVoice` (page 166), `KievanVoice` (page 218), `MensuralVoice` (page 246), `PetrucciVoice` (page 277), `StandaloneRhythmVoice` (page 370), `TabVoice` (page 393), `VaticanaVoice` (page 446), and `Voice` (page 457).

2.2.159 Tuplet_engraver

Catch tuplet events and generate appropriate bracket.

Music types accepted: `tuplet-span-event` (page 65)

Properties (read)

`tupletFullLength` (boolean)
: If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)
: If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s): TupletBracket (page 763) and TupletNumber (page 765).

Tuplet_engraver is part of the following context(s) in \layout: CueVoice (page 107), DrumVoice (page 128), GregorianTranscriptionVoice (page 166), KievanVoice (page 218), MensuralVoice (page 246), PetrucciVoice (page 277), StandaloneRhythmVoice (page 370), TabVoice (page 393), VaticanaVoice (page 446), and Voice (page 457).

2.2.160 Tweak_engraver

Read the tweaks property from the originating event, and set properties.

Tweak_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.161 Vaticana_ligature_engraver

Handle ligatures by glueing special ligature heads together.

Music types accepted: ligature-event (page 58)

This engraver creates the following layout object(s): DotColumn (page 613) and VaticanaLigature (page 768).

Vaticana_ligature_engraver is part of the following context(s) in \layout: VaticanaVoice (page 446).

2.2.162 Vertical_align_engraver

Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

alignAboveContext (string)
: Where to insert newly created context in vertical alignment.

alignBelowContext (string)
: Where to insert newly created context in vertical alignment.

hasAxisGroup (boolean)
: True if the current context is contained in an axis group.

This engraver creates the following layout object(s): StaffGrouper (page 725) and VerticalAlignment (page 769).

Vertical_align_engraver is part of the following context(s) in \layout: ChoirStaff (page 73), ChordGridScore (page 81), GrandStaff (page 148), PianoStaff (page 288), Score (page 296), StaffGroup (page 335), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.2.163 Volta_engraver

Make volta brackets.

Music types accepted: dal-segno-event (page 56), fine-event (page 57), and volta-span-event (page 65)

Properties (read)

currentCommandColumn (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

printTrivialVoltaRepeats (boolean)
: Notate volta-style repeats even when the repeat count is 1.

repeatCommands (list)
: A list of commands related to volta-style repeats. In general, each element is a list, '(*command args...*), but a command with no arguments may be abbreviated to a symbol; e.g., '((start-repeat)) may be given as '(start-repeat).

  end-repeat *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

  start-repeat *repeat-count*
  : Start a repeated section. *repeat-count* is the number of times to perform this section.

  volta *text*
  : If *text* is markup, start a volta bracket with that label; if *text* is #f, end a volta bracket.

stavesFound (list of grobs)
: A list of all staff-symbols found.

This engraver creates the following layout object(s): VoltaBracket (page 772) and VoltaBracketSpanner (page 774).

Volta_engraver is part of the following context(s) in \layout: ChordGridScore (page 81), Score (page 296), StandaloneRhythmScore (page 338), and VaticanaScore (page 407).

2.3 Tunable context properties

accidentalGrouping (symbol)
: If set to 'voice, accidentals on the same note in different octaves may be horizontally staggered if in different voices.

additionalBassStrings (list)
: The additional tablature bass-strings, which will not get a separate line in TabStaff. It is a list of the pitches of each string (starting with the lowest numbered one).

additionalPitchPrefix (string)
: Text with which to prefix additional pitches within a chord name.

aDueText (markup)
: Text to print at a unisono passage.

alignAboveContext (string)
: Where to insert newly created context in vertical alignment.

alignBelowContext (string)
: Where to insert newly created context in vertical alignment.

alterationGlyphs (list)
: Alist mapping alterations to accidental glyphs. Alterations are given as exact numbers, e.g., -1/2 for flat. This applies to all grobs that can print accidentals.

alternativeNumber (non-negative, exact integer)
: When set, the first volta number for the current \alternative element. Not set outside of alternatives.

alternativeNumberingStyle (symbol)
: The scheme and style for numbering bars in repeat alternatives. If not set (the default), bar numbers continue through alternatives. Can be set to numbers to reset the bar number at each alternative, or set to numbers-with-letters to reset and also include letter suffixes.

`alternativeRestores` (symbol list)
: Timing variables that are restored to their value at the start of the first alternative in subsequent alternatives.

`associatedVoice` (string)
: Name of the context (see `associatedVoiceType` for its type, usually `Voice`) that has the melody for this `Lyrics` line.

`associatedVoiceType` (symbol)
: Type of the context that has the melody for this `Lyrics` line.

`autoAccidentals` (list)
: List of different ways to typeset an accidental.

  For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

  Each entry in the list is either a symbol or a procedure.

  symbol
  : The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section "Score" in *Internals Reference* then all staves share accidentals, and if *context* is Section "Staff" in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

  procedure
  : The procedure represents an accidental rule to be applied to the previously specified context.

    The procedure takes the following arguments:

    `context`
    : The current context to which the rule should be applied.

    `pitch`
    : The pitch of the note to be evaluated.

    `barnum`
    : The current bar number.

    The procedure returns a pair of Booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. `(#t . #f)` does not make sense.

`autoBeamCheck` (procedure)
: A procedure taking three arguments, *context*, *dir* [start/stop (-1 or 1)], and *test* [shortest note in the beam]. A non-`#f` return value starts or stops the auto beam.

`autoBeaming` (boolean)
: If set to `#t` then beams are generated automatically. If set to `#f`, auto-beaming is switched off as soon as the current beam (if any) is finished according to the auto-beaming rules.

`autoCautionaries` (list)
: List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

`autoExtenders` (boolean)
: Create lyric extenders automatically for syllables in melismata that are not followed by a hyphen.

`barExtraVelocity` (integer)
: Extra MIDI velocity added by the '`Beat_performer`' at the start of each measure.

`barNumberFormatter` (procedure)
: A procedure that takes a bar number, measure position, and alternative number and returns a markup of the bar number to print.

`barNumberVisibility` (procedure)
: A procedure that takes a bar number and a measure position and returns whether the corresponding bar number should be printed. Note that the actual print-out of bar numbers is controlled with the `break-visibility` property.

  The following procedures are predefined:

  `all-bar-numbers-visible`
  : Enable bar numbers for all bars, including the first one and broken bars (which get bar numbers in parentheses).

  `first-bar-number-invisible`
  : Enable bar numbers for all bars (including broken bars) except the first one. If the first bar is broken, it doesn't get a bar number either.

  `first-bar-number-invisible-save-broken-bars`
  : Enable bar numbers for all bars (including broken bars) except the first one. A broken first bar gets a bar number.

  `first-bar-number-invisible-and-no-parenthesized-bar-numbers`
  : Enable bar numbers for all bars except the first bar and broken bars. This is the default.

  `(every-nth-bar-number-visible` *n*`)`
  : Assuming *n* is value 2, for example, this enables bar numbers for bars 2, 4, 6, etc.

  `(modulo-bar-number-visible` *n m*`)`
  : If bar numbers 1, 4, 7, etc., should be enabled, *n* (the modulo) must be set to 3 and *m* (the division remainder) to 1.

`beamExceptions` (list)
: An alist of exceptions to auto-beam rules that normally end on beats.

`beamHalfMeasure` (boolean)
: Whether to allow a beam to begin halfway through the measure in triple time, which could look like 6/8.

`beamMaximumSubdivision` (non-negative exact rational or +inf.0)
: Maximum interval to subdivide beams, limiting the depth of beamlets removed from subdivision. Ranges from 0 to infinity (`0`=no subdivision, `+inf.0`=no limit).

`beamMinimumSubdivision` (non-negative exact rational or +inf.0)
: Minimum interval to subdivide beams, ignoring beamlets whose subdivision depth is too shallow. Ranges from 0 to infinity (`0`=no limit, `+inf.0`=no subdivision).

`beatBase` (positive exact rational or +inf.0)
: The musical length corresponding to one unit of `beatStructure`.

`beatExtraVelocity` (integer)
: Extra MIDI velocity added by the '`Beat_performer`' at the start of each beat.

`beatStructure` (number list)
: A sequence describing the length of each beat in the measure in units of `beatBase`.

`breathMarkType` (symbol)
: The type of `BreathingSign` to create at `\breathe`.

caesuraType (list)
An alist

```
((bar-line . bar-type)
 (breath . breath-type)
 (scripts . script-type...)
 (underlying-bar-line . bar-type))
```

specifying which breath mark, bar line, and scripts to create at \caesura. All entries are optional.

bar-line has higher priority than a measure bar line and underlying-bar-line has lower priority than a measure bar line.

caesuraTypeTransform (procedure)
An engraver callback taking three arguments and returning an alist of the same kind as caesuraType.

The first argument is the context.

The second argument is the value of caesuraType with an additional entry (articulations . *symbol-list*) identifying the articulations attached to the caesura in the music. If the transform function returns this second argument unmodified, it is as if no transform function were set; the function is free to return a different value. The transform function can remove articulations, but any added articulations are ignored.

The third argument is a symbol-list identifying certain things the engraver has observed. bar-line indicates that the engraver has observed a BarLine at the current moment.

centerBarNumbers (boolean)
Whether to center bar numbers in their measure instead of aligning them on the bar line.

chordChanges (boolean)
Only show changes in chords scheme?

chordNameExceptions (list)
An alist of chord exceptions. Contains (*chord* . *markup*) entries.

chordNameFunction (procedure)
The function that converts lists of pitches to chord names.

chordNameLowercaseMinor (boolean)
Downcase roots of minor chords?

chordNameSeparator (markup)
The markup object used to separate parts of a chord name.

chordNoteNamer (procedure)
A function that converts from a pitch object to a text markup. Used for single pitches.

chordPrefixSpacer (number)
The space added between the root symbol and the prefix of a chord name.

chordRootNamer (procedure)
A function that converts from a pitch object to a text markup. Used for chords.

clefGlyph (string)
Name of the symbol within the music font.

clefPosition (number)
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

clefTransposition (integer)
Add this much extra transposition to a clef. Values of 7 and -7 are common.

`clefTranspositionFormatter` (procedure)
A procedure that takes the transposition number of a `Clef` grob as a string and the style as a symbol and returns a markup.

`clefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`codaMarkFormatter` (procedure)
A procedure that creates a coda mark (which in conventional *D.S. al Coda* form indicates the start of the alternative endings), taking as arguments the mark sequence number and the context. It should return a markup object.

`completionBusy` (boolean)
Whether a completion-note head is playing.

`completionFactor` (an exact rational or procedure)
When `Completion_heads_engraver` and `Completion_rest_engraver` need to split a note or rest with a scaled duration, such as `c2*3`, this specifies the scale factor to use for the newly-split notes and rests created by the engraver.

If `#f`, the completion engraver uses the scale-factor of each duration being split.

If set to a callback procedure, that procedure is called with the context of the completion engraver, and the duration to be split.

`completionUnit` (positive exact rational or +inf.0)
Sub-bar unit of completion.

`connectArpeggios` (boolean)
If set, connect arpeggios across piano staff.

`connectChordBrackets` (boolean)
If set, connect chord brackets across piano staff.

`connectChordSlurs` (boolean)
If set, connect chord slurs across piano staff.

`countPercentRepeats` (boolean)
If set, produce counters for percent repeats.

`createKeyOnClefChange` (boolean)
Print a key signature whenever the clef is changed.

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

`crescendoSpanner` (symbol)
The type of spanner to be used for crescendi. Available values are '`hairpin`' and '`text`'. If unset, a hairpin crescendo is used.

`crescendoText` (markup)
The text to print at start of non-hairpin crescendo, i.e., '`cresc.`'.

`cueClefGlyph` (string)
Name of the symbol within the music font.

`cueClefPosition` (number)
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

`cueClefTransposition` (integer)
Add this much extra transposition to a cue clef. Values of 7 and -7 are common.

`cueClefTranspositionFormatter` (procedure)
A procedure that takes the transposition number of a `cueClef` grob as a string and the style as a symbol and returns a markup.

`cueClefTranspositionStyle` (symbol)
Determines the way the `ClefModifier` grob of a cue clef is displayed. Possible values are `'default`, `'parenthesized`, and `'bracketed`.

`currentBarNumber` (integer)
Contains the current bar number. This property is incremented at every bar line.

`dalSegnoTextFormatter` (procedure)
Format a jump instruction such as *D.S.*

The first argument is the context.

The second argument is the number of times the instruction is performed.

The third argument is a list of three markups: *start-markup*, *end-markup*, and *next-markup*.

If *start-markup* is `#f`, the form is *da capo*; otherwise the form is *dal segno* and *start-markup* is the sign at the start of the repeated section.

If *end-markup* is not `#f`, it is either the sign at the end of the main body of the repeat, or it is a *Fine* instruction. When it is a Fine instruction, *next-markup* is `#f`.

If *next-markup* is not `#f`, it is the mark to be jumped to after performing the body of the repeat, e.g., Coda.

`decrescendoSpanner` (symbol)
The type of spanner to be used for decrescendi. Available values are '`hairpin`' and '`text`'. If unset, a hairpin decrescendo is used.

`decrescendoText` (markup)
The text to print at start of non-hairpin decrescendo, i.e., '`dim.`'.

`defaultStrings` (list)
A list of strings to use in calculating frets for tablatures and fretboards if no strings are provided in the notes for the current moment.

`doubleRepeatBarType` (string)
Bar line to insert where the end of one `\repeat volta` coincides with the start of another. The default is '`:..:`'.

`doubleRepeatSegnoBarType` (string)
Bar line to insert where an in-staff segno coincides with the end of one `\repeat volta` and the beginning of another. The default is '`:|.S.|:`'.

`doubleSlurs` (boolean)
If set, two slurs are created for every slurred note, one above and one below the chord.

`drumPitchTable` (hash table)
A table mapping percussion instruments (symbols) to pitches.

`drumStyleTable` (hash table)
A hash table which maps drums to layout settings. Predefined values: '`drums-style`', '`agostini-drums-style`', '`weinberg-drums-style`', '`timbales-style`', '`congas-style`', '`bongos-style`', and '`percussion-style`'.

The layout style is a hash table, containing the drum-pitches (e.g., the symbol '`hihat`') as keys, and a list (*`notehead-style script vertical-position`*) as values.

`endAtSkip` (boolean)
End `DurationLine` grob on `skip-event`

`endRepeatBarType` (string)
Bar line to insert at the end of a `\repeat volta`. The default is '`:|.`'.

`endRepeatSegnoBarType` (string)
Bar line to insert where an in-staff segno coincides with the end of a `\repeat volta`. The default is '`:|.S`'.

`explicitClefVisibility` (vector)
'`break-visibility`' function for clef changes.

`explicitCueClefVisibility` (vector)
'`break-visibility`' function for cue clef changes.

`explicitKeySignatureVisibility` (vector)
'`break-visibility`' function for explicit key changes. '`\override`' of the `break-visibility` property will set the visibility for normal (i.e., at the start of the line) key signatures.

`extendersOverRests` (boolean)
Whether to continue extenders as they cross a rest.

`extraNatural` (boolean)
Whether to typeset an extra natural sign before accidentals that reduce the effect of a previous alteration.

`figuredBassAlterationDirection` (direction)
Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)
Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)
A routine generating a markup for a bass figure.

`figuredBassLargeNumberAlignment` (number)
Horizontal alignment to use for numbers in figured bass that contain more than a single digit.

`figuredBassPlusDirection` (direction)
Where to put plus signs relative to the main figure.

`figuredBassPlusStrokedAlist` (list)
An alist mapping figured bass digits to glyphs. The default is mapping numbers 2, 4, 5, 6, 7, and 9 to the six glyphs `figbass.*plus` and `figbass.*stroked`, respectively.

`finalFineTextVisibility` (boolean)
Whether `\fine` at the written end of the music should create a *Fine* instruction.

`fineBarType` (string)
Bar line to insert at `\fine`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`|.`'.

`fineSegnoBarType` (string)
Bar line to insert where an in-staff segno coincides with `\fine`. The default is '`|.S`'.

`fineStartRepeatSegnoBarType` (string)
Bar line to insert where an in-staff segno coincides with `\fine` and the start of a `\repeat volta`. The default is '`|.S.|:`'.

`fineText` (markup)
The text to print at `\fine`.

`fingeringOrientations` (list)
A list of symbols, containing '`left`', '`right`', '`up`' and/or '`down`'. This list determines where fingerings are put relative to the chord being fingered.

`firstClef` (boolean)
If true, create a new clef when starting a staff.

`followVoice` (boolean)
If set, note heads are tracked across staff switches by a thin line.

`fontSize` (number)
The relative size of all grobs in a context.

`forbidBreak` (boolean)
If set to `#t`, prevent a line break at this point, except if explicitly requested by the user.

`forbidBreakBetweenBarLines` (boolean)
If set to `#t`, `Bar_engraver` forbids line breaks where there is no bar line.

`forceClef` (boolean)
Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

`fretLabels` (list)
A list of strings or Scheme-formatted markups containing, in the correct order, the labels to be used for lettered frets in tablature.

`glissandoMap` (list)
A map in the form of `'((source1 . target1) (source2 . target2) ... (sourcen . targetn))`, showing the glissandi to be drawn for note columns. The value `'()` defaults to `'((0 . 0) (1 . 1) ... (n . n))`, where *n* is the minimum number of note heads in the two note columns between which the glissandi occur.

`gridInterval` (positive exact rational or +inf.0)
Interval for which to generate `GridPoints`.

`handleNegativeFrets` (symbol)
How the automatic fret calculator should handle calculated negative frets. Values include `'ignore`, to leave them out of the diagram completely, `'include`, to include them as calculated, and `'recalculate`, to ignore the specified string and find a string where they will fit with a positive fret number.

`harmonicAccidentals` (boolean)
If set, harmonic notes in chords get accidentals.

`harmonicDots` (boolean)
If set, harmonic notes in dotted chords get dots.

`highStringOne` (boolean)
Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

`ignoreBarChecks` (boolean)
Ignore bar checks.

`ignoreBarNumberChecks` (boolean)
Ignore bar number checks.

`ignoreFiguredBassRest` (boolean)
Don't swallow rest events.

`ignoreMelismata` (boolean)
Ignore melismata for this Section "Lyrics" in *Internals Reference* line.

`implicitBassFigures` (list)
A list of bass figures that are not printed as numbers, but only as extender lines.

`includeGraceNotes` (boolean)
Do not ignore grace notes for Section "Lyrics" in *Internals Reference*.

`initialTimeSignatureVisibility` (vector)
break visibility for the initial time signature.

`instrumentCueName` (markup)
The name to print if another instrument is to be taken.

This property is deprecated

`instrumentEqualizer` (procedure)
A function taking a string (instrument name), and returning a (*min* . *max*) pair of numbers for the loudness range of the instrument.

`instrumentName` (markup)
The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the `shortInstrumentName` property labels following lines.

`instrumentTransposition` (pitch)
Define the transposition of the instrument. Its value is the pitch that sounds when the instrument plays written middle C. This is used to transpose the MIDI output, and `\quotes`.

`internalBarNumber` (integer)
Contains the current bar number. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`keepAliveInterfaces` (list)
A list of symbols, signifying grob interfaces that are worth keeping a staff with `remove-empty` set around for.

`keyAlterationOrder` (list)
A list of pairs that defines in what order alterations should be printed. The format of an entry is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -1 (double flat) to 1 (double sharp), with exact rationals for alterations in between, e.g., 1/2 for sharp.

`keyAlterations` (list)
The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g., `keyAlterations = #`((6 . ,FLAT))`.

`lyricMelismaAlignment` (number)
Alignment to use for a melisma syllable.

`lyricRepeatCountFormatter` (procedure)
A procedure taking as arguments the context and the numeric repeat count. It should return the formatted repeat count as markup. If it does not return markup, no grob is created.

`magnifyStaffValue` (positive number)
The most recent value set with `\magnifyStaff`.

`majorSevenSymbol` (markup)
How should the major 7th be formatted in a chord name?

`maximumFretStretch` (number)
Don't allocate frets further than this from specified frets.

`measureBarType` (string)
Bar line to insert at a measure boundary.

`measureLength` (positive exact rational or +inf.0)
The musical length of the current measure.

`melismaBusyProperties` (list)
A list of properties (symbols) to determine whether a melisma is playing. Setting this property will influence how lyrics are aligned to notes. For example, if set to `'(melismaBusy beamMelismaBusy)`, only manual melismata and manual beams are considered. Possible values include `melismaBusy`, `slurMelismaBusy`, `tieMelismaBusy`, and `beamMelismaBusy`.

`metronomeMarkFormatter` (procedure)
How to produce a metronome markup. Called with two arguments: a `TempoChangeEvent` and context.

`middleCClefPosition` (number)
The position of the middle C, as determined only by the clef. This can be calculated by looking at `clefPosition` and `clefGlyph`.

`middleCCuePosition` (number)
The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at `cueClefPosition` and `cueClefGlyph`.

`middleCOffset` (number)
The offset of middle C from the position given by `middleCClefPosition` This is used for ottava brackets.

`middleCPosition` (number)
The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`midiBalance` (number)
Stereo balance for the MIDI channel associated with the current context. Ranges from -1 to 1, where the values -1 (`#LEFT`), 0 (`#CENTER`) and 1 (`#RIGHT`) correspond to leftmost emphasis, center balance, and rightmost emphasis, respectively.

`midiChannelMapping` (symbol)
How to map MIDI channels: per `staff` (default), `instrument` or `voice`.

`midiChorusLevel` (number)
Chorus effect level for the MIDI channel associated with the current context. Ranges from 0 to 1 (0=off, 1=full effect).

`midiExpression` (number)
Expression control for the MIDI channel associated with the current context. Ranges from 0 to 1 (0=off, 1=full effect).

`midiInstrument` (string)
Name of the MIDI instrument to use.

`midiMaximumVolume` (number)
Analogous to `midiMinimumVolume`.

`midiMergeUnisons` (boolean)
If true, output only one MIDI note-on event when notes with the same pitch, in the same MIDI-file track, overlap.

`midiMinimumVolume` (number)
: Set the minimum loudness for MIDI. Ranges from 0 to 1.

`midiPanPosition` (number)
: Pan position for the MIDI channel associated with the current context. Ranges from -1 to 1, where the values -1 (`#LEFT`), 0 (`#CENTER`) and 1 (`#RIGHT`) correspond to hard left, center, and hard right, respectively.

`midiReverbLevel` (number)
: Reverb effect level for the MIDI channel associated with the current context. Ranges from 0 to 1 (0=off, 1=full effect).

`minimumFret` (number)
: The tablature auto string-selecting mechanism selects the highest string with a fret at least `minimumFret`.

`minorChordModifier` (markup)
: Markup displayed following the root for a minor chord

`noChordSymbol` (markup)
: Markup to be displayed for rests in a ChordNames context.

`noteNameFunction` (procedure)
: Function used to convert pitches into strings and markups.

`noteNameSeparator` (string)
: String used to separate simultaneous NoteName objects.

`noteToFretFunction` (procedure)
: Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

`nullAccidentals` (boolean)
: The `Accidental_engraver` generates no accidentals for notes in contexts were this is set. In addition to suppressing the printed accidental, this option removes any effect the note would have had on accidentals in other voices.

`ottavaStartNow` (boolean)
: Is an ottava starting in this time step?

`ottavation` (markup)
: If set, the text for an ottava spanner. Changing this creates a new text spanner.

`ottavationMarkups` (list)
: An alist defining the markups used for ottava brackets. It contains entries of the form `(`*`number of octaves . markup`*`)`.

`output` (music output)
: The output produced by a score-level translator during music interpretation.

`pageTurnMinimumRepeatLength` (non-negative exact rational or +inf.0)
: Minimum length of a repeated section for a page turn to be allowed within that section.

`pageTurnMinimumRestLength` (non-negative exact rational or +inf.0)
: Minimum length of a rest for a page turn to be allowed.

`partCombineForced` (symbol)
: Override for the `\partCombine` decision. Can be `apart`, `chords`, `unisono`, `solo1`, or `solo2`.

`partCombineTextsOnNote` (boolean)
: Print part-combine texts only on the next note rather than immediately on rests or skips.

`pedalSostenutoStrings` (list)
: See `pedalSustainStrings`.

`pedalSostenutoStyle` (symbol)
: See `pedalSustainStyle`.

`pedalSustainStrings` (list)
: A list of strings to print for sustain-pedal. Format is `(up updown down)`, where each of the three is the string to print when this is done with the pedal.

`pedalSustainStyle` (symbol)
: A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

`pedalUnaCordaStrings` (list)
: See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)
: See `pedalSustainStyle`.

`predefinedDiagramTable` (hash table)
: The hash table of predefined fret diagrams to use in FretBoards.

`printAccidentalNames` (boolean or symbol)
: Print accidentals in the `NoteNames` context.

`printInitialRepeatBar` (boolean)
: Use a special bar line at the start of a volta repeat even at the beginning of the piece.

`printKeyCancellation` (boolean)
: Print restoration alterations before a key signature change.

`printNotesLanguage` (string)
: Use a specific language in the `NoteNames` context.

`printOctaveNames` (boolean or symbol)
: Print octave marks in the `NoteNames` context.

`printPartCombineTexts` (boolean)
: Set 'Solo' and 'A due' texts in the part combiner?

`printTrivialVoltaRepeats` (boolean)
: Notate volta-style repeats even when the repeat count is 1.

`proportionalNotationDuration` (non-negative exact rational or +inf.0)
: Global override for shortest-playing duration. This is used for switching on proportional notation.

`rehearsalMark` (integer)
: The next rehearsal mark to print.

`rehearsalMarkFormatter` (procedure)
: A procedure taking as arguments the context and the sequence number of the rehearsal mark. It should return the formatted mark as a markup object.

`repeatCommands` (list)
: A list of commands related to volta-style repeats. In general, each element is a list, `'(`*command args...*`)`, but a command with no arguments may be abbreviated to a symbol; e.g., `'((start-repeat))` may be given as `'(start-repeat)`.

  `end-repeat` *return-count*
  : End a repeated section. *return-count* is the number of times to go back from this point to the beginning of the section.

`start-repeat` *repeat-count*
: Start a repeated section. *repeat-count* is the number of times to perform this section.

`volta` *text*
: If *text* is markup, start a volta bracket with that label; if *text* is `#f`, end a volta bracket.

`repeatCountVisibility` (procedure)
: A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when `countPercentRepeats` is set.

`respectIncompleteBeams` (boolean)
: When subdividing beams, limit the beam subdivision interval until it is less than or equal to the remaining length from the current moment. Note that it is somewhat unclear whether to treat incomplete beams specially or not in beam subdivision is the correct way of valid notation. The default value of false is said to be the correct option, although beam subdivision as if this property is true is not unpopular.

`restCompletionBusy` (boolean)
: Signal whether a completion-rest is active.

`restNumberThreshold` (number)
: If a multi-measure rest has more measures than this, a number is printed.

`restrainOpenStrings` (boolean)
: Exclude open strings from the automatic fret calculator.

`searchForVoice` (boolean)
: Signal whether a search should be made of all contexts in the context hierarchy for a voice to provide rhythms for the lyrics.

`sectionBarType` (string)
: Bar line to insert at `\section`. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`segnoBarType` (string)
: Bar line to insert at an in-staff segno. The default is '`S`'.

`segnoMarkFormatter` (procedure)
: A procedure that creates a segno (which conventionally indicates the start of a repeated section), taking as arguments the mark sequence number and the context. It should return a markup object.

`segnoStyle` (symbol)
: A symbol that indicates how to print a segno: `bar-line` or `mark`.

`shapeNoteStyles` (vector)
: Vector of symbols, listing style for each note head relative to the tonic (q.v.) of the scale.

`shortInstrumentName` (markup)
: See `instrumentName`.

`shortVocalName` (markup)
: Name of a vocal line, short version.

`skipBars` (boolean)
: If set to `#t`, then skip the empty bars that are produced by multi-measure notes and rests. These bars will not appear on the printed output. If not set (the default), multi-measure notes and rests expand into their full length, printing the appropriate number of empty bars so that synchronization with other voices is preserved.

```
{
```

```
    r1 r1*3 R1*3
    \set Score.skipBars= ##t
    r1*3 R1*3
  }
```

skipTypesetting (boolean)
: If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

slashChordSeparator (markup)
: The markup object used to separate a chord name from its root note in case of inversions or slash chords.

soloIIText (markup)
: The text for the start of a solo for voice 'two' when part-combining.

soloText (markup)
: The text for the start of a solo when part-combining.

squashedPosition (integer)
: Vertical position of squashing for Section "Pitch_squash_engraver" in *Internals Reference*.

staffLineLayoutFunction (procedure)
: Layout of staff lines, `traditional`, or `semitone`.

stanzaReminders (boolean)
: Whether to print stanza reminders.

stanzaReminderText (procedure-or-markup)
: The text for stanza reminders, or a procedure that generates the reminder text when given the full current stanza number markup.

startAtNoteColumn (boolean)
: Start `DurationLine` grob at entire `NoteColumn`.

startAtSkip (boolean)
: Start `DurationLine` grob at `skip-event`.

startRepeatBarType (string)
: Bar line to insert at the start of a `\repeat volta`. The default is '`.|:`'.

startRepeatSegnoBarType (string)
: Bar line to insert where an in-staff segno coincides with the start of a `\repeat volta`. The default is '`S.|:`'.

stemLeftBeamCount (integer)
: Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)
: See `stemLeftBeamCount`.

strictBeatBeaming (boolean)
: Should partial beams reflect the beat structure even if it causes flags to hang out?

stringNumberOrientations (list)
: See `fingeringOrientations`.

stringOneTopmost (boolean)
: Whether the first string is printed on the top line of the tablature.

`stringTunings` (list)
: The tablature strings tuning. It is a list of the pitches of each string (starting with the lowest numbered one).

`strokeFingerOrientations` (list)
: See `fingeringOrientations`.

`subdivideBeams` (boolean)
: If set, beams of multiple stems may be subdivided by omitting a number of beamlets, dependent on `beamMaximumSubdivision`, between beats at multiples of `beamMinimumSubdivision`.

`submeasureBarType` (string)
: Bar line to insert at submeasure boundaries specified by `submeasureStructure`, when `submeasureBarsEnabled` allows.

`submeasureStructure` (number list)
: A sequence describing subdivisions of a measure. Each element tells the distance from the previous division in units of `beatBase`.

`suggestAccidentals` (boolean or symbol)
: If set to `#t`, accidentals are typeset as suggestions above the note. Setting it to `'cautionary` only applies that to cautionary accidentals.

`supportNonIntegerFret` (boolean)
: If set in `Score` the `TabStaff` will print micro-tones as '$2\frac{1}{2}$'

`suspendMelodyDecisions` (boolean)
: When using the `Melody_engraver`, stop changing orientation of stems based on the melody when this is set to `#t`.

`suspendRestMerging` (boolean)
: When using the Merge_rest_engraver do not merge rests when this is set to `#t`.

`systemStartDelimiter` (symbol)
: Which grob to make for the start of the system/staff? Set to `SystemStartBrace`, `SystemStartBracket` or `SystemStartBar`.

`systemStartDelimiterHierarchy` (pair)
: A nested list, indicating the nesting of a start delimiters.

`tabFullNotation` (boolean)
: Flag whether `\tabFullNotation` is used

`tablatureFormat` (procedure)
: A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

`tabStaffLineLayoutFunction` (procedure)
: A function determining the staff position of a tablature note head. Called with two arguments: the context and the string.

`tempoCountPrecision` (a positive, exact rational number)
: Rounding precision for metronome rate. Readers should use 1 as the default when this property is not set.

`tempoHideNote` (boolean)
: Hide the note = count in tempo marks.

`tempoWholesPerMinute` (positive exact rational or +inf.0)
: The tempo in whole notes per minute.

`tieWaitForNote` (boolean)
: If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

`timeSignature` (time signature)
: A time-signature specification. See the `\time` command.

`timeSignatureSettings` (list)
: A nested alist of settings for time signatures. Contains elements for various time signatures. The element for each time signature contains entries for `beatBase`, `beatStructure`, and `beamExceptions`.

`timing` (boolean)
: Keep administration of measure length, position, bar number, etc.? Switch off for cadenzas.

`toeHeelStyle` (symbol)
: The style for the glyph shape and behavior of `\rtoe` and siblings. Possible values are `default`, `standard`, `reversed`, `circleheels`, and `below`. If not set (the default), use value `default`.

`tonic` (pitch)
: The tonic of the current scale.

`topLevelAlignment` (boolean)
: If true, the *Vertical_align_engraver* will create a *VerticalAlignment*; otherwise, it will create a *StaffGrouper*

`tupletFullLength` (boolean)
: If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)
: If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

`tupletSpannerDuration` (non-negative exact rational or +inf.0)
: Normally, a tuplet bracket is as wide as the `\times` expression that gave rise to it. This property can shorten the bracket.

```
{
  \set tupletSpannerDuration = #1/4
  \times 2/3 { c8 c c c c c }
}
```

`underlyingRepeatBarType` (string)
: Bar line to insert at points of repetition or departure where no bar line would normally appear, for example at the end of a system broken in mid measure where the next system begins with a segno. Where there is also a repeat bar line, the repeat bar line takes precedence and this value is appended to it as an annotation. The default is '`||`'.

`useBassFigureExtenders` (boolean)
: Whether to use extender lines for repeated bass figures.

`vocalName` (markup)
: Name of a vocal line.

`whichBar` (string)
: The current bar line type, or `'()` if there is no bar line. Setting this explicitly in user code is deprecated. Use `\bar` or related commands to set it.

2.4 Internal context properties

`associatedVoiceContext` (context)
: The context object of the `Voice` that has the melody for this `Lyrics`.

`beamMelismaBusy` (boolean)
: Signal if a beam is present.

`breathMarkDefinitions` (list)
: The description of breath marks. This is used by the `Breathing_sign_engraver`. See `scm/breath.scm` for more information.

`busyGrobs` (list)
: A queue of (*end-moment* . *grob*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g., note heads, spanners, etc.).

`codaMarkCount` (non-negative, exact integer)
: Updated at the end of each time step in which a coda mark appears: not set during the first time step, 0 up to the first coda mark, 1 from the first to the second, 2 from the second to the third, etc.

`currentBarLine` (graphical (layout) object)
: Set to the `BarLine` that `Bar_engraver` has created in the current time step.

`currentChordCause` (stream event)
: Event cause of the chord that should be created in this time step (if any).

`currentChordText` (markup)
: In contexts printing chord names, this is at any point of time the markup that will be put in the chord name.

`currentCommandColumn` (graphical (layout) object)
: Grob that is X-parent to all current breakable items (clef, key signature, etc.).

`currentMusicalColumn` (graphical (layout) object)
: Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`currentPerformanceMarkEvent` (stream event)
: The coda, section, or segno mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`currentRehearsalMarkEvent` (stream event)
: The ad-hoc or rehearsal mark event selected by `Mark_tracking_translator` for engraving by `Mark_engraver`.

`currentTupletDescription` (ly:tuplet-description)
: An object describing the current tuplet description, or `'()`. Tuplet description objects are opaque to Scheme.

`deprecatedBarCheckSynchronize` (boolean)
: If true then reset `measurePosition` when finding a bar check.

`dynamicAbsoluteVolumeFunction` (procedure)
: A procedure that takes one argument, the text value of a dynamic event, and returns the absolute volume of that dynamic event.

`finalizations` (list)
: A list of expressions to evaluate before proceeding to next time step. This is an internal variable.

`forceBreak` (boolean)
: Set to `#t` when an event forcing a line break was heard.

`graceSettings` (list)
: Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

`hasAxisGroup` (boolean)
: True if the current context is contained in an axis group.

`hasStaffSpacing` (boolean)
: True if `currentCommandColumn` contains items that will affect spacing.

`lastChord` (markup)
: Last chord, used for detecting chord changes.

`lastKeyAlterations` (list)
: Last key signature before a key signature change.

`localAlterations` (list)
: The key signature at this point in the measure. The format is the same as for `keyAlterations`, but can also contain `((`*octave* `.` *name*`) . (`*alter barnumber* `.` *measureposition*`))` pairs.

`measurePosition` (moment)
: The current point within the measure.

`measureStartNow` (boolean)
: True at the beginning of a measure.

`melismaBusy` (boolean)
: Signifies whether a melisma is active. This can be used to signal melismata on top of those automatically detected.

`meterScalingFactor` (number)
: The factor by which local nominal time signature settings must be scaled to fit the measure defined in the `Timing` context. This must not be set in the `Timing` context. Readers should use 1 as the default when this property is not set.

`midiSkipOffset` (moment)
: This is the accrued MIDI offset to account for time skipped via `skipTypesetting`.

`partialBusy` (boolean)
: Signal that \partial acts at the current time step.

`propertyStacks` (association list (list of pairs))
: An alist used by `\pushContextProperty` and `\popContextProperty` to emulate a context property stack. Each element of a stack is a list: either an empty list representing the unset state or a one-element list holding the value for the set state.

`quotedCueEventTypes` (list)
: A list of symbols, representing the event types that should be duplicated for `\cueDuring` commands.

`quotedEventTypes` (list)
: A list of symbols, representing the event types that should be duplicated for `\quoteDuring` commands. This is also a fallback for `\cueDuring` if `quotedCueEventTypes` is not set

`rootSystem` (graphical (layout) object)
: The System object.

`scriptDefinitions` (list)
: The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `scm/script.scm` for more information.

`segnoMarkCount` (non-negative, exact integer)
: Updated at the end of each time step in which a segno appears: not set during the first time step, 0 up to the first segno, 1 from the first to the second segno, 2 from the second to the third segno, etc.

`slurMelismaBusy` (boolean)
: Signal if a slur is present.

`stavesFound` (list of grobs)
: A list of all staff-symbols found.

`stringFretFingerList` (list)
: A list containing three entries. In `TabVoice` and `FretBoards` they determine the string, fret and finger to use

`submeasureBarsEnabled` (boolean)
: Whether to insert submeasure bar lines at boundaries specified by `submeasureStructure`. They are typically enabled selectively to clarify complex rhythms.

`tieMelismaBusy` (boolean)
: Signal whether a tie is present.

`voltaBracketMusicalLength` (non-negative moment with no grace part)
: The maximum musical length of a `VoltaBracket` when its `musical-length` property is not set.

  This property is deprecated; overriding the `musical-length` property of `VoltaBracket` is recommended.

3 Backend

3.1 All layout objects

3.1.1 Accidental

An accidental. Horizontal padding and configuration between accidentals is controlled by the AccidentalPlacement (page 548) grob.

Accidental objects are created by the following engraver(s): Accidental_engraver (page 467).

Standard settings:

after-line-breaking (boolean):
ly:accidental-interface::remove-tied

Dummy property, used to trigger callback for after-line-breaking.

alteration (number):
accidental-interface::calc-alteration

Alteration numbers for accidental.

avoid-slur (symbol):
'inside

Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

extra-spacing-width (pair of numbers):
'(-0.2 . 0.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

glyph-name (string):
accidental-interface::calc-glyph-name

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of glyph, where decisions about line breaking, etc., are already taken.

horizontal-skylines (pair of skylines):
#<unpure-pure-container ly:accidental-interface::horizontal-skylines >

Two skylines, one to the left and one to the right of this grob.

stencil (stencil):
ly:accidental-interface::print

The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >

Two skylines, one above and one below this grob.

`X-offset` (number):
`ly:grob::x-parent-positioning`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:accidental-interface::height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `accidental-interface` (page 776), `accidental-switch-interface` (page 778), `font-interface` (page 803), `grob-interface` (page 808), `inline-accidental-interface` (page 816), and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.2 AccidentalCautionary

A cautionary accidental, normally enclosed in parentheses.

`AccidentalCautionary` objects are created by the following engraver(s): `Accidental_engraver` (page 467).

Standard settings:

`after-line-breaking` (boolean):
`ly:accidental-interface::remove-tied`

Dummy property, used to trigger callback for `after-line-breaking`.

`alteration` (number):
`accidental-interface::calc-alteration`

Alteration numbers for accidental.

`avoid-slur` (symbol):
`'inside`

Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`extra-spacing-width` (pair of numbers):
`'(-0.2 . 0.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`glyph-name` (string):
`accidental-interface::calc-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

horizontal-skylines (pair of skylines):
#<unpure-pure-container ly:accidental-interface::horizontal-skylines >

Two skylines, one to the left and one to the right of this grob.

parenthesized (boolean):
#t

Parenthesize this grob.

stencil (stencil):
ly:accidental-interface::print

The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >

Two skylines, one above and one below this grob.

X-offset (number):
ly:grob::x-parent-positioning

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:accidental-interface::height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): accidental-interface (page 776), accidental-switch-interface (page 778), font-interface (page 803), grob-interface (page 808), inline-accidental-interface (page 816), and item-interface (page 818).

This object is of class Item (characterized by item-interface (page 818)).

3.1.3 AccidentalPlacement

In groups of Accidental (page 546) grobs, this auxiliary grob controls their horizontal padding and configuration (which ones are placed more to left or to the right).

AccidentalPlacement objects are created by the following engraver(s): Accidental_engraver (page 467) and Ambitus_engraver (page 469).

Standard settings:

direction (direction):
-1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

right-padding (dimension, in staff space):
0.15

Space to insert on the right side of an object (e.g., between note and its accidentals).

script-priority (number):
-100

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `accidental-placement-interface` (page 777), `grob-interface` (page 808), and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.4 AccidentalSuggestion

An annotational accidental as used in *musica ficta*. Normally positioned above a note.

`AccidentalSuggestion` objects are created by the following engraver(s): `Accidental_engraver` (page 467).

Standard settings:

`after-line-breaking` (boolean):
`ly:accidental-interface::remove-tied`

Dummy property, used to trigger callback for `after-line-breaking`.

`alteration` (number):
`accidental-interface::calc-alteration`

Alteration numbers for accidental.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`font-size` (number):
`-2`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`glyph-name` (string):
`accidental-interface::calc-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`outside-staff-priority` (number):
`0`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`script-priority` (number):
`0`

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`staff-padding` (dimension, in staff space):
`0.25`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:accidental-interface::print`

The symbol to print.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:accidental-interface::height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): accidental-interface (page 776), accidental-suggestion-interface (page 778), accidental-switch-interface (page 778), font-interface (page 803), grob-interface (page 808), item-interface (page 818), outside-staff-interface (page 837), script-interface (page 843), self-alignment-interface (page 844), and side-position-interface (page 847).

This object is of class Item (characterized by item-interface (page 818)).

3.1.5 Ambitus

An ambitus, giving the range of pitches of a voice or instrument. It aligns AmbitusAccidental (page 553), AmbitusLine (page 553), and AmbitusNoteHead (page 554) horizontally and defines the horizontal spacing from the ambitus to other items.

Ambitus objects are created by the following engraver(s): Ambitus_engraver (page 469).

Standard settings:

axes (list):
'(0 1)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

break-align-symbol (symbol):
'ambitus

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

break-visibility (vector):
#(#f #f #t)

A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

non-musical (boolean):
#t

True if the grob belongs to a NonMusicalPaperColumn.

space-alist (alist, with symbols as keys):

```
'((cue-end-clef extra-space . 0.5)
  (clef extra-space . 1.15)
  (cue-clef extra-space . 0.5)
  (key-signature extra-space . 1.15)
  (optional-material-end-bracket extra-space . 1.0)
  (optional-material-start-bracket
   extra-space
   .
   1.0)
  (signum-repetitionis extra-space . 1.15)
  (staff-bar extra-space . 1.15)
  (time-signature extra-space . 1.15)
  (right-edge extra-space . 0.5)
  (first-note extra-space . 1.15))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
```

```
...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to space-alist are:

first-note
: used when the grob is just left of the first note on a line

next-note
: used when the grob is just left of any other note; if not set, the value of first-note gets used

right-edge
: used when the grob is the last item on the line (only compatible with the extra-space spacing style)

If space-alist is defined for a grob that gets spaced in a staff, an entry for first-note must be present. If there is no next-note entry, the value of first-note is used instead.

Choices for *spacing-style* are:

extra-space
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
: Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
: Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

shrink-space
: Only compatible with first-note and next-note. Put this much space between the two grobs. The space is only shrinkable.

semi-shrink-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height ly:axis-group-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `ambitus-interface` (page 779), `axis-group-interface` (page 780), `break-aligned-interface` (page 790), `grob-interface` (page 808), and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.6 AmbitusAccidental

An accidental in an `Ambitus` (page 551).

`AmbitusAccidental` objects are created by the following engraver(s): `Ambitus_engraver` (page 469).

Standard settings:

`glyph-name` (string):
`accidental-interface::calc-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`stencil` (stencil):
`ly:accidental-interface::print`

The symbol to print.

`X-offset` (number):
`ly:grob::x-parent-positioning`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:accidental-interface::height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `accidental-interface` (page 776), `accidental-switch-interface` (page 778), `break-aligned-interface` (page 790), `font-interface` (page 803), `grob-interface` (page 808), and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.7 AmbitusLine

The vertical line in an `Ambitus` (page 551).

`AmbitusLine` objects are created by the following engraver(s): `Ambitus_engraver` (page 469).

Standard settings:

gap (dimension, in staff space):
ambitus-line::calc-gap

Size of a gap in a variable symbol.

length-fraction (number):
0.7

Multiplier for lengths. Used for determining ledger lines and stem lengths.

maximum-gap (number):
0.45

Maximum value allowed for gap property.

stencil (stencil):
ambitus::print

The symbol to print.

thickness (number):
2

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

X-offset (number):
ly:self-alignment-interface::centered-on-x-parent

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): ambitus-interface (page 779), font-interface (page 803), grob-interface (page 808), and item-interface (page 818).

This object is of class Item (characterized by item-interface (page 818)).

3.1.8 AmbitusNoteHead

A note head in an Ambitus (page 551).

AmbitusNoteHead objects are created by the following engraver(s): Ambitus_engraver (page 469).

Standard settings:

duration-log (integer):
2

The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

glyph-name (string):
note-head::get-glyph-name

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of glyph, where decisions about line breaking, etc., are already taken.

ignore-ambitus (boolean):
#t

If set, don't consider this note head for ambitus calculation.

stencil (stencil):
ly:note-head::print

The symbol to print.

style (symbol):
'default

This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:staff-symbol-referencer::callback >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): ambitus-interface (page 779), font-interface (page 803), grob-interface (page 808), item-interface (page 818), ledgered-interface (page 822), note-head-interface (page 834), and staff-symbol-referencer-interface (page 859).

This object is of class Item (characterized by item-interface (page 818)).

3.1.9 ApproximatePitchNoteHead

A note head for a pitch that cannot be notated with certainty. See also NoteHead (page 684).

ApproximatePitchNoteHead objects are created by the following engraver(s): Note_heads_engraver (page 507).

Standard settings:

bend-me (boolean):
'()

Decide whether this grob is bent.

direction (direction):
approximate-pitch-note-head::calc-direction

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

duration-log (integer):
note-head::calc-duration-log

The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

extra-spacing-height (pair of numbers):
ly:note-head::include-ledger-line-height

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`glyph-name` (string):
`note-head::get-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`no-ledgers` (boolean):
`#t`

If set, don't draw ledger lines on this object.

`parenthesis-friends` (list):
`'(accidental-grob dot)`

A list of Grob types, as symbols. When parentheses enclose a Grob that has 'parenthesis-friends, the parentheses widen to include any child Grobs with type among 'parenthesis-friends.

`stem-attachment` (pair of numbers):
`ly:note-head::calc-stem-attachment`

An `(x . y)` pair where the stem attaches to the note head. Each component is measured in a -1 to 1 scale so that -1 is the left/bottom edge of the note's bounding box and 1 is the right/top edge.

`stencil` (stencil):
`ly:note-head::print`

The symbol to print.

`style` (symbol):
`'arrow`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`X-offset` (number):
`ly:note-head::stem-x-shift`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

Remarks:

- An example is the highest note the singer can sing. The notated pitch shows the rough expectation. By default, this head is triangular and has no ledger lines.

This object supports the following interface(s): accidental-participating-head-interface (page 777), bend-interface (page 788), font-interface (page 803), gregorian-ligature-interface (page 807), grob-interface (page 808), item-interface (page 818), ledgered-interface (page 822), ligature-head-interface (page 822), mensural-ligature-interface (page 829), note-head-interface (page 834), rhythmic-grob-interface (page 842), rhythmic-head-interface (page 842), staff-symbol-referencer-interface (page 859), and vaticana-ligature-interface (page 875).

This object is of class Item (characterized by item-interface (page 818)).

3.1.10 Arpeggio

An arpeggio line (normally a vertical wiggle). See also ChordBracket (page 585) and ChordSlur (page 587).

Arpeggio objects are created by the following engraver(s): Arpeggio_engraver (page 470) and Span_arpeggio_engraver (page 517).

Standard settings:

direction (direction):
-1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

line-thickness (number):
1

For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

padding (dimension, in staff space):
0.5

Add this much extra space between objects that are next to each other.

positions (pair of numbers):
ly:arpeggio::calc-positions

Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in staff-space units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

protrusion (number):
0.4

In a bracket indicating non-arpeggio or optional material, the length of the horizontal edges.

script-priority (number):
0

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`side-axis` (number):
`0`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`staff-position` (number):
`0.0`

Vertical position, measured in half staff spaces, counted from the middle line.

For ties, there is a distinction between exact and inexact values: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

`stencil` (stencil):
`ly:arpeggio::print`

The symbol to print.

`thickness` (number):
`1`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`X-extent` (pair of numbers):
`ly:arpeggio::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height ly:arpeggio::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `arpeggio-interface` (page 779), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `side-position-interface` (page 847), and `staff-symbol-referencer-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.11 BalloonText

A balloon text with a pointing line to visually mark and annotate another grob.

BalloonText objects are created by the following engraver(s): Balloon_engraver (page 472).

Standard settings:

after-line-breaking (boolean):
ly:balloon-interface::remove-irrelevant-spanner
Dummy property, used to trigger callback for after-line-breaking.

annotation-balloon (boolean):
#t
Print the balloon around an annotation.

annotation-line (boolean):
#t
Print the line from an annotation to the grob that it annotates.

break-visibility (vector):
#<procedure at lily/output-lib.scm:3617:0 (grob)>
A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)
In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

stencil (stencil):
ly:balloon-interface::print
The symbol to print.

text (markup):
#<procedure at lily/output-lib.scm:1725:0 (grob)>
Text markup. See Section "Formatting text" in *Notation Reference*.

thickness (number):
1.0
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >
Two skylines, one above and one below this grob.

X-extent (pair of numbers):
ly:balloon-interface::width
Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height ly:balloon-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `accidental-switch-interface` (page 778), `balloon-interface` (page 782), `font-interface` (page 803), `grob-interface` (page 808), `sticky-grob-interface` (page 862), and `text-interface` (page 866).

This object can be of either of the following classes: Item (characterized by item-interface) or Spanner (characterized by spanner-interface). It supports the following interfaces conditionally depending on the class: `item-interface` (page 818) and `spanner-interface` (page 855).

3.1.12 BarLine

A bar line.

`BarLine` objects are created by the following engraver(s): `Bar_engraver` (page 472).

Standard settings:

`allow-span-bar` (boolean):
`#t`

If false, no inter-staff bar line will be created below this bar line.

`bar-extent` (pair of numbers):
`ly:bar-line::calc-bar-extent`

The Y-extent of the actual bar line. This may differ from `Y-extent` because it does not include the dots in a repeat bar line.

`break-align-anchor` (number):
`ly:bar-line::calc-anchor`

Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-symbol` (symbol):
`'staff-bar`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`bar-line::calc-break-visibility`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`extra-spacing-height` (pair of numbers):
`pure-from-neighbor-interface::account-for-span-bar`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`gap` (dimension, in staff space):
`0.4`

Size of a gap in a variable symbol.

`glyph` (string):
`"|"`

A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.

In combination with (span) bar lines, it is a string resembling the bar line appearance in ASCII form.

`glyph-left` (string):
`#<procedure at lily/output-lib.scm:1836:0 (grob)>`

The `glyph` value to use at the end of the line when the line is broken. `#f` indicates that no glyph should be visible; otherwise the value must be a string.

`glyph-name` (string):
`bar-line::calc-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`glyph-right` (string):
`#f`

The `glyph` value to use at the beginning of the line when the line is broken. `#f` indicates that no glyph should be visible; otherwise the value must be a string.

`hair-thickness` (number):
`1.9`

Thickness of the thin line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`horizontal-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::horizontal-skylines-from-stencil >`

Two skylines, one to the left and one to the right of this grob.

`kern` (dimension, in staff space):
`3.0`

The space between individual elements in any compound bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`layer` (integer):
`0`

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`right-justified` (boolean):
`#f`

Used for `BarLines` to right-align them. Usually the extent of a `BarLine` has some positive value to the right. If this property is set to `#t`, `BarLine.stencil` is translated to the left by this value. Needs to be set at `Score` or `StaffGroup` level. As a result all `BarLines` of said `Score` or `StaffGroup` are right-justified.

`rounded` (boolean):
`#f`

Decide whether lines should be drawn rounded or not.

`segno-kern` (number):
`3.0`

The space between the two thin lines of the segno bar line symbol, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

`short-bar-extent` (pair of numbers):
`ly:bar-line::calc-short-bar-extent`

The Y-extent of a short bar line. The default is half the normal bar extent, rounded up to an integer number of staff spaces.

`space-alist` (alist, with symbols as keys):

```
'((ambitus extra-space . 1.0)
  (time-signature extra-space . 0.75)
  (custos minimum-space . 2.0)
  (clef extra-space . 1.0)
  (key-signature extra-space . 1.0)
  (key-cancellation extra-space . 1.0)
  (optional-material-end-bracket extra-space . 1.0)
  (optional-material-start-bracket
   extra-space
   .
   1.0)
  (first-note semi-shrink-space . 1.3)
  (next-note semi-fixed-space . 0.9)
  (right-edge extra-space . 0.0))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to space-alist are:

first-note
: used when the grob is just left of the first note on a line

next-note
: used when the grob is just left of any other note; if not set, the value of first-note gets used

right-edge
: used when the grob is the last item on the line (only compatible with the extra-space spacing style)

If space-alist is defined for a grob that gets spaced in a staff, an entry for first-note must be present. If there is no next-note entry, the value of first-note is used instead.

Choices for *spacing-style* are:

extra-space
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
: Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
: Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

shrink-space
: Only compatible with first-note and next-note. Put this much space between the two grobs. The space is only shrinkable.

semi-shrink-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

stencil (stencil):
: ly:bar-line::print

The symbol to print.

thick-thickness (number):
6.0

Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*.StaffSymbol.thickness).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): bar-line-interface (page 783), break-aligned-interface (page 790), font-interface (page 803), grob-interface (page 808), item-interface (page 818), and pure-from-neighbor-interface (page 841).

This object is of class Item (characterized by item-interface (page 818)).

3.1.13 BarNumber

An ordinary bar number. Centered bar numbers are managed separately with CenteredBarNumber (page 583) grobs.

BarNumber objects are created by the following engraver(s): Bar_number_engraver (page 474).

Standard settings:

after-line-breaking (boolean):
ly:side-position-interface::move-to-extremal-staff

Dummy property, used to trigger callback for after-line-breaking.

break-align-symbols (list):
'(left-edge staff-bar)

A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

break-visibility (vector):
#(#f #f #t)

A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

font-size (number):
-2

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

horizon-padding (number):
0.05

The amount to pad the axis along which a Skyline is built for the side-position-interface.

non-musical (boolean):
#t

True if the grob belongs to a NonMusicalPaperColumn.

outside-staff-priority (number):
100

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

padding (dimension, in staff space):
1.0

Add this much extra space between objects that are next to each other.

self-alignment-X (number):
#<procedure at lily/output-lib.scm:509:2 (grob)>

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

stencil (stencil):
ly:text-interface::print

The symbol to print.

X-offset (number):
self-alignment-interface::self-aligned-on-breakable

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side
ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `bar-number-interface` (page 784), `break-alignable-interface` (page 789), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.14 BassFigure

A number in figured bass. It can contain an alteration as well.

`BassFigure` objects are created by the following engraver(s): `Figured_bass_engraver` (page 490).

Standard settings:

`font-features` (list):
`'("tnum" "cv47" "ss01")`

Opentype features.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `accidental-switch-interface` (page 778), `bass-figure-interface` (page 784), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `rhythmic-grob-interface` (page 842), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.15 BassFigureAlignment

An auxiliary grob to stack several `BassFigureLine` (page 569) grobs vertically.

`BassFigureAlignment` objects are created by the following engraver(s): `Figured_bass_engraver` (page 490).

Standard settings:

`axes` (list):
`'(1)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`padding` (dimension, in staff space):
`-inf.0`

Add this much extra space between objects that are next to each other.

`stacking-dir` (direction):
`-1`

Stack objects in which direction?

`vertical-skylines` (pair of skylines):
`ly:axis-group-interface::calc-skylines`

Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height ly:axis-group-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `align-interface` (page 778), `axis-group-interface` (page 780), `bass-figure-alignment-interface` (page 784), `grob-interface` (page 808), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.16 BassFigureAlignmentPositioning

If figured bass is used in the `Staff` (page 322) context, this auxiliary grob groups all of the figured bass notation and computes an offset from the staff via side-positioning.

`BassFigureAlignmentPositioning` objects are created by the following engraver(s): `Figured_bass_position_engraver` (page 490).

Standard settings:

`add-stem-support` (boolean):
`#t`

If set, the `Stem` object is included in this script's support.

`axes` (list):
`'(1)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`outside-staff-priority` (number):
`25`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

padding (dimension, in staff space):
0.5

Add this much extra space between objects that are next to each other.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

staff-padding (dimension, in staff space):
1.0

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

X-extent (pair of numbers):
ly:axis-group-interface::width

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

Y-extent (pair of numbers):
#<unpure-pure-container ly:axis-group-interface::height
ly:axis-group-interface::pure-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side
ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): axis-group-interface (page 780), grob-interface (page 808), outside-staff-interface (page 837), side-position-interface (page 847), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.17 BassFigureBracket

Brackets around a figured bass (or elements of it).

BassFigureBracket objects are created by the following engraver(s): Figured_bass_engraver (page 490).

Standard settings:

edge-height (pair):
'(0.2 . 0.2)

A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).

stencil (stencil):
ly:enclosing-bracket::print

The symbol to print.

`X-extent` (pair of numbers):
`ly:enclosing-bracket::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `enclosing-bracket-interface` (page 800), `grob-interface` (page 808), and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.18 BassFigureContinuation

A horizontal line to indicate that a number of a previous figured bass is continued in the current figured bass.

`BassFigureContinuation` objects are created by the following engraver(s): `Figured_bass_engraver` (page 490).

Standard settings:

`bound-details` (alist, with symbols as keys):

```
'((right (attach-dir . 1) (padding . -0.15))
 (right-broken (attach-dir . -1) (padding . 0.5))
 (left-broken (attach-dir . 1) (padding . 0.5))
 (left (attach-dir . 1) (padding . 0.15)))
```

An alist of properties for determining attachments of spanners to edges.

`left-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-left-bound-info`

An alist of properties for determining attachments of spanners to edges.

`right-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-right-bound-info`

An alist of properties for determining attachments of spanners to edges.

`stencil` (stencil):
`figured-bass-continuation::print`

The symbol to print.

`Y-offset` (number):
`ly:figured-bass-continuation::center-on-figures`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `figured-bass-continuation-interface` (page 801), `grob-interface` (page 808), `horizontal-line-spanner-interface` (page 815), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.19 BassFigureLine

An auxiliary grob providing a baseline for bass figures that should be aligned vertically.

`BassFigureLine` objects are created by the following engraver(s): `Figured_bass_engraver` (page 490).

Standard settings:

`axes` (list):
`'(1)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`staff-staff-spacing` (alist, with symbols as keys):
`'((minimum-distance . 1.5) (padding . 0.1))`

When applied to a staff-group's `StaffGrouper` grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's `VerticalAxisGroup` grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the `StaffGrouper` grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- `basic-distance` – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
- `minimum-distance` – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- `padding` – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- `stretchability` – a unitless measure of the dimension's relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

`vertical-skylines` (pair of skylines):
`ly:axis-group-interface::combine-skylines`

Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height ly:axis-group-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `axis-group-interface` (page 780), `grob-interface` (page 808), `outside-staff-axis-group-interface` (page 837), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.20 Beam

A beam.

`Beam` objects are created by the following engraver(s): `Auto_beam_engraver` (page 470), `Beam_engraver` (page 476), `Chord_tremolo_engraver` (page 481), `Grace_auto_beam_engraver` (page 493), and `Grace_beam_engraver` (page 493).

Standard settings:

accidental-padding (number):
1.0

Property used by Beam to avoid accidentals in whole-note tremolos.

auto-knee-gap (dimension, in staff space):
5.5

If a gap is found between note heads where a horizontal beam fits and it is larger than this number, make a kneed beam.

beam-thickness (dimension, in staff space):
0.48

Beam thickness, measured in staff-space units.

beamed-stem-shorten (list):
'(1.0 0.5 0.25)

How much to shorten beamed stems, when their direction is forced. It is a list, since the value is different depending on the number of flags and beams.

beaming (pair):
ly:beam::calc-beaming

Pair of number lists. Each number list specifies which beams to make. 0 is the central beam, 1 is the next beam toward the note, etc. This information is used to determine how to connect the beaming patterns from stem to stem inside a beam.

clip-edges (boolean):
#t

Allow outward pointing beamlets at the edges of beams?

collision-interfaces (list):
```
'(beam-interface
  clef-interface
  clef-modifier-interface
  flag-interface
  inline-accidental-interface
  key-signature-interface
  note-head-interface
  stem-interface
  time-signature-interface)
```

A list of interfaces for which automatic beam-collision resolution is run.

damping (number):
1

Amount of beam slope damping.

details (alist, with symbols as keys):
```
'((beam-eps . 0.001)
  (collision-padding . 0.35)
  (collision-penalty . 500)
  (damping-direction-penalty . 800)
  (hint-direction-penalty . 20)
  (ideal-slope-factor . 10)
  (musical-direction-factor . 400)
  (over-beam-height . 0.75)
```

```
(region-size . 2)
(round-to-zero-slope . 0.02)
(secondary-beam-demerit . 10)
(slash-slope . 2)
(slash-side . -1)
(slash-stem-fraction . 0.3)
(slash-thickness . 0.1)
(slash-X-positions -0.5 . 1)
(stem-collision-factor . 0.1)
(stem-length-demerit-factor . 5)
(stem-length-limit-penalty . 5000))
```

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction):
`ly:beam::calc-direction`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`font-size` (number):
`-6`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`gap` (dimension, in staff space):
`0.8`

Size of a gap in a variable symbol.

`knee` (boolean):
`ly:beam::calc-knee`

Is this beam kneed?

`minimum-length` (dimension, in staff space):
`6.0`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`neutral-direction` (direction):
`-1`

Which direction to take in the center of the staff.

`normalized-endpoints` (pair):
`ly:spanner::calc-normalized-endpoints`

Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

`positions` (pair of numbers):
`beam::place-broken-parts-individually`

Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`springs-and-rods` (boolean):
`ly:beam::tremolo-springs-and-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:beam::print`

The symbol to print.

`transparent` (boolean):
`#<procedure at lily/output-lib.scm:1797:0 (grob)>`

This makes the grob invisible.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`X-positions` (pair of numbers):
`ly:beam::calc-x-positions`

Pair of X staff coordinates of a spanner in the form (*left* . *right*), where both *left* and *right* are in `staff-space` units of the current staff.

This object supports the following interface(s): `beam-interface` (page 785), `grob-interface` (page 808), `spanner-interface` (page 855), `staff-symbol-referencer-interface` (page 859), and `unbreakable-spanner-interface` (page 875).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.21 BendAfter

A grob for displaying *falls* and *doits*.

`BendAfter` objects are created by the following engraver(s): `Bend_engraver` (page 477).

Standard settings:

`minimum-length` (dimension, in staff space):
`0.5`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`stencil` (stencil):
`bend::print`

The symbol to print.

`thickness` (number):
`2.0`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is

expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

This object supports the following interface(s): bend-after-interface (page 787), grob-interface (page 808), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.22 BendSpanner

A string bending as used in tablature notation.

BendSpanner objects are created by the following engraver(s): Bend_spanner_engraver (page 478).

Standard settings:

avoid-slur (symbol):
'ignore

Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

baseline-skip (dimension, in staff space):
3

Distance between base lines of multiple lines of text.

before-line-breaking (boolean):
bend::target-cautionary

Dummy property, used to trigger a callback function.

details (alist, with symbols as keys):

```
'((arrow-stencil
   .
   #<procedure bend::arrow-head-stencil (thickness x-y-coords height width dir)>)
  (bend-amount-strings
   (quarter . "1/4")
   (half . "1/2")
   (three-quarter . "3/4")
   (full . #f))
  (bend-arrowhead-height . 1.25)
  (bend-arrowhead-width . 0.8)
  (curvature-factor . 0.35)
  (curve-x-padding-line-end . 0.5)
  (curve-y-padding-line-end . 1)
  (dashed-line-settings 0.4 0.4 0)
  (head-text-break-visibility . #(#f #t #t))
  (horizontal-left-padding . 0.1)
  (successive-level . 1)
  (target-visibility . #f)
  (vertical-padding . 0.2)
  (y-distance-from-tabstaff-to-arrow-tip . 2.75))
```

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values

of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`font-shape` (symbol):
`'italic`

Select the shape of a font. Possible values are `upright`, `italic`, `oblique`, and `slanted` (which is the same as `oblique`).

`font-size` (number):
`-2`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`padding` (dimension, in staff space):
`0.15`

Add this much extra space between objects that are next to each other.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`spanner-id` (index or symbol):
`""`

An identifier to distinguish concurrent spanners.

`stencil` (stencil):
`bend-spanner::print`

The symbol to print.

`style` (symbol):
`'()`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`text` (markup):
`#f`

Text markup. See Section "Formatting text" in *Notation Reference*.

`thickness` (number):
`1`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`word-space` (dimension, in staff space):
`0.6`

Space to insert between words in texts.

`Y-offset` (number):
`0`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `bend-interface` (page 788), `font-interface` (page 803), `grob-interface` (page 808), `line-spanner-interface` (page 823), `outside-staff-interface` (page 837), `spanner-interface` (page 855), `text-interface` (page 866), and `text-script-interface` (page 867).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.23 BreakAlignGroup

An auxiliary grob to group several breakable items of the same type (clefs, time signatures, etc.) across staves so that they will be aligned horizontally. See also `BreakAlignment` (page 577).

`BreakAlignGroup` objects are created by the following engraver(s): `Break_align_engraver` (page 478).

Standard settings:

`axes` (list):
`'(0)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`break-align-anchor` (number):
`ly:break-aligned-interface::calc-average-anchor`

Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-anchor-alignment` (number):
`ly:break-aligned-interface::calc-joint-anchor-alignment`

Read by `ly:break-aligned-interface::calc-extent-aligned-anchor` for aligning an anchor to a grob's extent.

`break-visibility` (vector):
`ly:break-aligned-interface::calc-break-visibility`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): axis-group-interface (page 780), break-aligned-interface (page 790), grob-interface (page 808), and item-interface (page 818).

This object is of class Item (characterized by item-interface (page 818)).

3.1.24 BreakAlignment

An auxiliary grob that manages the horizontal ordering of BreakAlignGroup (page 576) grobs within a NonMusicalPaperColumn (page 681) grob (for example, whether the time signature follows or precedes a bar line).

BreakAlignment objects are created by the following engraver(s): Break_align_engraver (page 478).

Standard settings:

axes (list):
'(0)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

break-align-orders (vector):

```
#((staff-ellipsis
   left-edge
   cue-end-clef
   ambitus
   breathing-sign
   optional-material-end-bracket
   signum-repetitionis
   clef
   cue-clef
   staff-bar
   key-cancellation
   key-signature
   time-signature
   optional-material-start-bracket
   custos)
  (staff-ellipsis
   left-edge
   optional-material-end-bracket
   cue-end-clef
   ambitus
   breathing-sign
   signum-repetitionis
   clef
   cue-clef
   staff-bar
   key-cancellation
   key-signature
   time-signature
   optional-material-start-bracket
   custos)
  (staff-ellipsis
   left-edge
   optional-material-end-bracket
```

```
ambitus
breathing-sign
signum-repetitionis
clef
key-cancellation
key-signature
time-signature
staff-bar
cue-clef
optional-material-start-bracket
custos))
```

This is a vector of 3 lists: `#(`*`end-of-line unbroken start-of-line`*`)`. Each list contains *break-align symbols* that specify an order of breakable items (see Section "Grobs and their break-align symbols" in *Notation Reference* and Section "break-alignment-interface" in *Internals Reference*).

For example, this places time signatures before clefs:

```
\override Score.BreakAlignment.break-align-orders =
  #(make-vector 3 '(left-edge
                    cue-end-clef
                    ambitus
                    breathing-sign
                    time-signature
                    clef
                    cue-clef
                    staff-bar
                    key-cancellation
                    key-signature
                    custos))
```

The same result can be achieved more conveniently by:

```
\breakAlignInsert time-signature before clef
```

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`stacking-dir` (direction):
`1`

Stack objects in which direction?

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `axis-group-interface` (page 780), `break-alignment-interface` (page 791), `grob-interface` (page 808), and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.25 BreathingSign

A breathing sign.

BreathingSign objects are created by the following engraver(s): Breathing_sign_engraver (page 478) and Caesura_engraver (page 479).

Standard settings:

break-align-symbol (symbol):
'breathing-sign

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

break-visibility (vector):
#(#t #t #f)

A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

non-musical (boolean):
#t

True if the grob belongs to a NonMusicalPaperColumn.

space-alist (alist, with symbols as keys):

```
'((ambitus extra-space . 2.0)
 (custos minimum-space . 1.0)
 (key-signature minimum-space . 1.5)
 (time-signature minimum-space . 1.5)
 (signum-repetitionis minimum-space . 1.5)
 (staff-bar minimum-space . 1.5)
 (clef minimum-space . 2.0)
 (cue-clef minimum-space . 2.0)
 (cue-end-clef minimum-space . 2.0)
 (optional-material-end-bracket extra-space . 1.0)
 (optional-material-start-bracket
  extra-space
  .
  1.0)
 (first-note fixed-space . 1.0)
 (right-edge extra-space . 0.1))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to space-alist are:

first-note
: used when the grob is just left of the first note on a line

`next-note`
used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *`spacing-style`* are:

`extra-space`
Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`thickness` (number):
`1.9`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not

counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:breathing-sign::offset-callback >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): break-aligned-interface (page 790), breathing-sign-interface (page 792), font-interface (page 803), grob-interface (page 808), item-interface (page 818), outside-staff-interface (page 837), and text-interface (page 866).

This object is of class Item (characterized by item-interface (page 818)).

3.1.26 CaesuraScript

A script for \caesura, e.g., an outside-staff comma or a fermata over a bar line.

CaesuraScript objects are created by the following engraver(s): Caesura_engraver (page 479).

Standard settings:

before-line-breaking (boolean):
caesura-script-interface::before-line-breaking

Dummy property, used to trigger a callback function.

break-visibility (vector):
#(#t #t #f)

A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

direction (direction):
ly:script-interface::calc-direction

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

font-encoding (symbol):
'fetaMusic

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are fetaMusic (Emmentaler), fetaBraces, fetaText (Emmentaler).

horizon-padding (number):
0.1

The amount to pad the axis along which a Skyline is built for the side-position-interface.

non-musical (boolean):
#t
True if the grob belongs to a NonMusicalPaperColumn.

self-alignment-X (number):
0
Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

side-axis (number):
1
If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

slur-padding (number):
0.2
Extra distance between slur and script.

staff-padding (dimension, in staff space):
0.25
Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
ly:script-interface::print
The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >
Two skylines, one above and one below this grob.

X-offset (number):
script-interface::calc-x-offset
The horizontal amount that this object is moved relative to its X-parent.
Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >
The vertical amount that this object is moved relative to its Y-parent.
Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): caesura-script-interface (page 793), font-interface (page 803), grob-interface (page 808), item-interface (page 818), outside-staff-interface (page 837), script-interface (page 843), self-alignment-interface (page 844), and side-position-interface (page 847).

This object is of class Item (characterized by item-interface (page 818)).

3.1.27 CenteredBarNumber

A centered bar number; see also CenteredBarNumberLineSpanner (page 583). Ordinary bar numbers are managed with BarNumber (page 564) grobs.

CenteredBarNumber objects are created by the following engraver(s): Bar_number_engraver (page 474).

Standard settings:

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

font-size (number):
0

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

self-alignment-X (number):
0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

stencil (stencil):
ly:text-interface::print

The symbol to print.

X-offset (number):
centered-spanner-interface::calc-x-offset

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): bar-number-interface (page 784), centered-bar-number-interface (page 793), centered-spanner-interface (page 793), font-interface (page 803), grob-interface (page 808), spanner-interface (page 855), and text-interface (page 866).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.28 CenteredBarNumberLineSpanner

An auxiliary grob providing a vertical baseline to align CenteredBarNumber (page 583) grobs.

CenteredBarNumberLineSpanner objects are created by the following engraver(s): Centered_bar_number_align_engraver (page 480).

Standard settings:

after-line-breaking (boolean):
ly:side-position-interface::move-to-extremal-staff

Dummy property, used to trigger callback for after-line-breaking.

`axes` (list):
`'(1)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`outside-staff-priority` (number):
`1200`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`4`

Add this much extra space between objects that are next to each other.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container`
`ly:grob::vertical-skylines-from-element-stencils`
`ly:grob::pure-vertical-skylines-from-element-stencils >`

Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height`
`ly:axis-group-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side`
`ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `axis-group-interface` (page 780), `bar-number-interface` (page 784), `centered-bar-number-line-spanner-interface`

(page 793), grob-interface (page 808), outside-staff-interface (page 837), side-position-interface (page 847), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.29 ChordBracket

A non-arpeggiato or non-divisi bracket. See also Arpeggio (page 557) and ChordSlur (page 587).

ChordBracket objects are created by the following engraver(s): Arpeggio_engraver (page 470) and Span_arpeggio_engraver (page 517).

Standard settings:

direction (direction):
-1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

line-thickness (number):
1

For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

padding (dimension, in staff space):
0.5

Add this much extra space between objects that are next to each other.

positions (pair of numbers):
ly:arpeggio::calc-positions

Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in staff-space units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

protrusion (number):
0.4

In a bracket indicating non-arpeggio or optional material, the length of the horizontal edges.

script-priority (number):
0

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

side-axis (number):
0

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

staff-position (number):
0.0

Vertical position, measured in half staff spaces, counted from the middle line.

For ties, there is a distinction between exact and inexact values: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

`stencil` (stencil):
`ly:chord-bracket::print`
The symbol to print.

`thickness` (number):
`1`
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`X-extent` (pair of numbers):
`ly:chord-bracket::width`
Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`ly:side-position-interface::x-aligned-side`
The horizontal amount that this object is moved relative to its X-parent.
Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height ly:arpeggio::pure-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`
The vertical amount that this object is moved relative to its Y-parent.
Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `chord-bracket-interface` (page 793), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `side-position-interface` (page 847), and `staff-symbol-referencer-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.30 ChordName

A stand-alone chord name. For chord names in chord grids, see `GridChordName` (page 637).

`ChordName` objects are created by the following engraver(s): `Chord_name_engraver` (page 480).

Standard settings:

`after-line-breaking` (boolean):
`item::enforce-musical-break-visibility`

Dummy property, used to trigger callback for `after-line-breaking`.

`extra-spacing-height` (pair of numbers):
`'(0.2 . -0.2)`
In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`extra-spacing-width` (pair of numbers):
`'(-0.5 . 0.5)`
In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`font-family` (symbol):
`'sans`
The font family is the broadest category for selecting text fonts. Options include `serif`, `sans` and `typewriter`.

`font-size` (number):
`1.5`
The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`stencil` (stencil):
`ly:text-interface::print`
The symbol to print.

`word-space` (dimension, in staff space):
`0.0`
Space to insert between words in texts.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `accidental-switch-interface` (page 778), `chord-name-interface` (page 794), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `rhythmic-grob-interface` (page 842), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.31 ChordSlur

A vertical slur. See also `Arpeggio` (page 557) and `ChordBracket` (page 585).

`ChordSlur` objects are created by the following engraver(s): `Arpeggio_engraver` (page 470) and `Span_arpeggio_engraver` (page 517).

Standard settings:

`direction` (direction):
`-1`

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

line-thickness (number):
1

For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

padding (dimension, in staff space):
0.5

Add this much extra space between objects that are next to each other.

positions (pair of numbers):
ly:arpeggio::calc-positions

Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in staff-space units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

protrusion (number):
0.4

In a bracket indicating non-arpeggio or optional material, the length of the horizontal edges.

script-priority (number):
0

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

side-axis (number):
0

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

staff-position (number):
0.0

Vertical position, measured in half staff spaces, counted from the middle line.

For ties, there is a distinction between exact and inexact values: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

stencil (stencil):
ly:chord-slur::print

The symbol to print.

thickness (number):
1

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

`X-extent` (pair of numbers):
`ly:chord-slur::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height ly:arpeggio::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `chord-slur-interface` (page 794), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `side-position-interface` (page 847), and `staff-symbol-referencer-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.32 ChordSquare

In a chord grid, this grob represents one chord square. It helps place `GridChordName` (page 637) grobs, and draws lines to separate them. Note that this grob only draws the diagonal lines in a square. The borders of the square are drawn by `StaffSymbol` (page 727) and `BarLine` (page 560).

`ChordSquare` objects are created by the following engraver(s): `Chord_square_engraver` (page 480).

Standard settings:

`measure-division-chord-placement-alist` (association list (list of pairs)):

```
'(((1) (0 . 0))
  ((1/2 1/2) (-0.4 . 0.4) (0.4 . -0.4))
  ((1/2 1/4 1/4)
   (-0.4 . 0.4)
   (0 . -0.65)
   (0.63 . 0))
  ((1/4 1/4 1/2)
   (-0.63 . 0)
   (0 . 0.65)
   (0.4 . -0.4))
  ((1/4 1/4 1/4 1/4)
```

```
 (-0.63 . 0)
 (0 . 0.7)
 (0 . -0.65)
 (0.63 . 0))
((1/4 3/4) (-0.63 . 0) (0.38 . 0))
((3/4 1/4) (-0.38 . 0) (0.63 . 0)))
```

An alist mapping measure divisions (see the `measure-division` property) to lists of coordinates (number pairs) applied to the chord names of a chord square. Coordinates are normalized between -1 and 1 within the square.

`measure-division-lines-alist` (association list (list of pairs)):

```
'(((1))
 ((1/2 1/2) (-1 -1 1 1))
 ((1/2 1/4 1/4) (-1 -1 1 1) (0 0 1 -1))
 ((1/4 1/4 1/2) (-1 -1 1 1) (-1 1 0 0))
 ((1/4 1/4 1/4 1/4) (-1 -1 1 1) (-1 1 1 -1))
 ((1/4 3/4) (-1 -1 0 0) (-1 1 0 0))
 ((3/4 1/4) (0 0 1 -1) (0 0 1 1)))
```

An alist mapping measure divisions (see the `measure-division` property) to lists of lines to draw in the square, given as 4-element lists: (*x-start y-start x-end y-end*).

`stencil` (stencil):

```
chord-square::print
```

The symbol to print.

`X-extent` (pair of numbers):

```
chord-square::width
```

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):

```
#<unpure-pure-container chord-square::height >
```

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `chord-square-interface` (page 795), `grob-interface` (page 808), `line-interface` (page 823), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.33 Clef

A clef. See also `ClefModifier` (page 593), `CueClef` (page 602), and `CueEndClef` (page 605).

`Clef` objects are created by the following engraver(s): `Clef_engraver` (page 481).

Standard settings:

`avoid-slur` (symbol):

```
'inside
```

Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`break-align-anchor` (number):
`ly:break-aligned-interface::calc-extent-aligned-anchor`

Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-anchor-alignment` (number):
`1`

Read by `ly:break-aligned-interface::calc-extent-aligned-anchor` for aligning an anchor to a grob's extent.

`break-align-symbol` (symbol):
`'clef`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#f #f #t)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`extra-spacing-height` (pair of numbers):
`pure-from-neighbor-interface::extra-spacing-height-at-beginning-of-line`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`glyph-name` (string):
`ly:clef::calc-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`space-alist` (alist, with symbols as keys):

```
'((cue-clef extra-space . 2.0)
  (signum-repetitionis extra-space . 0.7)
  (staff-bar extra-space . 0.7)
  (ambitus extra-space . 1.15)
  (key-cancellation extra-space . 0.82)
  (key-signature extra-space . 0.82)
  (time-signature extra-space . 1.52)
  (optional-material-end-bracket extra-space . 1.0)
  (optional-material-start-bracket
   extra-space
   .
   1.0)
  (first-note minimum-fixed-space . 5.0)
  (next-note extra-space . 1.0)
```

`(right-edge extra-space . 0.5))`

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`
: used when the grob is just left of the first note on a line

`next-note`
: used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
: used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *spacing-style* are:

`extra-space`
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`ly:clef::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `break-aligned-interface` (page 790), `clef-interface` (page 795), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `pure-from-neighbor-interface` (page 841), and `staff-symbol-referencer-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.34 ClefModifier

A grob that draws the clef modifier (if present), in most cases the digit 8 below or above the clef. See also `Clef` (page 590), `CueClef` (page 602), and `CueEndClef` (page 605).

`ClefModifier` objects are created by the following engraver(s): `Clef_engraver` (page 481) and `Cue_clef_engraver` (page 483).

Standard settings:

`break-visibility` (vector):
`#<procedure at lily/output-lib.scm:1797:0 (grob)>`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`clef-alignments` (alist, with symbols as keys):
`'((G -0.2 . 0.1) (F -0.3 . -0.2) (C 0 . 0))`

An alist of parent-alignments that should be used for clef modifiers with various clefs

`color` (color):
`#<procedure at lily/output-lib.scm:1797:0 (grob)>`

The color of this grob.

`font-shape` (symbol):
`'italic`

Select the shape of a font. Possible values are `upright`, `italic`, `oblique`, and `slanted` (which is the same as `oblique`).

`font-size` (number):
`-4`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`parent-alignment-X` (number):
`ly:clef-modifier::calc-parent-alignment`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`staff-padding` (dimension, in staff space):
`0.7`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`clef-modifier::print`

The symbol to print.

`transparent` (boolean):
`#<procedure at lily/output-lib.scm:1797:0 (grob)>`

This makes the grob invisible.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `clef-modifier-interface` (page 796), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.35 ClusterSpanner

A cluster spanner. The envelope shape within the spanner is given by `ClusterSpannerBeacon` (page 595) grobs.

`ClusterSpanner` objects are created by the following engraver(s): `Cluster_spanner_engraver` (page 481).

Standard settings:

`minimum-length` (dimension, in staff space):
`0.0`
Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`padding` (dimension, in staff space):
`0.25`
Add this much extra space between objects that are next to each other.

`springs-and-rods` (boolean):
`ly:spanner::set-spacing-rods`
Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:cluster::print`
The symbol to print.

`style` (symbol):
`'ramp`
This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

This object supports the following interface(s): `cluster-interface` (page 796), `grob-interface` (page 808), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.36 ClusterSpannerBeacon

An auxiliary grob to specify the minimum and maximum pitch of a `ClusterSpanner` (page 595) grob at a given moment.

`ClusterSpannerBeacon` objects are created by the following engraver(s): `Cluster_spanner_engraver` (page 481).

Standard settings:

`Y-extent` (pair of numbers):
`ly:cluster-beacon::height`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): cluster-beacon-interface (page 796), grob-interface (page 808), item-interface (page 818), and rhythmic-grob-interface (page 842).

This object is of class Item (characterized by item-interface (page 818)).

3.1.37 CodaMark

A coda mark.

CodaMark objects are created by the following engraver(s): Mark_engraver (page 501).

Standard settings:

after-line-breaking (boolean):
ly:side-position-interface::move-to-extremal-staff

Dummy property, used to trigger callback for after-line-breaking.

baseline-skip (dimension, in staff space):
2

Distance between base lines of multiple lines of text.

break-align-symbols (list):
'(staff-bar key-signature clef)

A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

break-visibility (vector):
#(#t #t #f)

A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

font-size (number):
2

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

non-musical (boolean):
#t

True if the grob belongs to a NonMusicalPaperColumn.

`outside-staff-horizontal-padding` (number):
`0.2`

By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

`outside-staff-padding` (number):
`0.4`

The padding to place between grobs when spacing according to `outside-staff-priority`. Two grobs with different `outside-staff-padding` values have the larger value of padding between them.

`outside-staff-priority` (number):
`1400`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`0.4`

Add this much extra space between objects that are next to each other.

`self-alignment-X` (number):
`break-alignable-interface::self-alignment-opposite-of-anchor`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`self-alignment-interface::self-aligned-on-breakable`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): break-alignable-interface (page 789), coda-mark-interface (page 797), font-interface (page 803), grob-interface (page 808), item-interface (page 818), mark-interface (page 827), outside-staff-interface (page 837), self-alignment-interface (page 844), side-position-interface (page 847), and text-interface (page 866).

This object is of class Item (characterized by item-interface (page 818)).

3.1.38 CombineTextScript

A grob for printing markup given in the soloText, soloIIText, and aDueText properties if automatic part combining is active.

CombineTextScript objects are created by the following engraver(s): Part_combine_engraver (page 509).

Standard settings:

avoid-slur (symbol):
'outside

Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

baseline-skip (dimension, in staff space):
2

Distance between base lines of multiple lines of text.

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

font-series (symbol):
'bold

Select the series of a font. Common choices are normal and bold. The full list of symbols that can be used is: thin, ultralight (or extralight), light, semilight (or demilight), book, normal (or regular), medium, semibold (or demibold), bold, ultrabold (or extrabold), heavy (or black), and ultraheavy (or ultrablack or extrablack).

outside-staff-priority (number):
475

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

padding (dimension, in staff space):
0.5

Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
#f

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent's left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from self-alignment-X property will be used.

script-priority (number):
200

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

self-alignment-X (number):
#f

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

staff-padding (dimension, in staff space):
0.5

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
ly:text-interface::print

The symbol to print.

X-offset (number):
ly:self-alignment-interface::aligned-on-x-parent

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side
ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `accidental-switch-interface` (page 778), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), `text-interface` (page 866), and `text-script-interface` (page 867).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.39 ControlPoint

A visual representation of a Bézier control point in ties and slurs.

`ControlPoint` objects are created by the following engraver(s): `Show_control_points_engraver` (page 515).

Standard settings:

`color` (color):
`"IndianRed"`

The color of this grob.

`horizontal-skylines` (pair of skylines):
`#f`

Two skylines, one to the left and one to the right of this grob.

`layer` (integer):
`3`

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`text` (markup):
```
'(#<procedure draw-circle-markup (layout props radius thickness filled)>
 0.3
 0.01
 #t)
```

Text markup. See Section "Formatting text" in *Notation Reference*.

`vertical-skylines` (pair of skylines):
`#f`

Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`#f`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`#<procedure at lily/output-lib.scm:3602:0 (grob)>`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#f`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<procedure at lily/output-lib.scm:3602:0 (grob)>`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `control-point-interface` (page 797), `grob-interface` (page 808), `sticky-grob-interface` (page 862), and `text-interface` (page 866).

This object can be of either of the following classes: Item (characterized by item-interface) or Spanner (characterized by spanner-interface). It supports the following interfaces conditionally depending on the class: `item-interface` (page 818) and `spanner-interface` (page 855).

3.1.40 ControlPolygon

A visual representation of a Bézier control polygon as used in ties and slurs.

`ControlPolygon` objects are created by the following engraver(s): `Show_control_points_engraver` (page 515).

Standard settings:

`color` (color):
`"BurlyWood"`

The color of this grob.

`extroversion` (number):
`0.5`

For polygons, how the thickness of the line is spread on each side of the exact polygon with ideal zero thickness. If this is 0, the middle of line is on the polygon. If 1, the line sticks out of the polygon. If -1, the outer side of the line is exactly on the polygon. Other numeric values are interpolated.

`filled` (boolean):
`#f`

Whether an object is filled with ink.

`horizontal-skylines` (pair of skylines):
`#f`

Two skylines, one to the left and one to the right of this grob.

`layer` (integer):
`2`

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn,

so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`stencil` (stencil):
`ly:text-interface::print`
The symbol to print.

`text` (markup):
`control-polygon::calc-text`
Text markup. See Section "Formatting text" in *Notation Reference*.

`thickness` (number):
`1.2`
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#f`
Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`#f`
Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#f`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `control-polygon-interface` (page 797), `grob-interface` (page 808), `sticky-grob-interface` (page 862), and `text-interface` (page 866).

This object can be of either of the following classes: Item (characterized by item-interface) or Spanner (characterized by spanner-interface). It supports the following interfaces conditionally depending on the class: `item-interface` (page 818) and `spanner-interface` (page 855).

3.1.41 CueClef

A clef starting a cue. See also `Clef` (page 590), `ClefModifier` (page 593), and `CueEndClef` (page 605).

`CueClef` objects are created by the following engraver(s): `Cue_clef_engraver` (page 483).

Standard settings:

`avoid-slur` (symbol):
`'inside`
Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`break-align-anchor` (number):
`ly:break-aligned-interface::calc-extent-aligned-anchor`

Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-symbol` (symbol):
`'cue-clef`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#f #f #t)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`extra-spacing-height` (pair of numbers):
`pure-from-neighbor-interface::extra-spacing-height-at-beginning-of-line`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`font-size` (number):
`-4`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`full-size-change` (boolean):
`#t`

Don't make a change clef smaller.

`glyph-name` (string):
`ly:clef::calc-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`space-alist` (alist, with symbols as keys):

```
'((signum-repetitionis minimum-space . 2.7)
  (staff-bar minimum-space . 2.7)
  (key-cancellation minimum-space . 3.5)
  (key-signature minimum-space . 3.5)
  (time-signature minimum-space . 4.2)
  (custos minimum-space . 0.0)
  (optional-material-end-bracket extra-space . 1.0)
  (optional-material-start-bracket
```

```
  extra-space
  .
  1.0)
 (first-note minimum-fixed-space . 3.0)
 (next-note extra-space . 1.0)
 (right-edge extra-space . 0.5))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`
: used when the grob is just left of the first note on a line

`next-note`
: used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
: used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *spacing-style* are:

`extra-space`
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

shrink-space
: Only compatible with first-note and next-note. Put this much space between the two grobs. The space is only shrinkable.

semi-shrink-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

stencil (stencil):
: ly:clef::print

The symbol to print.

vertical-skylines (pair of skylines):
: #<unpure-pure-container ly:grob::vertical-skylines-from-stencil >

Two skylines, one above and one below this grob.

Y-extent (pair of numbers):
: #<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
: #<unpure-pure-container ly:staff-symbol-referencer::callback >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): break-aligned-interface (page 790), clef-interface (page 795), font-interface (page 803), grob-interface (page 808), item-interface (page 818), pure-from-neighbor-interface (page 841), and staff-symbol-referencer-interface (page 859).

This object is of class Item (characterized by item-interface (page 818)).

3.1.42 CueEndClef

A clef ending a cue. See also Clef (page 590), ClefModifier (page 593), and CueClef (page 602).

CueEndClef objects are created by the following engraver(s): Cue_clef_engraver (page 483).

Standard settings:

avoid-slur (symbol):
: 'inside

Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

`break-align-anchor` (number):
`ly:break-aligned-interface::calc-extent-aligned-anchor`

Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-symbol` (symbol):
`'cue-end-clef`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#t #t #f)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`extra-spacing-height` (pair of numbers):
`pure-from-neighbor-interface::extra-spacing-height-at-beginning-of-line`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`font-size` (number):
`-4`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`full-size-change` (boolean):
`#t`

Don't make a change clef smaller.

`glyph-name` (string):
`ly:clef::calc-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`space-alist` (alist, with symbols as keys):

```
'((clef extra-space . 0.7)
  (cue-clef extra-space . 0.7)
  (signum-repetitionis extra-space . 0.7)
  (staff-bar extra-space . 0.7)
  (key-cancellation minimum-space . 3.5)
  (key-signature minimum-space . 3.5)
  (time-signature minimum-space . 4.2)
  (optional-material-end-bracket extra-space . 1.0)
```

```
(optional-material-start-bracket
 extra-space
 .
 1.0)
(first-note minimum-fixed-space . 5.0)
(next-note extra-space . 1.0)
(right-edge extra-space . 0.5))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`
: used when the grob is just left of the first note on a line

`next-note`
: used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
: used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *spacing-style* are:

`extra-space`
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`ly:clef::print`

The symbol to print.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `break-aligned-interface` (page 790), `clef-interface` (page 795), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `pure-from-neighbor-interface` (page 841), and `staff-symbol-referencer-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.43 Custos

A custos, mainly used in older notation like Gregorian chant.

`Custos` objects are created by the following engraver(s): `Custos_engraver` (page 485).

Standard settings:

`break-align-symbol` (symbol):
`'custos`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#t #f #f)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`neutral-direction` (direction):
`-1`

Which direction to take in the center of the staff.

`no-ledgers` (boolean):
`#f`

If set, don't draw ledger lines on this object.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`space-alist` (alist, with symbols as keys):
`'((first-note minimum-fixed-space . 0.0)`
`(right-edge extra-space . 0.1))`

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *`break-align-symbol`* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`
: used when the grob is just left of the first note on a line

`next-note`
: used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
: used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *`spacing-style`* are:

`extra-space`
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`custos::print`
The symbol to print.

`style` (symbol):
`'vaticana`
This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`
The vertical amount that this object is moved relative to its Y-parent.
Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

Remarks:

- The `ledger-positions` property holds positions that are taken as-is. Ledger lines may be placed on staff lines. If `ledger-positions` is not set for this grob but for `NoteHead`, use the latter one. If this isn't set either, use either the value set via `StaffSymbol` or fall back to the standard value.

This object supports the following interface(s): `break-aligned-interface` (page 790), `custos-interface` (page 797), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `ledgered-grob-interface` (page 821), and `staff-symbol-referencer-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.44 `Divisio`

A structural divider in a chant, often calling for a breath or caesura.

`Divisio` objects are created by the following engraver(s): `Divisio_engraver` (page 485).

Standard settings:

`break-align-anchor` (number):
`ly:break-aligned-interface::calc-extent-aligned-anchor`
Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-anchor-alignment` (number):
`0`
Read by `ly:break-aligned-interface::calc-extent-aligned-anchor` for aligning an anchor to a grob's extent.

`break-align-symbol` (symbol):
`'staff-bar`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#t #t #f)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`extra-spacing-height` (pair of numbers):
`item::extra-spacing-height-including-staff`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`extra-spacing-width` (pair of numbers):
`'(-1.0 . 0.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`space-alist` (alist, with symbols as keys):

```
'((ambitus extra-space . 1.0)
  (time-signature extra-space . 0.75)
  (custos minimum-space . 2.0)
  (clef extra-space . 1.0)
  (key-signature extra-space . 1.0)
  (key-cancellation extra-space . 1.0)
  (optional-material-end-bracket extra-space . 1.0)
  (optional-material-start-bracket
   extra-space
   .
   1.0)
  (first-note fixed-space . 1.3)
  (next-note semi-fixed-space . 0.9)
  (right-edge extra-space . 0.0))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
```

```
(break-align-symbol . (spacing-style . space))
...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to space-alist are:

first-note
: used when the grob is just left of the first note on a line

next-note
: used when the grob is just left of any other note; if not set, the value of first-note gets used

right-edge
: used when the grob is the last item on the line (only compatible with the extra-space spacing style)

If space-alist is defined for a grob that gets spaced in a staff, an entry for first-note must be present. If there is no next-note entry, the value of first-note is used instead.

Choices for *spacing-style* are:

extra-space
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
: Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
: Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

shrink-space
: Only compatible with first-note and next-note. Put this much space between the two grobs. The space is only shrinkable.

semi-shrink-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`thickness` (number):
`1.9`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:breathing-sign::offset-callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `break-aligned-interface` (page 790), `breathing-sign-interface` (page 792), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.45 DotColumn

An auxiliary grob to align stacked `Dots` (page 614) grobs of dotted notes and chords.

`DotColumn` objects are created by the following engraver(s): `Dot_column_engraver` (page 486) and `Vaticana_ligature_engraver` (page 526).

Standard settings:

`axes` (list):
`'(0)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`chord-dots-limit` (integer):
`3`

Limits the column of dots on each chord to the height of the chord plus `chord-dots-limit` staff positions.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

padding (dimension, in staff space):
dot-column-interface::pad-by-one-dot-width

Add this much extra space between objects that are next to each other.

X-extent (pair of numbers):
ly:axis-group-interface::width

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): axis-group-interface (page 780), dot-column-interface (page 798), grob-interface (page 808), and item-interface (page 818).

This object is of class Item (characterized by item-interface (page 818)).

3.1.46 Dots

The dot(s) of a dotted note. See also DotColumn (page 613).

Dots objects are created by the following engraver(s): Dots_engraver (page 486).

Standard settings:

avoid-slur (symbol):
'inside

Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

dot-count (integer):
dots::calc-dot-count

The number of dots.

extra-spacing-height (pair of numbers):
'(-0.5 . 0.5)

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to (-inf.0 . +inf.0).

extra-spacing-width (pair of numbers):
'(0.0 . 0.2)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

glyph-name (string):
dots::calc-glyph-name

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of glyph, where decisions about line breaking, etc., are already taken.

staff-position (number):
dots::calc-staff-position

Vertical position, measured in half staff spaces, counted from the middle line.

For ties, there is a distinction between exact and inexact values: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

stencil (stencil):
ly:dots::print

The symbol to print.

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): dots-interface (page 798), font-interface (page 803), grob-interface (page 808), item-interface (page 818), and staff-symbol-referencer-interface (page 859).

This object is of class Item (characterized by item-interface (page 818)).

3.1.47 DoublePercentRepeat

A double-percent symbol for repeating two bars. See also DoublePercentRepeatCounter (page 616), PercentRepeat (page 693), DoubleRepeatSlash (page 618), and RepeatSlash (page 701).

DoublePercentRepeat objects are created by the following engraver(s): Double_percent_repeat_engraver (page 486).

Standard settings:

break-align-symbol (symbol):
'staff-bar

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

break-visibility (vector):
#(#t #t #f)

A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

dot-negative-kern (number):
0.75

The space to remove between a dot and a slash in percent repeat glyphs. Larger values bring the two elements closer together.

font-encoding (symbol):
'fetaMusic

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are fetaMusic (Emmentaler), fetaBraces, fetaText (Emmentaler).

non-musical (boolean):
#t

True if the grob belongs to a NonMusicalPaperColumn.

`slash-negative-kern` (number):
`1.6`

The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

`slope` (number):
`1.0`

The slope of this object.

`stencil` (stencil):
`ly:percent-repeat-interface::double-percent`

The symbol to print.

`thickness` (number):
`0.48`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `break-aligned-interface` (page 790), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), and `percent-repeat-interface` (page 840).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.48 DoublePercentRepeatCounter

A grob to print a counter for `DoublePercentRepeat` (page 615) grobs.

`DoublePercentRepeatCounter` objects are created by the following engraver(s): `Double_percent_repeat_engraver` (page 486).

Standard settings:

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`font-encoding` (symbol):
`'fetaText`

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`font-features` (list):
`'("cv47")`

Opentype features.

font-size (number):
-2

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

padding (dimension, in staff space):
0.2

Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
0

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent's left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from self-alignment-X property will be used.

self-alignment-X (number):
0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

staff-padding (dimension, in staff space):
0.25

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
ly:text-interface::print

The symbol to print.

X-offset (number):
ly:self-alignment-interface::aligned-on-x-parent

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side
ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.49 DoubleRepeatSlash

A double-percent symbol for repeating patterns shorter than a single measure, and which contain mixed durations. See also `PercentRepeat` (page 693), `DoublePercentRepeat` (page 615), and `RepeatSlash` (page 701).

`DoubleRepeatSlash` objects are created by the following engraver(s): `Slash_repeat_engraver` (page 516).

Standard settings:

`dot-negative-kern` (number):
`0.75`

The space to remove between a dot and a slash in percent repeat glyphs. Larger values bring the two elements closer together.

`font-encoding` (symbol):
`'fetaMusic`

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`slash-negative-kern` (number):
`1.6`

The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

`slope` (number):
`1.0`

The slope of this object.

`stencil` (stencil):
`ly:percent-repeat-interface::beat-slash`

The symbol to print.

`thickness` (number):
`0.48`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `percent-repeat-interface` (page 840), and `rhythmic-grob-interface` (page 842).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.50 DurationLine

A horizontal duration line, continuing rhythmic items (usually note heads).

`DurationLine` objects are created by the following engraver(s): `Duration_line_engraver` (page 487).

Standard settings:

`after-line-breaking` (boolean):
`ly:spanner::kill-zero-spanned-time`

Dummy property, used to trigger callback for `after-line-breaking`.

`arrow-length` (number):
`2`

Arrow length.

`arrow-width` (number):
`1.5`

Arrow width.

`bound-details` (alist, with symbols as keys):

```
'((right (attach-dir . -1)
      (end-on-accidental . #t)
      (end-on-break-align-group . #f)
      (end-on-arpeggio . #t)
      (padding . 0.4)
      (end-style . #f))
  (right-broken (padding . 0.4) (end-style . #f))
  (left-broken (padding . 0.5))
  (left (attach-dir . 1)
      (padding . -0.3)
      (start-at-dot . #f)))
```

An alist of properties for determining attachments of spanners to edges.

`breakable` (boolean):
`#t`

Allow breaks here.

`details` (alist, with symbols as keys):

```
'((extra-dot-padding . 0.5)
  (hook-direction . 1)
  (hook-height . 0.34)
  (hook-thickness . #f))
```

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`left-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-left-bound-info`

An alist of properties for determining attachments of spanners to edges.

`minimum-length` (dimension, in staff space):
`2`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`minimum-length-after-break` (dimension, in staff space):
`6`

If set, try to make a broken spanner starting a line this long. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance to the note head.

`right-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-right-bound-info`

An alist of properties for determining attachments of spanners to edges.

`springs-and-rods` (boolean):
`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`duration-line::print`

The symbol to print.

`style` (symbol):
`'beam`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`thickness` (number):
`4`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`to-barline` (boolean):
`#f`

If true, the spanner will stop at the bar line just before it would otherwise stop.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`Y-offset` (number):
`0`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

zigzag-length (dimension, in staff space):
1

The length of the lines of a zigzag, relative to zigzag-width. A value of 1 gives 60-degree zigzags.

zigzag-width (dimension, in staff space):
1

The width of one zigzag squiggle. This number is adjusted slightly so that the spanner line can be constructed from a whole number of squiggles.

This object supports the following interface(s): duration-line-interface (page 799), font-interface (page 803), grob-interface (page 808), horizontal-line-spanner-interface (page 815), line-interface (page 823), spanner-interface (page 855), and unbreakable-spanner-interface (page 875).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.51 DynamicLineSpanner

An auxiliary grob providing a vertical baseline to align successive dynamic grobs (DynamicText (page 622), DynamicTextSpanner (page 624), and Hairpin (page 639)) within a staff.

DynamicLineSpanner objects are created by the following engraver(s): Dynamic_align_engraver (page 488).

Standard settings:

axes (list):
'(1)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

direction (direction):
-1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

minimum-space (dimension, in staff space):
1.2

Minimum distance that the victim should move (after padding).

outside-staff-priority (number):
250

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

padding (dimension, in staff space):
0.6

Add this much extra space between objects that are next to each other.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

slur-padding (number):
0.3

Extra distance between slur and script.

staff-padding (dimension, in staff space):
0.1

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

vertical-skylines (pair of skylines):
#<unpure-pure-container
ly:grob::vertical-skylines-from-element-stencils
ly:grob::pure-vertical-skylines-from-element-stencils >

Two skylines, one above and one below this grob.

X-extent (pair of numbers):
ly:axis-group-interface::width

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

Y-extent (pair of numbers):
#<unpure-pure-container ly:axis-group-interface::height
ly:axis-group-interface::pure-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side
ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): axis-group-interface (page 780), dynamic-interface (page 799), dynamic-line-spanner-interface (page 799), grob-interface (page 808), outside-staff-interface (page 837), side-position-interface (page 847), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.52 DynamicText

A dynamic text item like 'ff' or 'mp'. See also DynamicLineSpanner (page 621).

DynamicText objects are created by the following engraver(s): Dynamic_engraver (page 488).

Standard settings:

direction (direction):
ly:script-interface::calc-direction

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

`extra-spacing-width` (pair of numbers):
`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`font-encoding` (symbol):
`'fetaText`

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`font-series` (symbol):
`'bold`

Select the series of a font. Common choices are `normal` and `bold`. The full list of symbols that can be used is: `thin`, `ultralight` (or `extralight`), `light`, `semilight` (or `demilight`), `book`, `normal` (or `regular`), `medium`, `semibold` (or `demibold`), `bold`, `ultrabold` (or `extrabold`), `heavy` (or `black`), and `ultraheavy` (or `ultrablack` or `extrablack`).

`font-shape` (symbol):
`'italic`

Select the shape of a font. Possible values are `upright`, `italic`, `oblique`, and `slanted` (which is the same as `oblique`).

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`right-padding` (dimension, in staff space):
`0.5`

Space to insert on the right side of an object (e.g., between note and its accidentals).

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`X-align-on-main-noteheads` (boolean):
`#t`

If true, this grob will ignore suspended note heads when aligning itself on NoteColumn.

X-offset (number):
ly:self-alignment-interface::aligned-on-x-parent

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container #<procedure at lily/output-lib.scm:1323:3 (grob)> >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): dynamic-interface (page 799), dynamic-text-interface (page 800), font-interface (page 803), grob-interface (page 808), item-interface (page 818), outside-staff-interface (page 837), script-interface (page 843), self-alignment-interface (page 844), and text-interface (page 866).

This object is of class Item (characterized by item-interface (page 818)).

3.1.53 DynamicTextSpanner

Dynamic text like 'cresc', usually followed by a (dashed) line. See also DynamicLineSpanner (page 621) and TextSpanner (page 750).

DynamicTextSpanner objects are created by the following engraver(s): Dynamic_engraver (page 488).

Standard settings:

before-line-breaking (boolean):
dynamic-text-spanner::before-line-breaking

Dummy property, used to trigger a callback function.

bound-details (alist, with symbols as keys):
```
'((right (attach-dir . -1) (padding . 0.75))
  (right-broken (attach-dir . 1) (padding . 0.0))
  (left (attach-dir . -1)
      (stencil-offset -0.75 . -0.5)
      (padding . 0.75))
  (left-broken (attach-dir . 1)))
```

An alist of properties for determining attachments of spanners to edges.

dash-fraction (number):
0.2

Size of the dashes, relative to dash-period. Should be between 0.1 and 1.0 (continuous line). If set to 0.0, a dotted line is produced

`dash-period` (number):
`3.0`

The length of one dash together with whitespace. If negative, no line is drawn at all.

`font-shape` (symbol):
`'italic`

Select the shape of a font. Possible values are `upright`, `italic`, `oblique`, and `slanted` (which is the same as `oblique`).

`font-size` (number):
`1`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`left-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-left-bound-info-and-text`

An alist of properties for determining attachments of spanners to edges.

`minimum-length` (dimension, in staff space):
`2.0`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`minimum-Y-extent` (pair of numbers):
`'(-1 . 1)`

Minimum size of an object in Y dimension, measured in `staff-space` units.

`right-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-right-bound-info`

An alist of properties for determining attachments of spanners to edges.

`skyline-horizontal-padding` (number):
`0.2`

For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

`springs-and-rods` (boolean):
`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:line-spanner::print`

The symbol to print.

`style` (symbol):
`'dashed-line`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >

Two skylines, one above and one below this grob.

This object supports the following interface(s): dynamic-interface (page 799), dynamic-text-spanner-interface (page 800), font-interface (page 803), grob-interface (page 808), horizontal-line-spanner-interface (page 815), line-interface (page 823), spanner-interface (page 855), and text-interface (page 866).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.54 Episema

An *episema* line (over a group of notes). Used in Gregorian chant.

Episema objects are created by the following engraver(s): Episema_engraver (page 489).

Standard settings:

bound-details (alist, with symbols as keys):
```
'((left (padding . 0) (attach-dir . -1))
  (right (padding . 0) (attach-dir . 1)))
```
An alist of properties for determining attachments of spanners to edges.

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

left-bound-info (alist, with symbols as keys):
ly:horizontal-line-spanner::calc-left-bound-info

An alist of properties for determining attachments of spanners to edges.

right-bound-info (alist, with symbols as keys):
ly:horizontal-line-spanner::calc-right-bound-info

An alist of properties for determining attachments of spanners to edges.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

stencil (stencil):
ly:line-spanner::print

The symbol to print.

style (symbol):
'line

This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `episema-interface` (page 801), `font-interface` (page 803), `grob-interface` (page 808), `horizontal-line-spanner-interface` (page 815), `line-interface` (page 823), `side-position-interface` (page 847), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.55 FingerGlideSpanner

A line connecting two `Fingering` (page 629), `StringNumber` (page 733) or `StrokeFinger` (page 735) grobs, usually indicating a gliding finger, the same string, or the same stroking finger for stringed instruments .

`FingerGlideSpanner` objects are created by the following engraver(s): `Finger_glide_engraver` (page 490).

Standard settings:

`bound-details` (alist, with symbols as keys):

```
'((right (attach-dir . -1)
      (right-stub-length . 1)
      (padding . 0.2))
  (left (attach-dir . 1)
      (left-stub-length . 1)
      (padding . 0.2)))
```

An alist of properties for determining attachments of spanners to edges.

`dash-fraction` (number):

`0.4`

Size of the dashes, relative to `dash-period`. Should be between `0.1` and `1.0` (continuous line). If set to `0.0`, a dotted line is produced

`dash-period` (number):

`1`

The length of one dash together with whitespace. If negative, no line is drawn at all.

`details` (alist, with symbols as keys):

```
'((bow-direction . #f))
```

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`left-bound-info` (alist, with symbols as keys):

`ly:line-spanner::calc-left-bound-info`

An alist of properties for determining attachments of spanners to edges.

`minimum-length` (dimension, in staff space):

`2.5`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`minimum-length-after-break` (dimension, in staff space):
`2.5`

If set, try to make a broken spanner starting a line this long. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance to the note head.

`normalized-endpoints` (pair):
`ly:spanner::calc-normalized-endpoints`

Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

`right-bound-info` (alist, with symbols as keys):
`ly:line-spanner::calc-right-bound-info`

An alist of properties for determining attachments of spanners to edges.

`springs-and-rods` (boolean):
`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`finger-glide::print`

The symbol to print.

`style` (symbol):
`'line`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`thickness` (number):
`1.4`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`zigzag-length` (dimension, in staff space):
`1`

The length of the lines of a zigzag, relative to `zigzag-width`. A value of `1` gives 60-degree zigzags.

`zigzag-width` (dimension, in staff space):
`1`

The width of one zigzag squiggle. This number is adjusted slightly so that the spanner line can be constructed from a whole number of squiggles.

This object supports the following interface(s): `finger-glide-interface` (page 801), `font-interface` (page 803), `grob-interface` (page 808), `line-spanner-interface` (page 823), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.56 Fingering

A fingering symbol (usually a digit). See also FingeringColumn (page 631) and StrokeFinger (page 735).

Fingering objects are created by the following engraver(s): Fingering_engraver (page 491) and New_fingering_engraver (page 506).

Standard settings:

add-stem-support (boolean):
    only-if-beamed

    If set, the Stem object is included in this script's support.

avoid-slur (symbol):
    'around

    Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

direction (direction):
    ly:script-interface::calc-direction

    If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

font-encoding (symbol):
    'fetaText

    The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are fetaMusic (Emmentaler), fetaBraces, fetaText (Emmentaler).

font-features (list):
    '("cv47" "ss01")

    Opentype features.

font-size (number):
    -5

    The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

padding (dimension, in staff space):
    0.5

    Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
    0

    Specify on which point of the parent the object is aligned. The value -1 means aligned on parent's left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from self-alignment-X property will be used.

`parent-alignment-Y` (number):
`0`
Like `parent-alignment-X` but for the Y axis.

`script-priority` (number):
`100`
A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`self-alignment-X` (number):
`0`
Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`self-alignment-Y` (number):
`0`
Like `self-alignment-X` but for the Y axis.

`slur-padding` (number):
`0.2`
Extra distance between slur and script.

`staff-padding` (dimension, in staff space):
`0.5`
Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:text-interface::print`
The symbol to print.

`text` (markup):
`fingering::calc-text`
Text markup. See Section "Formatting text" in *Notation Reference*.

`X-padding` (dimension, in staff space):
`0.3`
Add this much extra space between objects that are next to each other horizontally, overriding the `padding` property value.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Remarks:

- If the fingering is left- or right-positioned, the `Y-offset` property is taken relative to the vertical position of its X-parent (i.e., its associated note head).

This object supports the following interface(s): `finger-interface` (page 802), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), `text-interface` (page 866), and `text-script-interface` (page 867).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.57 FingeringColumn

An auxiliary grob to align stacked Fingering (page 629) grobs.

FingeringColumn objects are created by the following engraver(s): Fingering_column_engraver (page 491).

Standard settings:

padding (dimension, in staff space):
0.2

Add this much extra space between objects that are next to each other.

snap-radius (number):
0.3

The maximum distance between two objects that will cause them to snap to alignment along an axis.

Remarks:

- padding applies to the vertical axis only.

This object supports the following interface(s): fingering-column-interface (page 802), grob-interface (page 808), and item-interface (page 818).

This object is of class Item (characterized by item-interface (page 818)).

3.1.58 Flag

A flag (in the musical sense).

Flag objects are created by the following engraver(s): Stem_engraver (page 519).

Standard settings:

color (color):
#<procedure at lily/output-lib.scm:1797:0 (grob)>

The color of this grob.

glyph-name (string):
ly:flag::glyph-name

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of glyph, where decisions about line breaking, etc., are already taken.

stencil (stencil):
ly:flag::print

The symbol to print.

transparent (boolean):
#<procedure at lily/output-lib.scm:1797:0 (grob)>

This makes the grob invisible.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >

Two skylines, one above and one below this grob.

X-extent (pair of numbers):
ly:flag::width

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`ly:flag::calc-x-offset`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:flag::calc-y-offset ly:flag::pure-calc-y-offset >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `flag-interface` (page 802), `font-interface` (page 803), `grob-interface` (page 808), and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.59 `Footnote`

A footnote mark (usually a number) with a pointing line attached to another grob.

`Footnote` objects are created by the following engraver(s): `Footnote_engraver` (page 491).

Standard settings:

`after-line-breaking` (boolean):
`ly:balloon-interface::remove-irrelevant-spanner`

Dummy property, used to trigger callback for `after-line-breaking`.

`annotation-balloon` (boolean):
`#f`

Print the balloon around an annotation.

`annotation-line` (boolean):
`#t`

Print the line from an annotation to the grob that it annotates.

`automatically-numbered` (boolean):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

If set, footnotes are automatically numbered.

`break-visibility` (vector):
`#<procedure at lily/output-lib.scm:3617:0 (grob)>`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`footnote` (boolean):
`#t`

Should this be a footnote or in-note?

`footnote-text` (markup):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

A footnote for the grob.

`stencil` (stencil):
`ly:balloon-interface::print`

The symbol to print.

`text` (markup):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

Text markup. See Section "Formatting text" in *Notation Reference*.

`X-extent` (pair of numbers):
`#f`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#f`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `balloon-interface` (page 782), `font-interface` (page 803), `footnote-interface` (page 804), `grob-interface` (page 808), `sticky-grob-interface` (page 862), and `text-interface` (page 866).

This object can be of either of the following classes: Item (characterized by item-interface) or Spanner (characterized by spanner-interface). It supports the following interfaces conditionally depending on the class: `item-interface` (page 818) and `spanner-interface` (page 855).

3.1.60 FretBoard

A fretboard diagram.

`FretBoard` objects are created by the following engraver(s): `Fretboard_engraver` (page 492).

Standard settings:

`after-line-breaking` (boolean):
`item::enforce-musical-break-visibility`

Dummy property, used to trigger callback for `after-line-breaking`.

`extra-spacing-height` (pair of numbers):
`'(0.2 . -0.2)`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`extra-spacing-width` (pair of numbers):
`'(-0.5 . 0.5)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`fret-diagram-details` (alist, with symbols as keys):
`'((finger-code . below-string))`

An alist of detailed grob properties for fret diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in `fret-diagram-details` include the following:

- `barre-type` – Type of barre indication used. Choices include `curved`, `straight`, and `none`. Default `curved`.
  - `barre-thickness` – Thickness of barre line, in multiples of `dot-radius`. Only defined for `barre-type=straight`. Default value 1.
- `capo-thickness` – Thickness of capo indicator, in multiples of fret-space. Default value 0.5.
- `dot-color` – Color of dots. Options include `black` and `white`. Default `black`.
- `dot-label-font-mag` – Magnification for font used to label fret dots. Default value 1.
- `dot-position` – Location of dot in fret space. Default 0.6 for dots without labels, 0.95-`dot-radius` for dots with labels.
- `dot-radius` – Radius of dots, in terms of fret spaces. Default value 0.425 for labeled dots, 0.25 for unlabeled dots.
- `finger-code` – Code for the type of fingering indication used. Options include `none`, `in-dot`, and `below-string`. Default `none` for markup fret diagrams, `below-string` for `FretBoards` fret diagrams.
- `fret-count` – The number of frets. Default 4.
- `fret-distance` – Multiplier to adjust the distance between frets. Default 1.0.
- `fret-label-custom-format` – The format string to be used label the lowest fret number, when `number-type` equals to `custom`. Default `"~a"`.
- `fret-label-font-mag` – The magnification of the font used to label the lowest fret number. Default 0.5.
- `fret-label-vertical-offset` – The offset of the fret label from the center of the fret in direction parallel to strings. Default 0.
- `fret-label-horizontal-offset` – The offset of the fret label from the center of the fret in direction orthogonal to strings. Default 0.
- `handedness` – Print the fret-diagram left- or right-handed. `-1`, `LEFT` for left ; `1`, `RIGHT` for right. Default `RIGHT`.
- `paren-padding` – The padding for the parenthesis. Default 0.05.

- label-dir – Side to which the fret label is attached. -1, LEFT, or DOWN for left or down; 1, RIGHT, or UP for right or up. Default RIGHT.
- mute-string – Character string to be used to indicate muted string. Default "x".
- number-type – Type of numbers to use in fret label. Choices include arabic, roman-ij-lower, roman-ij-upper, roman-lower, roman-upper, arabic and custom. In the last case, the format string is supplied by the fret-label-custom-format property. Default roman-lower.
- open-string – Character string to be used to indicate open string. Default "o".
- orientation – Orientation of fret-diagram. Options include normal, landscape, and opposing-landscape. Default normal.
- string-count – The number of strings. Default 6.
- string-distance – Multiplier to adjust the distance between strings. Default 1.0.
- string-label-font-mag – The magnification of the font used to label fingerings at the string, rather than in the dot. Default value 0.6 for normal orientation, 0.5 for landscape and opposing-landscape.
- string-overhang – Extension of string lines beyond last fret line, in multiples of fret-distance. Default value 1.
- string-thickness-factor – Factor for changing thickness of each string in the fret diagram. Thickness of string k is given by thickness * (1+string-thickness-factor) ^ (k-1). Default 0.
- top-fret-thickness – The thickness of the top fret line, as a multiple of the standard thickness. Default value 3.
- xo-font-magnification – Magnification used for mute and open string indicators. Default value 0.5.
- xo-padding – Padding for open and mute indicators from top fret. Default value 0.25.

stencil (stencil):
fret-board::calc-stencil
The symbol to print.

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): chord-name-interface (page 794), font-interface (page 803), fret-diagram-interface (page 805), grob-interface (page 808), item-interface (page 818), outside-staff-interface (page 837), and rhythmic-grob-interface (page 842).

This object is of class Item (characterized by item-interface (page 818)).

3.1.61 Glissando

A glissando line.

Glissando objects are created by the following engraver(s): Glissando_engraver (page 493).

Standard settings:

after-line-breaking (boolean):
ly:spanner::kill-zero-spanned-time

Dummy property, used to trigger callback for `after-line-breaking`.

`bound-details` (alist, with symbols as keys):

```
'((right (attach-dir . -1)
     (end-on-accidental . #t)
     (padding . 0.5))
 (left (attach-dir . 1)
     (padding . 0.5)
     (start-at-dot . #t)))
```

An alist of properties for determining attachments of spanners to edges.

`gap` (dimension, in staff space):

```
0.5
```

Size of a gap in a variable symbol.

`left-bound-info` (alist, with symbols as keys):

```
ly:line-spanner::calc-left-bound-info
```

An alist of properties for determining attachments of spanners to edges.

`normalized-endpoints` (pair):

```
ly:spanner::calc-normalized-endpoints
```

Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

`right-bound-info` (alist, with symbols as keys):

```
ly:line-spanner::calc-right-bound-info
```

An alist of properties for determining attachments of spanners to edges.

`stencil` (stencil):

```
ly:line-spanner::print
```

The symbol to print.

`style` (symbol):

```
'line
```

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`vertical-skylines` (pair of skylines):

```
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil
ly:grob::pure-simple-vertical-skylines-from-extents >
```

Two skylines, one above and one below this grob.

`zigzag-width` (dimension, in staff space):

```
0.75
```

The width of one zigzag squiggle. This number is adjusted slightly so that the spanner line can be constructed from a whole number of squiggles.

This object supports the following interface(s): `font-interface` (page 803), `glissando-interface` (page 806), `grob-interface` (page 808), `line-interface` (page 823), `line-spanner-interface` (page 823), `spanner-interface` (page 855), and `unbreakable-spanner-interface` (page 875).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.62 GraceSpacing

An auxiliary grob to handle (horizontal) spacing of grace notes. See also NoteSpacing (page 686), StaffSpacing (page 727), and SpacingSpanner (page 719).

GraceSpacing objects are created by the following engraver(s): Grace_spacing_engraver (page 494).

Standard settings:

common-shortest-duration (moment):
grace-spacing::calc-shortest-duration

The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

shortest-duration-space (number):
1.6

Start with this multiple of spacing-increment space for the shortest duration. See also Section "spacing-spanner-interface" in *Internals Reference*.

spacing-increment (dimension, in staff space):
0.8

The unit of length for note-spacing. Typically, the width of a note head. See also Section "spacing-spanner-interface" in *Internals Reference*.

This object supports the following interface(s): grace-spacing-interface (page 807), grob-interface (page 808), spacing-options-interface (page 853), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.63 GridChordName

A chord name in a chord grid.

GridChordName objects are created by the following engraver(s): Grid_chord_name_engraver (page 494).

Standard settings:

font-family (symbol):
'sans

The font family is the broadest category for selecting text fonts. Options include serif, sans and typewriter.

font-size (number):
1.5

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

stencil (stencil):
ly:text-interface::print

The symbol to print.

word-space (dimension, in staff space):
0.0

Space to insert between words in texts.

`X-offset` (number):
`#<procedure at lily/output-lib.scm:3779:0 (grob)>`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-offset` (number):
`#<procedure at lily/output-lib.scm:3779:0 (grob)>`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `accidental-switch-interface` (page 778), `font-interface` (page 803), `grid-chord-name-interface` (page 808), `grob-interface` (page 808), `spanner-interface` (page 855), and `text-interface` (page 866).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.64 GridLine

A vertical line between staves, indicating rhythmic synchronization. See also `GridPoint` (page 639).

`GridLine` objects are created by the following engraver(s): `Grid_line_span_engraver` (page 494).

Standard settings:

`layer` (integer):
`0`

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`stencil` (stencil):
`ly:grid-line-interface::print`

The symbol to print.

`X-extent` (pair of numbers):
`ly:grid-line-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `grid-line-interface` (page 808), `grob-interface` (page 808), `item-interface` (page 818), and `self-alignment-interface` (page 844).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.65 GridPoint

An auxiliary grob marking a start or end point for a `GridLine` (page 638) grob.

`GridPoint` objects are created by the following engraver(s): `Grid_point_engraver` (page 495).

Standard settings:

`X-extent` (pair of numbers):
`'(0 . 0)`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`'(0 . 0)`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `grid-point-interface` (page 808), `grob-interface` (page 808), and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.66 Hairpin

A hairpin. See also `DynamicLineSpanner` (page 621).

`Hairpin` objects are created by the following engraver(s): `Dynamic_engraver` (page 488).

Standard settings:

`after-line-breaking` (boolean):
`ly:spanner::kill-zero-spanned-time`

Dummy property, used to trigger callback for `after-line-breaking`.

`bound-padding` (number):
`1.0`

The amount of padding to insert around spanner bounds.

`broken-bound-padding` (number):
`ly:hairpin::broken-bound-padding`

The amount of padding to insert when a spanner is broken at a line break.

`circled-tip` (boolean):
`#f`

Put a circle at start/end of hairpins (al/del niente).

`endpoint-alignments` (pair of numbers):
`'(-1 . 1)`

A pair of numbers representing the alignments of an object's endpoints. E.g., the ends of a hairpin relative to `NoteColumn` grobs.

`grow-direction` (direction):
`hairpin::calc-grow-direction`

Crescendo or decrescendo?

`height` (dimension, in staff space):
`0.6666`

Height of an object in `staff-space` units.

`minimum-length` (dimension, in staff space):
`2.0`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`self-alignment-Y` (number):
`0`

Like `self-alignment-X` but for the Y axis.

`springs-and-rods` (boolean):
`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:hairpin::print`

The symbol to print.

`thickness` (number):
`1.0`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`to-barline` (boolean):
`#t`

If true, the spanner will stop at the bar line just before it would otherwise stop.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height ly:hairpin::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:self-alignment-interface::y-aligned-on-self ly:self-alignment-interface::pure-y-aligned-on-self >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): dynamic-interface (page 799), grob-interface (page 808), hairpin-interface (page 813), line-interface (page 823), outside-staff-interface (page 837), self-alignment-interface (page 844), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.67 HorizontalBracket

A horizontal bracket between notes. See also HorizontalBracketText (page 642) and MeasureSpanner (page 670).

HorizontalBracket objects are created by the following engraver(s): Horizontal_bracket_engraver (page 495).

Standard settings:

bracket-flare (pair of numbers):
'(0.5 . 0.5)

A pair of numbers specifying how much edges of brackets should slant outward. Value 0.0 means straight edges.

break-overshoot (pair of numbers):
horizontal-bracket::calc-break-overshoot

A pair of numbers specifying how much a broken spanner sticks out of its bounds horizontally on the broken side(s). For broken beams and broken tuplet brackets, the bounds are given by the prefatory matter on the left and/or the rightmost column on the right. For broken horizontal brackets, the bounds are the leftmost and/or rightmost column; for broken measure spanners, the left and/or right edge of the staff.

connect-to-neighbor (pair):
ly:spanner::calc-connect-to-neighbors

Pair of booleans, indicating whether this grob looks as a continued break.

direction (direction):
-1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

outside-staff-priority (number):
800

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

padding (dimension, in staff space):
0.2

Add this much extra space between objects that are next to each other.

`side-axis` (number):
`1`
If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`staff-padding` (dimension, in staff space):
`0.2`
Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:horizontal-bracket::print`
The symbol to print.

`thickness` (number):
`1.0`
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`
Two skylines, one above and one below this grob.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`
The vertical amount that this object is moved relative to its Y-parent.
Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `grob-interface` (page 808), `horizontal-bracket-interface` (page 814), `line-interface` (page 823), `outside-staff-interface` (page 837), `side-position-interface` (page 847), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.68 HorizontalBracketText

Text (markup) for a `HorizontalBracket` (page 641) grob.

`HorizontalBracketText` objects are created by the following engraver(s): `Horizontal_bracket_engraver` (page 495).

Standard settings:

`direction` (direction):
`ly:horizontal-bracket-text::calc-direction`
If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`font-size` (number):
`-1`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`padding` (dimension, in staff space):
`0.5`

Add this much extra space between objects that are next to each other.

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`stencil` (stencil):
`ly:horizontal-bracket-text::print`

The symbol to print.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `accidental-switch-interface` (page 778), `font-interface` (page 803), `grob-interface` (page 808), `horizontal-bracket-text-interface` (page 815), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), `spanner-interface` (page 855), and `text-interface` (page 866).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.69 InstrumentName

An instrument name, usually displayed to the left of a staff.

InstrumentName objects are created by the following engraver(s): Instrument_name_engraver (page 496).

Standard settings:

direction (direction):
-1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

padding (dimension, in staff space):
0.3

Add this much extra space between objects that are next to each other.

self-alignment-X (number):
0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

self-alignment-Y (number):
0

Like self-alignment-X but for the Y axis.

stencil (stencil):
system-start-text::print

The symbol to print.

X-offset (number):
system-start-text::calc-x-offset

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-offset (number):
system-start-text::calc-y-offset

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): accidental-switch-interface (page 778), font-interface (page 803), grob-interface (page 808), self-alignment-interface (page 844), side-position-interface (page 847), spanner-interface (page 855), system-start-text-interface (page 864), and text-interface (page 866).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.70 InstrumentSwitch

This grob is deprecated. Do not use it.

InstrumentSwitch objects are created by the following engraver(s): Instrument_switch_engraver (page 496).

Standard settings:

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

outside-staff-priority (number):
500

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

padding (dimension, in staff space):
0.5

Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
#f

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent's left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from self-alignment-X property will be used.

self-alignment-X (number):
-1

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

staff-padding (dimension, in staff space):
0.5

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:text-interface::print`
The symbol to print.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`
The horizontal amount that this object is moved relative to its X-parent.
Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`
The vertical amount that this object is moved relative to its Y-parent.
Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `accidental-switch-interface` (page 778), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.71 JumpScript

A grob to display a 'point of departure' like *D.C. al fine*.

`JumpScript` objects are created by the following engraver(s): `Jump_engraver` (page 497).

Standard settings:

`after-line-breaking` (boolean):
`ly:side-position-interface::move-to-extremal-staff`
Dummy property, used to trigger callback for `after-line-breaking`.

`baseline-skip` (dimension, in staff space):
`2`
Distance between base lines of multiple lines of text.

`break-align-symbols` (list):
`'(staff-bar key-signature clef)`
A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to `break-visibility`, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

`break-visibility` (vector):
`#(#t #t #f)`
A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

direction (direction):
-1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

font-shape (symbol):
'italic

Select the shape of a font. Possible values are upright, italic, oblique, and slanted (which is the same as oblique).

non-musical (boolean):
#t

True if the grob belongs to a NonMusicalPaperColumn.

outside-staff-horizontal-padding (number):
0.2

By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

outside-staff-priority (number):
1350

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

padding (dimension, in staff space):
0.8

Add this much extra space between objects that are next to each other.

self-alignment-X (number):
1

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

stencil (stencil):
ly:text-interface::print

The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >

Two skylines, one above and one below this grob.

X-offset (number):
self-alignment-interface::self-aligned-on-breakable

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `break-alignable-interface` (page 789), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `jump-script-interface` (page 820), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.72 KeyCancellation

A key cancellation, normally consisting of naturals, to be displayed (if necessary) immediately before a `KeySignature` (page 651) grob if the key changes.

`KeyCancellation` objects are created by the following engraver(s): `Key_engraver` (page 498).

Standard settings:

`break-align-symbol` (symbol):
`'key-cancellation`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#t #t #f)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`). #t` means visible, `#f` means killed.

`extra-spacing-height` (pair of numbers):
`pure-from-neighbor-interface::extra-spacing-height-including-staff`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`extra-spacing-width` (pair of numbers):
`'(0.0 . 1.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item).

In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`flat-positions` (list):
`'(2 3 4 2 1 2 1)`

Flats in key signatures are placed within the specified ranges of staff positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff position at which each clef places C: `(alto treble tenor soprano baritone mezzosoprano bass)`. If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff position.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`sharp-positions` (list):
`'(4 5 4 2 3 2 3)`

Sharps in key signatures are placed within the specified ranges of staff positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff position at which each clef places C: `(alto treble tenor soprano baritone mezzosoprano bass)`. If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff position.

`space-alist` (alist, with symbols as keys):

```
'((time-signature extra-space . 1.25)
  (signum-repetitionis extra-space . 0.6)
  (staff-bar extra-space . 0.6)
  (key-signature extra-space . 0.5)
  (cue-clef extra-space . 0.5)
  (right-edge extra-space . 0.5)
  (first-note shrink-space . 2.5)
  (optional-material-end-bracket extra-space . 1.0)
  (optional-material-start-bracket
   extra-space
   .
   1.0)
  (custos extra-space . 1.0))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`
: used when the grob is just left of the first note on a line

`next-note`
: used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *`spacing-style`* are:

`extra-space`
Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`ly:key-signature-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `accidental-switch-interface` (page 778), `break-aligned-interface` (page 790), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `key-cancellation-interface` (page 820), `key-signature-interface` (page 820), `pure-from-neighbor-interface` (page 841), and `staff-symbol-referencer-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.73 KeySignature

A key signature. See also `KeyCancellation` (page 648).

`KeySignature` objects are created by the following engraver(s): `Key_engraver` (page 498).

Standard settings:

`avoid-slur` (symbol):
`'inside`

Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`break-align-anchor` (number):
`ly:break-aligned-interface::calc-extent-aligned-anchor`

Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-anchor-alignment` (number):
`1`

Read by `ly:break-aligned-interface::calc-extent-aligned-anchor` for aligning an anchor to a grob's extent.

`break-align-symbol` (symbol):
`'key-signature`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#f #f #t)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`extra-spacing-height` (pair of numbers):
`pure-from-neighbor-interface::extra-spacing-height-including-staff`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of

the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`extra-spacing-width` (pair of numbers):
`'(0.0 . 1.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`flat-positions` (list):
`'(2 3 4 2 1 2 1)`

Flats in key signatures are placed within the specified ranges of staff positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff position at which each clef places C: `(alto treble tenor soprano baritone mezzosoprano bass)`. If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff position.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`sharp-positions` (list):
`'(4 5 4 2 3 2 3)`

Sharps in key signatures are placed within the specified ranges of staff positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff position at which each clef places C: `(alto treble tenor soprano baritone mezzosoprano bass)`. If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff position.

`space-alist` (alist, with symbols as keys):

```
'((ambitus extra-space . 1.15)
  (key-cancellation extra-space . 0.3)
  (time-signature extra-space . 1.15)
  (signum-repetitionis extra-space . 1.1)
  (staff-bar extra-space . 1.1)
  (cue-clef extra-space . 0.5)
  (optional-material-end-bracket extra-space . 1.0)
  (optional-material-start-bracket
   extra-space
   .
   1.0)
  (right-edge extra-space . 0.5)
  (first-note shrink-space . 2.5))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to space-alist are:

first-note
: used when the grob is just left of the first note on a line

next-note
: used when the grob is just left of any other note; if not set, the value of first-note gets used

right-edge
: used when the grob is the last item on the line (only compatible with the extra-space spacing style)

If space-alist is defined for a grob that gets spaced in a staff, an entry for first-note must be present. If there is no next-note entry, the value of first-note is used instead.

Choices for *spacing-style* are:

extra-space
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
: Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
: Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

shrink-space
: Only compatible with first-note and next-note. Put this much space between the two grobs. The space is only shrinkable.

semi-shrink-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

stencil (stencil):
: ly:key-signature-interface::print

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `accidental-switch-interface` (page 778), `break-aligned-interface` (page 790), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `key-signature-interface` (page 820), `pure-from-neighbor-interface` (page 841), and `staff-symbol-referencer-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.74 KievanLigature

An auxiliary grob to handle a melisma (ligature) as used in Kievan square notation. See also `MensuralLigature` (page 672), `VaticanaLigature` (page 768), and `LigatureBracket` (page 659).

`KievanLigature` objects are created by the following engraver(s): `Kievan_ligature_engraver` (page 499).

Standard settings:

`padding` (dimension, in staff space):
`0.5`

Add this much extra space between objects that are next to each other.

`springs-and-rods` (boolean):
`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:kievan-ligature::print`

The symbol to print.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `kievan-ligature-interface` (page 821), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.75 LaissezVibrerTie

A laissez-vibrer tie (i.e., a tie from a note into nothing). See also `LaissezVibrerTieColumn` (page 656), `RepeatTie` (page 702), and `Tie` (page 752).

`LaissezVibrerTie` objects are created by the following engraver(s): `Laissez_vibrer_engraver` (page 499).

Standard settings:

`control-points` (list of number pairs):
`ly:semi-tie::calc-control-points`
List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

`details` (alist, with symbols as keys):
`'((height-limit . 1.0) (ratio . 0.333))`
An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction):
`ly:tie::calc-direction`
If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`extra-spacing-height` (pair of numbers):
`'(-0.5 . 0.5)`
In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`head-direction` (direction):
`-1`
Are the note heads left or right in a semitie?

`line-thickness` (number):
`0.8`
For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`stencil` (stencil):
`ly:tie::print`
The symbol to print.

`thickness` (number):
`1.2`
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`
Two skylines, one above and one below this grob.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `bezier-curve-interface` (page 789), `grob-interface` (page 808), `item-interface` (page 818), `semi-tie-interface` (page 846), and `tie-interface` (page 868).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.76 LaissezVibrerTieColumn

An auxiliary grob to determine direction and shape of stacked `LaissezVibrerTie` (page 654) grobs.

`LaissezVibrerTieColumn` objects are created by the following engraver(s): `Laissez_vibrer_engraver` (page 499).

Standard settings:

`head-direction` (direction):
`ly:semi-tie-column::calc-head-direction`

Are the note heads left or right in a semitie?

`X-extent` (pair of numbers):
`#f`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#f`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `grob-interface` (page 808), `item-interface` (page 818), and `semi-tie-column-interface` (page 845).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.77 LedgerLineSpanner

An auxiliary grob to manage ledger lines of a whole staff.

`LedgerLineSpanner` objects are created by the following engraver(s): `Ledger_line_engraver` (page 499).

Standard settings:

`layer` (integer):
`0`

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`length-fraction` (number):
`0.25`

Multiplier for lengths. Used for determining ledger lines and stem lengths.

`minimum-length-fraction` (number):
`0.25`
Minimum length of ledger line as fraction of note head size.

`springs-and-rods` (boolean):
`ly:ledger-line-spanner::set-spacing-rods`
Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:ledger-line-spanner::print`
The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`
Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`#f`
Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#f`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `grob-interface` (page 808), `ledger-line-spanner-interface` (page 821), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.78 LeftEdge

The left edge of a staff. Useful as an anchor point for other grobs.

`LeftEdge` objects are created by the following engraver(s): `Break_align_engraver` (page 478).

Standard settings:

`break-align-anchor` (number):
`ly:break-aligned-interface::calc-extent-aligned-anchor`
Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-symbol` (symbol):
`'left-edge`
This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#f #f #t)`
A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`non-musical` (boolean):
`#t`
True if the grob belongs to a `NonMusicalPaperColumn`.

space-alist (alist, with symbols as keys):

```
'((ambitus extra-space . 1.15)
 (breathing-sign minimum-space . 0.0)
 (cue-end-clef extra-space . 0.8)
 (clef extra-space . 0.8)
 (cue-clef extra-space . 0.8)
 (signum-repetitionis extra-space . 0.0)
 (staff-bar extra-space . 0.0)
 (staff-ellipsis extra-space . 0.0)
 (key-cancellation extra-space . 0.0)
 (key-signature extra-space . 0.8)
 (time-signature extra-space . 1.0)
 (optional-material-end-bracket extra-space . 1.0)
 (optional-material-start-bracket
  extra-space
  .
  1.0)
 (custos extra-space . 0.0)
 (first-note fixed-space . 2.0)
 (right-edge extra-space . 0.0))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to space-alist are:

first-note
: used when the grob is just left of the first note on a line

next-note
: used when the grob is just left of any other note; if not set, the value of first-note gets used

right-edge
: used when the grob is the last item on the line (only compatible with the extra-space spacing style)

If space-alist is defined for a grob that gets spaced in a staff, an entry for first-note must be present. If there is no next-note entry, the value of first-note is used instead.

Choices for *spacing-style* are:

extra-space
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`X-extent` (pair of numbers):
`'(0 . 0)`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`'(0 . 0)`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `break-aligned-interface` (page 790), `grob-interface` (page 808), and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.79 LigatureBracket

A horizontal bracket over a group of notes, usually indicating an ancient ligature if transcribed into modern notation. See also `KievanLigature` (page 654), `MensuralLigature` (page 672), and `VaticanaLigature` (page 768).

`LigatureBracket` objects are created by the following engraver(s): `Ligature_bracket_engraver` (page 500).

Standard settings:

`bracket-visibility` (boolean or symbol):
`#t`

This controls the visibility of the tuplet bracket. Setting it to `#f` prevents printing of the bracket. Setting the property to `if-no-beam` makes it print only if there is no beam associated with this tuplet bracket.

`connect-to-neighbor` (pair):
`ly:spanner::calc-connect-to-neighbors`

Pair of booleans, indicating whether this grob looks as a continued break.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`edge-height` (pair):
`'(0.7 . 0.7)`

A pair of numbers specifying the heights of the vertical edges: (*`left-height` . `right-height`*).

`outside-staff-priority` (number):
`200`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`2.0`

Add this much extra space between objects that are next to each other.

`positions` (pair of numbers):
`ly:tuplet-bracket::calc-positions`

Pair of staff coordinates (*`start` . `end`*), where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`shorten-pair` (pair of numbers):
`'(-0.2 . -0.2)`

The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

`staff-padding` (dimension, in staff space):
`0.25`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:tuplet-bracket::print`

The symbol to print.

`thickness` (number):
`1.6`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`tuplet-slur` (boolean):
`#f`

Draw a slur instead of a bracket for tuplets.

`X-positions` (pair of numbers):
`ly:tuplet-bracket::calc-x-positions`

Pair of X staff coordinates of a spanner in the form `(left . right)`, where both *left* and *right* are in `staff-space` units of the current staff.

This object supports the following interface(s): `grob-interface` (page 808), `line-interface` (page 823), `outside-staff-interface` (page 837), `spanner-interface` (page 855), and `tuplet-bracket-interface` (page 872).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.80 LyricExtender

An extender line in lyrics.

`LyricExtender` objects are created by the following engraver(s): `Extender_engraver` (page 489).

Standard settings:

`minimum-length` (dimension, in staff space):
`1.5`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`remove-short-autoextender` (boolean):
`#t`

If set, auto-generated unbroken lyric extenders are removed if the lyric syllable stretches up to the last contained note head.

`stencil` (stencil):
`ly:lyric-extender::print`

The symbol to print.

`thickness` (number):
`0.8`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

This object supports the following interface(s): `grob-interface` (page 808), `lyric-extender-interface` (page 825), `lyric-interface` (page 826), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.81 LyricHyphen

A hyphen in lyrics. See also `VowelTransition` (page 775).

`LyricHyphen` objects are created by the following engraver(s): `Hyphen_engraver` (page 496).

Standard settings:

`after-line-breaking` (boolean):
`ly:spanner::kill-zero-spanned-time`

Dummy property, used to trigger callback for `after-line-breaking`.

`dash-period` (number):
`10.0`

The length of one dash together with whitespace. If negative, no line is drawn at all.

`height` (dimension, in staff space):
`0.42`

Height of an object in `staff-space` units.

`length` (dimension, in staff space):
`0.66`

User override for the stem length of unbeamed stems (each unit represents half a `staff-space`).

`minimum-distance` (dimension, in staff space):
`0.1`

Minimum distance between rest and notes or beam.

`minimum-length` (dimension, in staff space):
`0.3`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`padding` (dimension, in staff space):
`0.07`

Add this much extra space between objects that are next to each other.

`springs-and-rods` (boolean):
`ly:lyric-hyphen::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:lyric-hyphen::print`

The symbol to print.

`thickness` (number):
`1.3`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `lyric-hyphen-interface` (page 826), `lyric-interface` (page 826), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.82 LyricRepeatCount

A repeat count in lyrics.

LyricRepeatCount objects are created by the following engraver(s): Lyric_repeat_count_engraver (page 500).

Standard settings:

break-align-symbols (list):
'(staff-bar breathing-sign)

A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

break-visibility (vector):
#(#t #t #f)

A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

extra-spacing-height (pair of numbers):
'(0.2 . -0.2)

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to (-inf.0 . +inf.0).

extra-spacing-width (pair of numbers):
'(-1.0 . 1.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

font-series (symbol):
'normal

Select the series of a font. Common choices are normal and bold. The full list of symbols that can be used is: thin, ultralight (or extralight), light, semilight (or demilight), book, normal (or regular), medium, semibold (or demibold), bold, ultrabold (or extrabold), heavy (or black), and ultraheavy (or ultrablack or extrablack).

font-shape (symbol):
'italic

Select the shape of a font. Possible values are upright, italic, oblique, and slanted (which is the same as oblique).

font-size (number):
1.0

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`self-alignment-X` (number):
`1`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`skyline-horizontal-padding` (number):
`0.1`

For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

`stencil` (stencil):
`lyric-text::print`

The symbol to print.

`text` (markup):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

Text markup. See Section "Formatting text" in *Notation Reference*.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`word-space` (dimension, in staff space):
`0.6`

Space to insert between words in texts.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `break-alignable-interface` (page 789), `font-interface` (page 803), `grob-interface` (page 808), `item-interface`

(page 818), lyric-interface (page 826), lyric-repeat-count-interface (page 826), self-alignment-interface (page 844), and text-interface (page 866).

This object is of class Item (characterized by item-interface (page 818)).

3.1.83 LyricSpace

A space in lyrics.

LyricSpace objects are created by the following engraver(s): Hyphen_engraver (page 496).

Standard settings:

minimum-distance (dimension, in staff space):
0.45

Minimum distance between rest and notes or beam.

padding (dimension, in staff space):
0.0

Add this much extra space between objects that are next to each other.

springs-and-rods (boolean):
ly:lyric-hyphen::set-spacing-rods

Dummy variable for triggering spacing routines.

X-extent (pair of numbers):
#f

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

Y-extent (pair of numbers):
#f

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): grob-interface (page 808), lyric-hyphen-interface (page 826), lyric-space-interface (page 826), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.84 LyricText

A chunk of text in lyrics. See also LyricExtender (page 661), LyricHyphen (page 661), LyricSpace (page 665), and VowelTransition (page 775).

LyricText objects are created by the following engraver(s): Lyric_engraver (page 500).

Standard settings:

extra-spacing-height (pair of numbers):
'(0.2 . -0.2)

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to (-inf.0 . +inf.0).

extra-spacing-width (pair of numbers):
'(0.0 . 0.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`font-series` (symbol):
`'normal`

Select the series of a font. Common choices are `normal` and `bold`. The full list of symbols that can be used is: `thin`, `ultralight` (or `extralight`), `light`, `semilight` (or `demilight`), `book`, `normal` (or `regular`), `medium`, `semibold` (or `demibold`), `bold`, `ultrabold` (or `extrabold`), `heavy` (or `black`), and `ultraheavy` (or `ultrablack` or `extrablack`).

`font-size` (number):
`1.0`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`parent-alignment-X` (number):
`'()`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`self-alignment-X` (number):
`left-align-at-split-notes`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`skyline-horizontal-padding` (number):
`0.1`

For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

`stencil` (stencil):
`lyric-text::print`

The symbol to print.

`text` (markup):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

Text markup. See Section "Formatting text" in *Notation Reference*.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`word-space` (dimension, in staff space):
`0.6`

Space to insert between words in texts.

`X-align-on-main-noteheads` (boolean):
`#t`

If true, this grob will ignore suspended note heads when aligning itself on NoteColumn.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `lyric-syllable-interface` (page 827), `rhythmic-grob-interface` (page 842), `self-alignment-interface` (page 844), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.85 MeasureCounter

A grob to print a counter for measures.

`MeasureCounter` objects are created by the following engraver(s): `Measure_counter_engraver` (page 502).

Standard settings:

`count-from` (integer):
`1`

The first measure in a measure count receives this number. The following measures are numbered in increments from this initial value.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=1, `DOWN`=-1, `LEFT`=-1, `RIGHT`=1, `CENTER`=0.

`font-encoding` (symbol):
`'fetaText`

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`font-features` (list):
`'("cv47")`

Opentype features.

`font-size` (number):
`-2`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly

a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`number-range-separator` (markup):
`"--"`

For a measure counter extending over several measures (like with compressed multi-measure rests), this is the separator between the two printed numbers.

`outside-staff-horizontal-padding` (number):
`0.5`

By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

`outside-staff-priority` (number):
`750`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`spacing-pair` (pair):
`'(break-alignment . break-alignment)`

A pair of alignment symbols which set an object's spacing relative to its left and right `BreakAlignments`.

For example, a `MultiMeasureRest` will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest.spacing-pair =
              #'(staff-bar . staff-bar)
```

`staff-padding` (dimension, in staff space):
`0.5`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`text` (markup):
`measure-counter::text`

Text markup. See Section "Formatting text" in *Notation Reference*.

`word-space` (dimension, in staff space):
`0.2`

Space to insert between words in texts.

`X-offset` (number):
`centered-spanner-interface::calc-x-offset`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `centered-spanner-interface` (page 793), `font-interface` (page 803), `grob-interface` (page 808), `measure-counter-interface` (page 827), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), `spanner-interface` (page 855), and `text-interface` (page 866).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.86 MeasureGrouping

A measure grouping or conducting sign.

`MeasureGrouping` objects are created by the following engraver(s): `Measure_grouping_engraver` (page 503).

Standard settings:

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`height` (dimension, in staff space):
`2.0`

Height of an object in `staff-space` units.

`padding` (dimension, in staff space):
`2`

Add this much extra space between objects that are next to each other.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`staff-padding` (dimension, in staff space):
`3`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:measure-grouping::print`

The symbol to print.

`thickness` (number):
`1`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `grob-interface` (page 808), `measure-grouping-interface` (page 827), `outside-staff-interface` (page 837), `side-position-interface` (page 847), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.87 MeasureSpanner

A horizontal bracket between bar lines. See also `HorizontalBracket` (page 641).

`MeasureSpanner` objects are created by the following engraver(s): `Measure_spanner_engraver` (page 503).

Standard settings:

`connect-to-neighbor` (pair):
`ly:spanner::calc-connect-to-neighbors`

Pair of booleans, indicating whether this grob looks as a continued break.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`edge-height` (pair):
`'(0.7 . 0.7)`

A pair of numbers specifying the heights of the vertical edges: `(`*`left-height`* `.` *`right-height`*`)`.

`outside-staff-priority` (number):
`750`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`spacing-pair` (pair):
`'(staff-bar . staff-bar)`

A pair of alignment symbols which set an object's spacing relative to its left and right `BreakAlignments`.

For example, a `MultiMeasureRest` will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest.spacing-pair =
                #'(staff-bar . staff-bar)
```

`staff-padding` (dimension, in staff space):
`0.5`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:measure-spanner::print`

The symbol to print.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `accidental-switch-interface` (page 778), `font-interface` (page 803), `grob-interface` (page 808), `line-interface` (page 823), `measure-spanner-interface` (page 828), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), `spanner-interface` (page 855), and `text-interface` (page 866).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.88 MelodyItem

An auxiliary grob to help alter the stem directions of middle notes on a staff so that they follow the melody.

`MelodyItem` objects are created by the following engraver(s): `Melody_engraver` (page 503).

Standard settings:

`neutral-direction` (direction):
`-1`

Which direction to take in the center of the staff.

This object supports the following interface(s): grob-interface (page 808), item-interface (page 818), and melody-spanner-interface (page 829).

This object is of class Item (characterized by item-interface (page 818)).

3.1.89 MensuralLigature

A grob to display a ligature as used in mensural notation. See also KievanLigature (page 654), VaticanaLigature (page 768), and LigatureBracket (page 659).

MensuralLigature objects are created by the following engraver(s): Mensural_ligature_engraver (page 504).

Standard settings:

springs-and-rods (boolean):
ly:spanner::set-spacing-rods

Dummy variable for triggering spacing routines.

stencil (stencil):
ly:mensural-ligature::print

The symbol to print.

thickness (number):
1.3

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), mensural-ligature-interface (page 829), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.90 MetronomeMark

A metronome mark. This is either a precise tempo indication like 'quarter note = 80', or an arbitrary piece of text (like 'Allegro'), possibly followed by a precise indication in parentheses.

MetronomeMark objects are created by the following engraver(s): Metronome_mark_engraver (page 504).

Standard settings:

after-line-breaking (boolean):
ly:side-position-interface::move-to-extremal-staff

Dummy property, used to trigger callback for after-line-breaking.

break-align-symbols (list):
'(time-signature)

A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

break-visibility (vector):
#(#f #t #t)

A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`extra-spacing-width` (pair of numbers):
`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`flag-style` (symbol):
`'default`

The style of flags to be displayed within markups (via `\note-by-number`). Available are `'modern-straight-flag`, `'old-straight-flag`, `'flat-flag`, `'mensural`, `'stacked`, and `'default`.

`non-break-align-symbols` (list):
`'(paper-column-interface)`

A list of symbols that determine which NON-break-aligned interfaces to align this to.

`outside-staff-horizontal-padding` (number):
`0.2`

By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

`outside-staff-priority` (number):
`1300`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`0.8`

Add this much extra space between objects that are next to each other.

`self-alignment-X` (number):
`-1`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`
Two skylines, one above and one below this grob.

`X-offset` (number):
`self-alignment-interface::self-aligned-on-breakable`
The horizontal amount that this object is moved relative to its X-parent.
Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`
The vertical amount that this object is moved relative to its Y-parent.
Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `break-alignable-interface` (page 789), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `metronome-mark-interface` (page 830), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.91 MultiMeasureRest

A multi-measure rest. See also `MultiMeasureRestNumber` (page 676), `MultiMeasureRestText` (page 679), `MultiMeasureRestScript` (page 677), and `Rest` (page 704).

`MultiMeasureRest` objects are created by the following engraver(s): `Multi_measure_rest_engraver` (page 505).

Standard settings:

`bound-padding` (number):
`0.5`
The amount of padding to insert around spanner bounds.

`expand-limit` (integer):
`10`
Maximum number of measures expanded in church rests.

`hair-thickness` (number):
`2.0`
Thickness of the thin line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

`max-symbol-separation` (number):
`8.0`
The maximum distance between symbols making up a church rest.

round-up-exceptions (list):
'()

A list of pairs where car is the numerator and cdr the denominator of a moment. Each pair in this list means that the multi-measure rests of the corresponding length will be rounded up to the longer rest. See *round-up-to-longer-rest*.

space-increment (dimension, in staff space):
2.0

The amount by which the total duration of a multi-measure rest affects horizontal spacing. Each doubling of the duration adds space-increment to the length of the bar.

spacing-pair (pair):
'(break-alignment . break-alignment)

A pair of alignment symbols which set an object's spacing relative to its left and right BreakAlignments.

For example, a MultiMeasureRest will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest.spacing-pair =
              #'(staff-bar . staff-bar)
```

springs-and-rods (boolean):
ly:multi-measure-rest::set-spacing-rods

Dummy variable for triggering spacing routines.

stencil (stencil):
ly:multi-measure-rest::print

The symbol to print.

thick-thickness (number):
6.6

Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*.StaffSymbol.thickness).

usable-duration-logs (list):
'(-3 -2 -1 0)

List of duration-logs that can be used in typesetting the grob.

voiced-position (number):
4

The staff position of a voiced Rest, negative if the rest has direction DOWN.

Y-extent (pair of numbers):
#<unpure-pure-container ly:multi-measure-rest::height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:staff-symbol-referencer::callback >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), multi-measure-interface (page 830), multi-measure-rest-interface (page 830), outside-staff-interface (page 837), rest-interface (page 842), spanner-interface (page 855), and staff-symbol-referencer-interface (page 859).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.92 MultiMeasureRestNumber

A grob to print the length of a MultiMeasureRest (page 674) grob.

MultiMeasureRestNumber objects are created by the following engraver(s): Multi_measure_rest_engraver (page 505).

Standard settings:

bound-padding (number):
1.0

The amount of padding to insert around spanner bounds.

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

font-encoding (symbol):
'fetaText

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are fetaMusic (Emmentaler), fetaBraces, fetaText (Emmentaler).

font-features (list):
'("cv47")

Opentype features.

padding (dimension, in staff space):
0.4

Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
0

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent's left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from self-alignment-X property will be used.

self-alignment-X (number):
0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

side-axis (number):
1

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`springs-and-rods` (boolean):
`ly:multi-measure-rest::set-text-rods`

Dummy variable for triggering spacing routines.

`staff-padding` (dimension, in staff space):
`0.4`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `multi-measure-interface` (page 830), `multi-measure-rest-number-interface` (page 831), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), `spanner-interface` (page 855), and `text-interface` (page 866).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.93 MultiMeasureRestScript

An articulation (like a fermata) attached to a `MultiMeasureRest` (page 674) grob. See also `Script` (page 705).

`MultiMeasureRestScript` objects are created by the following engraver(s): `Multi_measure_rest_engraver` (page 505).

Standard settings:

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`outside-staff-padding` (number):
`0`

The padding to place between grobs when spacing according to `outside-staff-priority`. Two grobs with different `outside-staff-padding` values have the larger value of padding between them.

`outside-staff-priority` (number):
`40`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`staff-padding` (dimension, in staff space):
`0.25`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:script-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `multi-measure-interface` (page 830), `outside-staff-interface` (page 837), `script-interface` (page 843), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.94 MultiMeasureRestText

A text markup for a `MultiMeasureRest` (page 674) grob. See also `TextScript` (page 748).

`MultiMeasureRestText` objects are created by the following engraver(s): `Multi_measure_rest_engraver` (page 505).

Standard settings:

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`outside-staff-priority` (number):
`450`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`0.2`

Add this much extra space between objects that are next to each other.

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number,

align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`skyline-horizontal-padding` (number):
`0.2`

For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

`staff-padding` (dimension, in staff space):
`0.25`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), multi-measure-interface (page 830), outside-staff-interface (page 837), self-alignment-interface (page 844), side-position-interface (page 847), spanner-interface (page 855), and text-interface (page 866).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.95 NonMusicalPaperColumn

An auxiliary grob grouping non-musical items to handle the flexible horizontal space between non-musical and musical columns. Grobs that have the property non-musical set to #t belong to this column.

NonMusicalPaperColumn objects are created by the following engraver(s): Paper_column_engraver (page 509).

Standard settings:

allow-loose-spacing (boolean):
#t

If set, column can be detached from main spacing.

axes (list):
'(0)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

font-size (number):
-7.5

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

full-measure-extra-space (number):
1.0

Extra space that is allocated at the beginning of a measure with only one note. This property is read from the NonMusicalPaperColumn that begins the measure.

horizontal-skylines (pair of skylines):
ly:separation-item::calc-skylines

Two skylines, one to the left and one to the right of this grob.

keep-inside-line (boolean):
#t

If set, this column cannot have objects sticking into the margin.

layer (integer):
1000

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

line-break-permission (symbol):
'allow

Instructs the line breaker on whether to put a line break at this column. Can be force or allow.

non-musical (boolean):
#t

True if the grob belongs to a NonMusicalPaperColumn.

page-break-permission (symbol):
'allow

Instructs the page breaker on whether to put a page break at this column. Can be force or allow.

X-extent (pair of numbers):
ly:axis-group-interface::width

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): axis-group-interface (page 780), font-interface (page 803), grob-interface (page 808), item-interface (page 818), non-musical-paper-column-interface (page 832), paper-column-interface (page 838), separation-item-interface (page 847), and spaceable-grob-interface (page 853).

This object is of class Paper_column (characterized by paper-column-interface (page 838)).

3.1.96 NoteCollision

An auxiliary grob to group NoteColumn (page 683) grobs from several voices, mainly to handle note collisions. See also RestCollision (page 705).

NoteCollision objects are created by the following engraver(s): Collision_engraver (page 482).

Standard settings:

axes (list):
'(0 1)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

note-collision-threshold (dimension, in staff space):
1

Simultaneous notes that are this close or closer in units of staff-space will be identified as vertically colliding. Used by Stem grobs for notes in the same voice, and NoteCollision grobs for notes in different voices. Default value 1.

prefer-dotted-right (boolean):
#t

For note collisions, prefer to shift dotted up-note to the right, rather than shifting just the dot.

vertical-skylines (pair of skylines):
ly:axis-group-interface::calc-skylines

Two skylines, one above and one below this grob.

X-extent (pair of numbers):
ly:axis-group-interface::width

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height ly:axis-group-interface::pure-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `axis-group-interface` (page 780), `grob-interface` (page 808), `item-interface` (page 818), and `note-collision-interface` (page 833).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.97 NoteColumn

An auxiliary grob to align stacked notes, stems, flags, accidentals, and other items from the same voice. See also `NoteCollision` (page 682).

`NoteColumn` objects are created by the following engraver(s): `Rhythmic_column_engraver` (page 514).

Standard settings:

`axes` (list):
`'(0 1)`
List of axis numbers. In the case of alignment grobs, this should contain only one number.

`bend-me` (boolean):
`'()`
Decide whether this grob is bent.

`horizontal-skylines` (pair of skylines):
`ly:separation-item::calc-skylines`
Two skylines, one to the left and one to the right of this grob.

`main-extent` (pair of numbers):
`ly:note-column::calc-main-extent`
The horizontal extent of a `NoteColumn` grob without taking suspended `NoteHead` grobs into account (i.e., `NoteHeads` forced into the unnatural direction of the `Stem` because of a chromatic clash).

`skyline-vertical-padding` (number):
`0.15`
The amount by which the left and right skylines of a column are padded vertically, beyond the `Y-extents` and `extra-spacing-heights` of the constituent grobs in the column. Increase this to prevent interleaving of grobs from adjacent columns.

`vertical-skylines` (pair of skylines):
`ly:axis-group-interface::calc-skylines`
Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`
Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height ly:axis-group-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `axis-group-interface` (page 780), `bend-interface` (page 788), `grob-interface` (page 808), `item-interface` (page 818), `note-column-interface` (page 833), and `separation-item-interface` (page 847).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.98 NoteHead

A note head. See also `TabNoteHead` (page 744).

`NoteHead` objects are created by the following engraver(s): `Completion_heads_engraver` (page 482), `Drum_notes_engraver` (page 487), and `Note_heads_engraver` (page 507).

Standard settings:

`bend-me` (boolean):
`'()`

Decide whether this grob is bent.

`direction` (direction):
`note-head::calc-direction`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`duration-log` (integer):
`note-head::calc-duration-log`

The 2-log of the note head duration, i.e., `0` = whole note, `1` = half note, etc.

`extra-spacing-height` (pair of numbers):
`ly:note-head::include-ledger-line-height`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`glyph-name` (string):
`note-head::get-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`parenthesis-friends` (list):
`'(accidental-grob dot)`

A list of Grob types, as symbols. When parentheses enclose a Grob that has 'parenthesis-friends, the parentheses widen to include any child Grobs with type among 'parenthesis-friends.

`stem-attachment` (pair of numbers):
`ly:note-head::calc-stem-attachment`

An `(x . y)` pair where the stem attaches to the note head. Each component is measured in a -1 to 1 scale so that -1 is the left/bottom edge of the note's bounding box and 1 is the right/top edge.

`stencil` (stencil):
`ly:note-head::print`

The symbol to print.

`style` (symbol):
`'default`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`X-offset` (number):
`ly:note-head::stem-x-shift`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

Remarks:

- For this grob, the `ledger-positions` property holds positions that are taken as-is, overriding `StaffSymbol.ledger-positions` (if set). Ledger lines may be placed on staff lines.

This object supports the following interface(s): `accidental-participating-head-interface` (page 777), `bend-interface` (page 788), `font-interface` (page 803), `gregorian-ligature-interface` (page 807), `grob-interface` (page 808), `item-interface` (page 818), `ledgered-interface` (page 822), `ligature-head-interface` (page 822), `mensural-ligature-interface` (page 829), `note-head-interface` (page 834), `rhythmic-grob-interface` (page 842), `rhythmic-head-interface` (page 842), `staff-symbol-referencer-interface` (page 859), and `vaticana-ligature-interface` (page 875).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.99 NoteName

A textual representation of a note name.

`NoteName` objects are created by the following engraver(s): `Note_name_engraver` (page 507).

Standard settings:

`parent-alignment-X` (number):
`'()`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical

values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `accidental-switch-interface` (page 778), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `note-name-interface` (page 835), `self-alignment-interface` (page 844), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.100 NoteSpacing

An auxiliary grob to handle (horizontal) spacing of notes. See also `GraceSpacing` (page 637), `StaffSpacing` (page 727), and `SpacingSpanner` (page 719).

`NoteSpacing` objects are created by the following engraver(s): `Note_spacing_engraver` (page 508).

Standard settings:

`knee-spacing-correction` (number):
`1.0`

Factor for the optical correction amount for kneed beams. Set between `0` for no correction and `1` for full correction.

`same-direction-correction` (number):
`0.25`

Optical correction amount for stems that are placed in tight configurations. This amount is used for stems with the same direction to compensate for note head to stem distance.

`space-to-barline` (boolean):
`#t`

If set, the distance between a note and the following non-musical column will be measured to the bar line instead of to the beginning of the non-musical column. If

there is a clef change followed by a bar line, for example, this means that we will try to space the non-musical column as though the clef is not there.

`stem-spacing-correction` (number):
`0.5`

Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

This object supports the following interface(s): `grob-interface` (page 808), `item-interface` (page 818), `note-spacing-interface` (page 835), and `spacing-interface` (page 853).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.101 `OptionalMaterialBracket`

An in-staff bracket delimiting an optional passage.

`OptionalMaterialBracket` objects are created by the following engraver(s): `Optional_material_bracket_engraver` (page 508).

Standard settings:

`break-align-symbol` (symbol):
`callback`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#<procedure at lily/output-lib.scm:1808:0 (grob)>`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`break-visibility-passage-default` (vector):
`#(#t #t #f)`

The value to use for `break-visibility` when the item does not specifically mark the start or end of a passage. (It might be both or neither, depending on the type of item.)

`break-visibility-passage-end` (vector):
`#(#t #t #f)`

The value to use for `break-visibility` when the item marks the end of a passage.

`break-visibility-passage-start` (vector):
`#(#f #t #t)`

The value to use for `break-visibility` when the item marks the start of a passage.

`direction` (direction):
`#<procedure at lily/output-lib.scm:1836:0 (grob)>`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`positions` (pair of numbers):
`optional-material-bracket::positions`

Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`protrusion` (number):
`0.75`

In a bracket indicating non-arpeggio or optional material, the length of the horizontal edges.

`space-alist` (alist, with symbols as keys):

```
'((ambitus extra-space . 2.0)
 (breathing-sign minimum-space . 1.0)
 (custos minimum-space . 1.0)
 (key-signature minimum-space . 1.5)
 (time-signature minimum-space . 1.5)
 (signum-repetitionis minimum-space . 1.5)
 (staff-bar minimum-space . 1.0)
 (clef minimum-space . 2.0)
 (cue-clef minimum-space . 2.0)
 (cue-end-clef minimum-space . 2.0)
 (optional-material-end-bracket extra-space . 1.0)
 (optional-material-start-bracket
  extra-space
  .
  1.0)
 (first-note extra-space . 0.5)
 (next-note extra-space . 0.5)
 (right-edge extra-space . 0.1))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`
: used when the grob is just left of the first note on a line

`next-note`
: used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
: used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *spacing-style* are:

`extra-space`
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`ly:chord-bracket::print`

The symbol to print.

`thickness` (number):
`1.5`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height ly:arpeggio::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): break-aligned-interface (page 790), grob-interface (page 808), item-interface (page 818), optional-material-bracket-interface (page 836), and passage-delimiter-interface (page 839).

This object is of class Item (characterized by item-interface (page 818)).

3.1.102 OttavaBracket

An ottava bracket.

OttavaBracket objects are created by the following engraver(s): Ottava_spanner_engraver (page 508).

Standard settings:

dash-fraction (number):
0.3
Size of the dashes, relative to dash-period. Should be between 0.1 and 1.0 (continuous line). If set to 0.0, a dotted line is produced

edge-height (pair):
'(0 . 0.8)
A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).

font-series (symbol):
'bold
Select the series of a font. Common choices are normal and bold. The full list of symbols that can be used is: thin, ultralight (or extralight), light, semilight (or demilight), book, normal (or regular), medium, semibold (or demibold), bold, ultrabold (or extrabold), heavy (or black), and ultraheavy (or ultrablack or extrablack).

font-shape (symbol):
'italic
Select the shape of a font. Possible values are upright, italic, oblique, and slanted (which is the same as oblique).

minimum-length (dimension, in staff space):
0.3
Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the springs-and-rods property. If added to a Tie, this sets the minimum distance between note heads.

outside-staff-priority (number):
400
If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

padding (dimension, in staff space):
0.5
Add this much extra space between objects that are next to each other.

shorten-pair (pair of numbers):
'(-0.8 . -0.6)
The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

staff-padding (dimension, in staff space):
2.0

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
ly:ottava-bracket::print

The symbol to print.

style (symbol):
'dashed-line

This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >

Two skylines, one above and one below this grob.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), horizontal-bracket-interface (page 814), line-interface (page 823), ottava-bracket-interface (page 837), outside-staff-interface (page 837), side-position-interface (page 847), spanner-interface (page 855), and text-interface (page 866).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.103 PaperColumn

An auxiliary grob grouping musical items to handle the flexible horizontal space between musical and non-musical columns. See also NonMusicalPaperColumn (page 681).

PaperColumn objects are created by the following engraver(s): Paper_column_engraver (page 509).

Standard settings:

allow-loose-spacing (boolean):
#t

If set, column can be detached from main spacing.

axes (list):
'(0)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

font-size (number):
-7.5

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly

a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`horizontal-skylines` (pair of skylines):
`ly:separation-item::calc-skylines`

Two skylines, one to the left and one to the right of this grob.

`keep-inside-line` (boolean):
`#t`

If set, this column cannot have objects sticking into the margin.

`layer` (integer):
`1000`

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`skyline-vertical-padding` (number):
`0.08`

The amount by which the left and right skylines of a column are padded vertically, beyond the `Y-extents` and `extra-spacing-heights` of the constituent grobs in the column. Increase this to prevent interleaving of grobs from adjacent columns.

`X-alignment-extent` (pair of numbers):
`'(0 . 1.35)`

If a grob wants to align itself on a `PaperColumn` grob that doesn't contain note heads, use this horizontal extent as a placeholder.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `axis-group-interface` (page 780), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `musical-paper-column-interface` (page 831), `paper-column-interface` (page 838), `separation-item-interface` (page 847), and `spaceable-grob-interface` (page 853).

This object is of class Paper_column (characterized by `paper-column-interface` (page 838)).

3.1.104 Parentheses

A grob to create parentheses around other grobs.

`Parentheses` objects are created by the following engraver(s): `Parenthesis_engraver` (page 509).

Standard settings:

`break-visibility` (vector):
`#<procedure at lily/output-lib.scm:3617:0 (grob)>`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`font-size` (number):
`-6`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`padding` (dimension, in staff space):
`0.2`

Add this much extra space between objects that are next to each other.

`stencil` (stencil):
`parentheses-interface::print`

The symbol to print.

`stencils` (list):
`parentheses-interface::calc-parenthesis-stencils`

Multiple stencils, used as intermediate value.

`Y-extent` (pair of numbers):
`#<unpure-pure-container parentheses-interface::calc-Y-extent >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container #<procedure at lily/output-lib.scm:1274:0 (grob . rest)> >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `parentheses-interface` (page 839), and `sticky-grob-interface` (page 862).

This object can be of either of the following classes: Item (characterized by item-interface) or Spanner (characterized by spanner-interface). It supports the following interfaces conditionally depending on the class: `item-interface` (page 818) and `spanner-interface` (page 855).

3.1.105 PercentRepeat

A percent symbol for repeating a bar. See also `PercentRepeatCounter` (page 694), `DoublePercentRepeat` (page 615), `DoubleRepeatSlash` (page 618), and `RepeatSlash` (page 701).

`PercentRepeat` objects are created by the following engraver(s): `Percent_repeat_engraver` (page 510).

Standard settings:

`dot-negative-kern` (number):
`0.75`

The space to remove between a dot and a slash in percent repeat glyphs. Larger values bring the two elements closer together.

`font-encoding` (symbol):
`'fetaMusic`

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`slope` (number):
`1.0`

The slope of this object.

`spacing-pair` (pair):
`'(break-alignment . staff-bar)`

A pair of alignment symbols which set an object's spacing relative to its left and right `BreakAlignments`.

For example, a `MultiMeasureRest` will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest.spacing-pair =
              #'(staff-bar . staff-bar)
```

`springs-and-rods` (boolean):
`ly:multi-measure-rest::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:percent-repeat-interface::percent`

The symbol to print.

`thickness` (number):
`0.48`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`X-offset` (number):
`centered-spanner-interface::calc-x-offset`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `centered-spanner-interface` (page 793), `font-interface` (page 803), `grob-interface` (page 808), `multi-measure-rest-interface` (page 830), `percent-repeat-interface` (page 840), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.106 PercentRepeatCounter

A grob to print a counter for `PercentRepeat` (page 693) grobs.

PercentRepeatCounter objects are created by the following engraver(s): Percent_repeat_engraver (page 510).

Standard settings:

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

font-encoding (symbol):
'fetaText

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are fetaMusic (Emmentaler), fetaBraces, fetaText (Emmentaler).

font-features (list):
'("cv47")

Opentype features.

font-size (number):
-2

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

padding (dimension, in staff space):
0.2

Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
0

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent's left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from self-alignment-X property will be used.

self-alignment-X (number):
0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

staff-padding (dimension, in staff space):
0.25

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
ly:text-interface::print

The symbol to print.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), `spanner-interface` (page 855), and `text-interface` (page 866).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.107 PhrasingSlur

A phrasing slur, indicating a 'musical sentence'. See also `Slur` (page 714).

`PhrasingSlur` objects are created by the following engraver(s): `Phrasing_slur_engraver` (page 510).

Standard settings:

`control-points` (list of number pairs):
`ly:slur::calc-control-points`

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

`details` (alist, with symbols as keys):

```
'((absolute-closeness-measure . 0.3)
  (accidental-collision . 3)
  (close-to-edge-length . 2.5)
  (edge-attraction-factor . 4)
  (edge-slope-exponent . 1.7)
  (encompass-object-range-overshoot . 0.5)
  (extra-encompass-collision-distance . 0.8)
  (extra-encompass-free-distance . 0.3)
  (extra-object-collision-penalty . 50)
  (free-head-distance . 0.3)
  (free-slur-distance . 0.8)
  (gap-to-staffline-inside . 0.2)
  (gap-to-staffline-outside . 0.1)
  (head-encompass-penalty . 1000.0)
```

```
(head-slur-distance-factor . 10)
(head-slur-distance-max-ratio . 3)
(max-slope . 1.1)
(max-slope-factor . 10)
(non-horizontal-penalty . 15)
(region-size . 4)
(same-slope-penalty . 20)
(slur-tie-extrema-min-distance . 0.2)
(slur-tie-extrema-min-distance-penalty . 2)
(steeper-slope-factor . 50)
(stem-encompass-penalty . 30.0))
```

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction):
`ly:slur::calc-direction`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`height-limit` (dimension, in staff space):
`2.0`

Maximum slur height: The longer the slur, the closer it is to this height.

`line-thickness` (number):
`0.8`

For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`minimum-length` (dimension, in staff space):
`1.5`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`ratio` (number):
`0.333`

Parameter for slur shape. The higher this number, the quicker the slur attains its `height-limit`.

`springs-and-rods` (boolean):
`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:slur::print`

The symbol to print.

`thickness` (number):
`1.2`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:slur::height ly:slur::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `bezier-curve-interface` (page 789), `grob-interface` (page 808), `outside-staff-interface` (page 837), `slur-interface` (page 850), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.108 PianoPedalBracket

A piano pedal bracket. It can also be part of `SostenutoPedal` (page 717), `SustainPedal` (page 737), or `UnaCordaPedal` (page 766) grobs if they are printed in a bracketed style.

`PianoPedalBracket` objects are created by the following engraver(s): `Piano_pedal_engraver` (page 511).

Standard settings:

`bound-padding` (number):
`1.0`

The amount of padding to insert around spanner bounds.

`bracket-flare` (pair of numbers):
`'(0.5 . 0.5)`

A pair of numbers specifying how much edges of brackets should slant outward. Value `0.0` means straight edges.

`direction` (direction):
`-1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`edge-height` (pair):
`'(1.0 . 1.0)`

A pair of numbers specifying the heights of the vertical edges: `(`*`left-height`* `.` *`right-height`*`)`.

`shorten-pair` (pair of numbers):
`'(0.0 . 0.0)`

The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

`stencil` (stencil):
`ly:piano-pedal-bracket::print`

The symbol to print.

`style` (symbol):
`'line`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`thickness` (number):
`1.0`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

This object supports the following interface(s): `grob-interface` (page 808), `line-interface` (page 823), `piano-pedal-bracket-interface` (page 840), `piano-pedal-interface` (page 841), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.109 RehearsalMark

A rehearsal mark.

`RehearsalMark` objects are created by the following engraver(s): `Mark_engraver` (page 501).

Standard settings:

`after-line-breaking` (boolean):
`ly:side-position-interface::move-to-extremal-staff`

Dummy property, used to trigger callback for `after-line-breaking`.

`baseline-skip` (dimension, in staff space):
`2`

Distance between base lines of multiple lines of text.

`break-align-symbols` (list):
`'(staff-bar key-signature clef)`

A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to `break-visibility`, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

`break-visibility` (vector):
`#(#f #t #t)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

font-size (number):
2

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

non-musical (boolean):
#t

True if the grob belongs to a NonMusicalPaperColumn.

outside-staff-horizontal-padding (number):
0.2

By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

outside-staff-priority (number):
1500

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

padding (dimension, in staff space):
0.8

Add this much extra space between objects that are next to each other.

self-alignment-X (number):
break-alignable-interface::self-alignment-opposite-of-anchor

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

stencil (stencil):
ly:text-interface::print

The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >

Two skylines, one above and one below this grob.

`X-offset` (number):
`self-alignment-interface::self-aligned-on-breakable`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `accidental-switch-interface` (page 778), `break-alignable-interface` (page 789), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `mark-interface` (page 827), `outside-staff-interface` (page 837), `rehearsal-mark-interface` (page 841), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.110 RepeatSlash

A symbol consisting of one or more slashes for repeating patterns shorter than a single measure, and which contain identical durations. See also `PercentRepeat` (page 693), `DoublePercentRepeat` (page 615), and `DoubleRepeatSlash` (page 618).

`RepeatSlash` objects are created by the following engraver(s): `Slash_repeat_engraver` (page 516).

Standard settings:

`slash-negative-kern` (number):
`0.85`

The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

`slope` (number):
`1.7`

The slope of this object.

`stencil` (stencil):
`ly:percent-repeat-interface::beat-slash`

The symbol to print.

`thickness` (number):
`0.48`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not

counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): grob-interface (page 808), item-interface (page 818), percent-repeat-interface (page 840), and rhythmic-grob-interface (page 842).

This object is of class Item (characterized by item-interface (page 818)).

3.1.111 RepeatTie

A repeat tie (i.e., a tie from nothing to a note). See also RepeatTieColumn (page 703), LaissezVibrerTie (page 654), and Tie (page 752).

RepeatTie objects are created by the following engraver(s): Repeat_tie_engraver (page 513).

Standard settings:

control-points (list of number pairs):
ly:semi-tie::calc-control-points

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

details (alist, with symbols as keys):
'((height-limit . 1.0) (ratio . 0.333))

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's details property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

direction (direction):
ly:tie::calc-direction

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-height (pair of numbers):
'(-0.5 . 0.5)

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to (-inf.0 . +inf.0).

head-direction (direction):
1

Are the note heads left or right in a semitie?

`line-thickness` (number):
`0.8`
For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`stencil` (stencil):
`ly:tie::print`
The symbol to print.

`thickness` (number):
`1.2`
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`
Two skylines, one above and one below this grob.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `bezier-curve-interface` (page 789), `grob-interface` (page 808), `item-interface` (page 818), `semi-tie-interface` (page 846), and `tie-interface` (page 868).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.112 RepeatTieColumn

An auxiliary grob to determine direction and shape of stacked `RepeatTie` (page 702) grobs.

`RepeatTieColumn` objects are created by the following engraver(s): `Repeat_tie_engraver` (page 513).

Standard settings:

`head-direction` (direction):
`ly:semi-tie-column::calc-head-direction`
Are the note heads left or right in a semitie?

`X-extent` (pair of numbers):
`#f`
Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#f`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `grob-interface` (page 808), `item-interface` (page 818), and `semi-tie-column-interface` (page 845).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.113 Rest

An ordinary rest. See also MultiMeasureRest (page 674).

Rest objects are created by the following engraver(s): Completion_rest_engraver (page 483) and Rest_engraver (page 513).

Standard settings:

duration-log (integer):
stem::calc-duration-log
The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

minimum-distance (dimension, in staff space):
0.25
Minimum distance between rest and notes or beam.

parenthesis-friends (list):
'(dot)
A list of Grob types, as symbols. When parentheses enclose a Grob that has 'parenthesis-friends, the parentheses widen to include any child Grobs with type among 'parenthesis-friends.

stencil (stencil):
ly:rest::print
The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >
Two skylines, one above and one below this grob.

voiced-position (number):
4
The staff position of a voiced Rest, negative if the rest has direction DOWN.

X-extent (pair of numbers):
ly:rest::width
Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

Y-extent (pair of numbers):
#<unpure-pure-container ly:rest::height ly:rest::pure-height >
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:rest::y-offset-callback >
The vertical amount that this object is moved relative to its Y-parent.
Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), item-interface (page 818), rest-interface (page 842), rhythmic-grob-interface (page 842), rhythmic-head-interface (page 842), and staff-symbol-referencer-interface (page 859).

This object is of class Item (characterized by item-interface (page 818)).

3.1.114 RestCollision

An auxiliary grob to handle rest collisions of different voices. See also NoteCollision (page 682).

RestCollision objects are created by the following engraver(s): Rest_collision_engraver (page 513).

Standard settings:

minimum-distance (dimension, in staff space):
0.75

Minimum distance between rest and notes or beam.

This object supports the following interface(s): grob-interface (page 808), item-interface (page 818), and rest-collision-interface (page 842).

This object is of class Item (characterized by item-interface (page 818)).

3.1.115 Script

An articulation (staccato, accent, etc.). See also ScriptColumn (page 707), ScriptRow (page 707), and MultiMeasureRestScript (page 677).

Script objects are created by the following engraver(s): Drum_notes_engraver (page 487), New_fingering_engraver (page 506), and Script_engraver (page 514).

Standard settings:

add-stem-support (boolean):
#t

If set, the Stem object is included in this script's support.

direction (direction):
ly:script-interface::calc-direction

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-height (pair of numbers):
horizontal-script::extra-spacing-height

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to (-inf.0 . +inf.0).

font-encoding (symbol):
'fetaMusic

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are fetaMusic (Emmentaler), fetaBraces, fetaText (Emmentaler).

horizon-padding (number):
0.1

The amount to pad the axis along which a Skyline is built for the side-position-interface.

self-alignment-X (number):
0

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`slur-padding` (number):
`0.2`

Extra distance between slur and script.

`staff-padding` (dimension, in staff space):
`0.25`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:script-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`script-interface::calc-x-offset`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container #<procedure at lily/output-lib.scm:2001:11 (grob . rest)> >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

Remarks:

- The `ledger-positions` property holds positions that are taken as-is. Ledger lines may be placed on staff lines. If `ledger-positions` is not set for this grob but for `NoteHead`, use the latter one. If this isn't set either, use either the value set via `StaffSymbol` or fall back to the standard value.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `ledgered-grob-interface` (page 821), `outside-staff-interface` (page 837), `script-interface` (page 843), `self-alignment-interface` (page 844), and `side-position-interface` (page 847).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.116 ScriptColumn

An auxiliary grob to (vertically) align stacked Script (page 705) grobs.

ScriptColumn objects are created by the following engraver(s): Non_musical_script_column_engraver (page 506) and Script_column_engraver (page 514).

Standard settings:

before-line-breaking (boolean):
ly:script-column::before-line-breaking
Dummy property, used to trigger a callback function.

This object supports the following interface(s): grob-interface (page 808), item-interface (page 818), and script-column-interface (page 843).

This object is of class Item (characterized by item-interface (page 818)).

3.1.117 ScriptRow

An auxiliary grob to horizontally align stacked Script (page 705) grobs.

ScriptRow objects are created by the following engraver(s): Script_row_engraver (page 514).

Standard settings:

before-line-breaking (boolean):
ly:script-column::row-before-line-breaking
Dummy property, used to trigger a callback function.

This object supports the following interface(s): grob-interface (page 808), item-interface (page 818), and script-column-interface (page 843).

This object is of class Item (characterized by item-interface (page 818)).

3.1.118 SectionLabel

A section label, for example 'Coda'.

SectionLabel objects are created by the following engraver(s): Mark_engraver (page 501).

Standard settings:

after-line-breaking (boolean):
ly:side-position-interface::move-to-extremal-staff
Dummy property, used to trigger callback for after-line-breaking.

baseline-skip (dimension, in staff space):
2
Distance between base lines of multiple lines of text.

break-align-symbols (list):
'(left-edge staff-bar)
A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

break-visibility (vector):
#(#f #t #t)
A vector of 3 booleans, #(*end-of-line unbroken begin-of-line*). #t means visible, #f means killed.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`extra-spacing-width` (pair of numbers):
`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`font-size` (number):
`1.5`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`outside-staff-horizontal-padding` (number):
`0.2`

By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

`outside-staff-priority` (number):
`1450`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`0.8`

Add this much extra space between objects that are next to each other.

`self-alignment-X` (number):
`-1`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`self-alignment-interface::self-aligned-on-breakable`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `break-alignable-interface` (page 789), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `section-label-interface` (page 844), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.119 SegnoMark

A segno mark (created with `\repeat segno`, not with `\segno`).

`SegnoMark` objects are created by the following engraver(s): `Mark_engraver` (page 501).

Standard settings:

`after-line-breaking` (boolean):
`ly:side-position-interface::move-to-extremal-staff`

Dummy property, used to trigger callback for `after-line-breaking`.

`baseline-skip` (dimension, in staff space):
`2`

Distance between base lines of multiple lines of text.

`break-align-symbols` (list):
`'(staff-bar key-signature clef)`

A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to `break-visibility`, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

`break-visibility` (vector):
`#(#f #t #t)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`extra-spacing-width` (pair of numbers):
`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`font-size` (number):
`2`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`outside-staff-horizontal-padding` (number):
`0.2`

By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

`outside-staff-priority` (number):
`1400`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`0.8`

Add this much extra space between objects that are next to each other.

`self-alignment-X` (number):
`break-alignable-interface::self-alignment-opposite-of-anchor`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`self-alignment-interface::self-aligned-on-breakable`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `break-alignable-interface` (page 789), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `mark-interface` (page 827), `outside-staff-interface` (page 837), `segno-mark-interface` (page 844), `self-alignment-interface` (page 844), `side-position-interface` (page 847), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.120 SignumRepetitionis

An ancient end-repeat sign.

`SignumRepetitionis` objects are created by the following engraver(s): `Signum_repetitionis_engraver` (page 515).

Standard settings:

`bar-extent` (pair of numbers):
`ly:bar-line::calc-bar-extent`

The Y-extent of the actual bar line. This may differ from `Y-extent` because it does not include the dots in a repeat bar line.

`break-align-anchor` (number):
`ly:bar-line::calc-anchor`

Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-symbol` (symbol):
`'signum-repetitionis`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#t #t #f)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`extra-spacing-height` (pair of numbers):
`pure-from-neighbor-interface::account-for-span-bar`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`gap` (dimension, in staff space):
`0.4`

Size of a gap in a variable symbol.

`glyph` (string):
`":|."`

A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.

In combination with (span) bar lines, it is a string resembling the bar line appearance in ASCII form.

`glyph-name` (string):
`#<procedure at lily/output-lib.scm:1836:0 (grob)>`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`hair-thickness` (number):
`1.9`

Thickness of the thin line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`kern` (dimension, in staff space):
`3.0`

The space between individual elements in any compound bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`layer` (integer):
`0`

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`rounded` (boolean):
`#f`

Decide whether lines should be drawn rounded or not.

`segno-kern` (number):
`3.0`

The space between the two thin lines of the segno bar line symbol, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*.StaffSymbol.thickness).

short-bar-extent (pair of numbers):
ly:bar-line::calc-short-bar-extent

The Y-extent of a short bar line. The default is half the normal bar extent, rounded up to an integer number of staff spaces.

space-alist (alist, with symbols as keys):

```
'((ambitus extra-space . 1.0)
 (time-signature extra-space . 0.75)
 (custos minimum-space . 2.0)
 (clef extra-space . 1.0)
 (key-signature extra-space . 1.0)
 (key-cancellation extra-space . 1.0)
 (first-note extra-space . 0.5)
 (next-note semi-fixed-space . 0.9)
 (signum-repetitionis extra-space . 0.5)
 (staff-bar extra-space . 0.5)
 (optional-material-end-bracket extra-space . 1.0)
 (optional-material-start-bracket
  extra-space
  .
  1.0)
 (right-edge extra-space . 0.0))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to space-alist are:

first-note
: used when the grob is just left of the first note on a line

next-note
: used when the grob is just left of any other note; if not set, the value of first-note gets used

right-edge
: used when the grob is the last item on the line (only compatible with the extra-space spacing style)

If space-alist is defined for a grob that gets spaced in a staff, an entry for first-note must be present. If there is no next-note entry, the value of first-note is used instead.

Choices for *spacing-style* are:

extra-space
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed.

`minimum-space`
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`ly:bar-line::print`

The symbol to print.

`thick-thickness` (number):
`6.0`

Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `break-aligned-interface` (page 790), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `pure-from-neighbor-interface` (page 841), and `signum-repetitionis-interface` (page 849).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.121 `Slur`

A slur. See also `PhrasingSlur` (page 696).

`Slur` objects are created by the following engraver(s): `Slur_engraver` (page 516).

Standard settings:

`avoid-slur` (symbol):
`'inside`

Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`control-points` (list of number pairs):
`ly:slur::calc-control-points`

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

`details` (alist, with symbols as keys):

```
'((absolute-closeness-measure . 0.3)
  (accidental-collision . 3)
  (close-to-edge-length . 2.5)
  (edge-attraction-factor . 4)
  (edge-slope-exponent . 1.7)
  (encompass-object-range-overshoot . 0.5)
  (extra-encompass-collision-distance . 0.8)
  (extra-encompass-free-distance . 0.3)
  (extra-object-collision-penalty . 50)
  (free-head-distance . 0.3)
  (free-slur-distance . 0.8)
  (gap-to-staffline-inside . 0.2)
  (gap-to-staffline-outside . 0.1)
  (head-encompass-penalty . 1000.0)
  (head-slur-distance-factor . 10)
  (head-slur-distance-max-ratio . 3)
  (max-slope . 1.1)
  (max-slope-factor . 10)
  (non-horizontal-penalty . 15)
  (region-size . 4)
  (same-slope-penalty . 20)
  (slur-tie-extrema-min-distance . 0.2)
  (slur-tie-extrema-min-distance-penalty . 2)
  (steeper-slope-factor . 50)
  (stem-encompass-penalty . 30.0))
```

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction):
`ly:slur::calc-direction`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`font-size` (number):
`-6`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`height-limit` (dimension, in staff space):
`2.0`

Maximum slur height: The longer the slur, the closer it is to this height.

`line-thickness` (number):
`0.8`

For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`minimum-length` (dimension, in staff space):
`1.5`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`ratio` (number):
`0.25`

Parameter for slur shape. The higher this number, the quicker the slur attains its `height-limit`.

`springs-and-rods` (boolean):
`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:slur::print`

The symbol to print.

`thickness` (number):
`1.2`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:slur::height ly:slur::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): bezier-curve-interface (page 789), grob-interface (page 808), outside-staff-interface (page 837), slur-interface (page 850), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.122 SostenutoPedal

A sostenuto pedal mark. See also SostenutoPedalLineSpanner (page 718), PianoPedalBracket (page 698), SustainPedal (page 737), and UnaCordaPedal (page 766).

SostenutoPedal objects are created by the following engraver(s): Piano_pedal_engraver (page 511).

Standard settings:

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

font-shape (symbol):
'italic

Select the shape of a font. Possible values are upright, italic, oblique, and slanted (which is the same as oblique).

padding (dimension, in staff space):
0.0

Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
#f

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent's left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from self-alignment-X property will be used.

self-alignment-X (number):
0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

stencil (stencil):
ly:text-interface::print

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `piano-pedal-script-interface` (page 841), `self-alignment-interface` (page 844), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.123 SostenutoPedalLineSpanner

An auxiliary grob providing a baseline to align consecutive `SostenutoPedal` (page 717) grobs vertically.

`SostenutoPedalLineSpanner` objects are created by the following engraver(s): `Piano_pedal_align_engraver` (page 511).

Standard settings:

`axes` (list):
`'(1)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`direction` (direction):
`-1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`minimum-space` (dimension, in staff space):
`1.0`

Minimum distance that the victim should move (after padding).

`outside-staff-priority` (number):
`1000`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`1.2`

Add this much extra space between objects that are next to each other.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

staff-padding (dimension, in staff space):
1.0

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

vertical-skylines (pair of skylines):
#<unpure-pure-container
ly:grob::vertical-skylines-from-element-stencils
ly:grob::pure-vertical-skylines-from-element-stencils >

Two skylines, one above and one below this grob.

X-extent (pair of numbers):
ly:axis-group-interface::width

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

Y-extent (pair of numbers):
#<unpure-pure-container ly:axis-group-interface::height
ly:axis-group-interface::pure-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side
ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): axis-group-interface (page 780), grob-interface (page 808), outside-staff-interface (page 837), piano-pedal-interface (page 841), side-position-interface (page 847), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.124 SpacingSpanner

An auxiliary grob to set all horizontal spacing constraints across a score. There is normally one such grob for the whole score, but there can be several if \newSpacingSection is used. See also GraceSpacing (page 637), NoteSpacing (page 686), and StaffSpacing (page 727).

SpacingSpanner objects are created by the following engraver(s): Spacing_engraver (page 516).

Standard settings:

average-spacing-wishes (boolean):
#t

If set, the spacing wishes are averaged over staves.

base-shortest-duration (moment):
#<Mom 3/16>

Spacing is based on the shortest notes in a piece. Normally, pieces are spaced as if notes at least as short as this are present.

`common-shortest-duration` (moment):
`ly:spacing-spanner::calc-common-shortest-duration`

The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

`shortest-duration-space` (number):
`2.0`

Start with this multiple of `spacing-increment` space for the shortest duration. See also Section "spacing-spanner-interface" in *Internals Reference*.

`spacing-increment` (dimension, in staff space):
`1.2`

The unit of length for note-spacing. Typically, the width of a note head. See also Section "spacing-spanner-interface" in *Internals Reference*.

`springs-and-rods` (boolean):
`ly:spacing-spanner::set-springs`

Dummy variable for triggering spacing routines.

This object supports the following interface(s): `grob-interface` (page 808), `spacing-options-interface` (page 853), `spacing-spanner-interface` (page 854), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.125 SpanBar

A span bar, i.e., the parts of a multi-staff bar line that are outside of staves. See also `SpanBarStub` (page 721).

`SpanBar` objects are created by the following engraver(s): `Span_bar_engraver` (page 517).

Standard settings:

`allow-span-bar` (boolean):
`#t`

If false, no inter-staff bar line will be created below this bar line.

`bar-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height ly:axis-group-interface::pure-height >`

The Y-extent of the actual bar line. This may differ from `Y-extent` because it does not include the dots in a repeat bar line.

`before-line-breaking` (boolean):
`ly:span-bar::before-line-breaking`

Dummy property, used to trigger a callback function.

`break-align-anchor` (number):
`ly:span-bar::calc-anchor`

Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-symbol` (symbol):
`'staff-bar`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`glyph-name` (string):
`ly:span-bar::calc-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`layer` (integer):
`0`

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`stencil` (stencil):
`ly:span-bar::print`

The symbol to print.

`X-extent` (pair of numbers):
`ly:span-bar::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`'(+inf.0 . -inf.0)`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `bar-line-interface` (page 783), `break-aligned-interface` (page 790), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), and `span-bar-interface` (page 854).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.126 SpanBarStub

An auxiliary grob, acting like a fake `SpanBar` (page 720) grob in contexts such as `Lyrics` (page 229) that are crossed by a span bar, to keep span bars taking horizontal space.

`SpanBarStub` objects are created by the following engraver(s): `Span_bar_stub_engraver` (page 517).

Standard settings:

`allow-span-bar` (boolean):
`#t`

If false, no inter-staff bar line will be created below this bar line.

`extra-spacing-height` (pair of numbers):
`pure-from-neighbor-interface::extra-spacing-height`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of

the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`X-extent` (pair of numbers):
`#<procedure at lily/output-lib.scm:1797:0 (grob)>`
Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container #f pure-from-neighbor-interface::pure-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `grob-interface` (page 808), `item-interface` (page 818), `pure-from-neighbor-interface` (page 841), and `span-bar-stub-interface` (page 855).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.127 StaffEllipsis

A visual marker (usually three consecutive dots) to indicate that typesetting of music is skipped.

`StaffEllipsis` objects are created by the following engraver(s): `Skip_typesetting_engraver` (page 515).

Standard settings:

`break-align-symbol` (symbol):
`'staff-ellipsis`
This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#<procedure at lily/output-lib.scm:1808:0 (grob)>`
A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`break-visibility-passage-default` (vector):
`#(#t #t #f)`
The value to use for `break-visibility` when the item does not specifically mark the start or end of a passage. (It might be both or neither, depending on the type of item.)

`break-visibility-passage-end` (vector):
`#(#t #t #f)`
The value to use for `break-visibility` when the item marks the end of a passage.

`break-visibility-passage-start` (vector):
`#(#f #t #t)`
The value to use for `break-visibility` when the item marks the start of a passage.

`layer` (integer):
`1`
An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`non-musical` (boolean):

`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`space-alist` (alist, with symbols as keys):

```
'((ambitus extra-space . 1.0)
 (breathing-sign extra-space . 1.0)
 (custos extra-space . 1.0)
 (key-signature extra-space . 1.0)
 (left-edge extra-space . 0.0)
 (time-signature extra-space . 1.0)
 (signum-repetitionis extra-space . 1.0)
 (staff-bar extra-space . 1.0)
 (clef extra-space . 1.0)
 (cue-clef extra-space . 1.0)
 (cue-end-clef extra-space . 1.0)
 (optional-material-end-bracket extra-space . 1.0)
 (optional-material-start-bracket
  extra-space
  .
  1.0)
 (first-note extra-space . 1.0)
 (right-edge fixed-space . 0))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`
: used when the grob is just left of the first note on a line

`next-note`
: used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
: used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *spacing-style* are:

`extra-space`
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable

when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`staff-ellipsis::print`

The symbol to print.

`text` (markup):

```
'(#<procedure line-markup (layout props args)>
  ((#<procedure null-markup (layout props)>)
   (#<procedure musicglyph-markup (layout props glyph-name)>
    "dots.dot")
   (#<procedure musicglyph-markup (layout props glyph-name)>
    "dots.dot")
   (#<procedure musicglyph-markup (layout props glyph-name)>
    "dots.dot")
   (#<procedure null-markup (layout props)>)))
```

Text markup. See Section “Formatting text” in *Notation Reference*.

`whiteout` (boolean-or-number):
`#t`

If a number or true, the grob is printed over a white background to white-out underlying material, if the grob is visible. A number indicates how far the white background extends beyond the bounding box of the grob as a multiple of the staff-line thickness. The `LyricHyphen` grob uses a special implementation of whiteout: A positive number indicates how far the white background extends beyond the bounding box in multiples of `line-thickness`. The shape of the background is determined by `whiteout-style`.

Usually `#f` by default. If `whiteout-color` is set, use this color instead of white for the background.

`Y-extent` (pair of numbers):

`#<unpure-pure-container ly:grob::stencil-height staff-ellipsis::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `break-aligned-interface` (page 790), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `passage-delimiter-interface` (page 839), `staff-ellipsis-interface` (page 856), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.128 StaffGrouper

An auxiliary grob to manage vertical spacing of staff groups. See also `VerticalAlignment` (page 769) and `VerticalAxisGroup` (page 770).

`StaffGrouper` objects are created by the following engraver(s): `Vertical_align_engraver` (page 526).

Standard settings:

`staff-staff-spacing` (alist, with symbols as keys):

```
'((basic-distance . 9)
 (minimum-distance . 7)
 (padding . 1)
 (stretchability . 5))
```

When applied to a staff-group's `StaffGrouper` grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's `VerticalAxisGroup` grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the `StaffGrouper` grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- `basic-distance` – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
- `minimum-distance` – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- `padding` – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- `stretchability` – a unitless measure of the dimension's relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

`staffgroup-staff-spacing` (alist, with symbols as keys):

```
'((basic-distance . 10.5)
 (minimum-distance . 8)
 (padding . 1)
 (stretchability . 9))
```

The spacing alist controlling the distance between the last staff of the current staff-group and the staff just below it in the same system, even if one or more non-staff lines exist between the two staves. If the `staff-staff-spacing` property of the staff's

VerticalAxisGroup grob is set, that is used instead. See staff-staff-spacing for a description of the alist structure.

This object supports the following interface(s): grob-interface (page 808), spanner-interface (page 855), and staff-grouper-interface (page 856).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.129 StaffHighlight

A colored span to highlight a music passage.

StaffHighlight objects are created by the following engraver(s): Staff_highlight_engraver (page 518).

Standard settings:

bound-prefatory-paddings (pair of numbers):
'(0.5 . 0.5)

For a highlight, the amount of padding to insert at a bound from a prefatory item that is not a bar line.

color (color):
#<procedure at lily/output-lib.scm:1725:0 (grob)>

The color of this grob.

layer (integer):
-1

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

shorten-pair (pair of numbers):
'(0 . 0)

The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

stencil (stencil):
staff-highlight::print

The symbol to print.

X-extent (pair of numbers):
staff-highlight::width

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

Y-extent (pair of numbers):
staff-highlight::height

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): grob-interface (page 808), spanner-interface (page 855), and staff-highlight-interface (page 857).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.130 StaffSpacing

An auxiliary grob to handle spacing within a staff. See also NoteSpacing (page 686), GraceSpacing (page 637), and SpacingSpanner (page 719).

StaffSpacing objects are created by the following engraver(s): Separating_line_group_engraver (page 515).

Standard settings:

non-musical (boolean):
#t

True if the grob belongs to a NonMusicalPaperColumn.

stem-spacing-correction (number):
0.4

Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

This object supports the following interface(s): grob-interface (page 808), item-interface (page 818), spacing-interface (page 853), and staff-spacing-interface (page 858).

This object is of class Item (characterized by item-interface (page 818)).

3.1.131 StaffSymbol

A staff symbol, usually five horizontal lines.

StaffSymbol objects are created by the following engraver(s): Staff_symbol_engraver (page 519) and Tab_staff_symbol_engraver (page 521).

Standard settings:

break-align-symbols (list):
'(staff-bar break-alignment)

A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

layer (integer):
0

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

ledger-line-thickness (pair of numbers):
'(1.0 . 0.1)

The thickness of ledger lines. It is the sum of two numbers: The first is the factor for line thickness, and the second for staff space. Both contributions are added.

line-count (integer):
5

The number of staff lines.

line-positions (list):
ly:staff-symbol::calc-line-positions

Vertical positions of staff lines.

`stencil` (stencil):
`ly:staff-symbol::print`

The symbol to print.

`widened-extent` (pair of numbers):
`staff-symbol::calc-widened-extent`

The vertical extent that a bar line on a certain staff symbol should have. If the staff symbol is small (e.g., has just one line, as in a `RhythmicStaff`, this is wider than the staff symbol's Y extent.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:staff-symbol::height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Remarks:

- For this grob, the `ledger-positions` property defines a repeating pattern of ledger lines. Positions put into sublists are always be shown together, and values identical to staff line positions are ignored.
- If the `ledger-positions-function` property is set, `ledger-positions` and `ledger-extra` are ignored.

This object supports the following interface(s): `grob-interface` (page 808), `spanner-interface` (page 855), and `staff-symbol-interface` (page 858).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.132 StanzaNumber

A stanza number (or markup) for lyrics.

`StanzaNumber` objects are created by the following engraver(s): `Stanza_number_engraver` (page 519).

Standard settings:

`after-line-breaking` (boolean):
`item::enforce-musical-break-visibility`

Dummy property, used to trigger callback for `after-line-breaking`.

`direction` (direction):
`-1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`extra-spacing-width` (pair of numbers):
`stanza-number::extra-spacing-width`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`font-series` (symbol):
`'bold`

Select the series of a font. Common choices are `normal` and `bold`. The full list of symbols that can be used is: `thin`, `ultralight` (or `extralight`), `light`, `semilight`

(or demilight), book, normal (or regular), medium, semibold (or demibold), bold, ultrabold (or extrabold), heavy (or black), and ultraheavy (or ultrablack or extrablack).

padding (dimension, in staff space):
1.0

Add this much extra space between objects that are next to each other.

side-axis (number):
0

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

stencil (stencil):
ly:text-interface::print

The symbol to print.

X-offset (number):
ly:side-position-interface::x-aligned-side

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), item-interface (page 818), side-position-interface (page 847), stanza-number-interface (page 859), and text-interface (page 866).

This object is of class Item (characterized by item-interface (page 818)).

3.1.133 Stem

A stem. See also StemStub (page 731).

Stem objects are created by the following engraver(s): Span_stem_engraver (page 517) and Stem_engraver (page 519).

Standard settings:

beamlet-default-length (pair):
'(1.1 . 1.1)

A pair of numbers. The first number specifies the default length of a beamlet that sticks out of the left hand side of this stem; the second number specifies the default length of the beamlet to the right. The actual length of a beamlet is determined by taking either the default length or the length specified by beamlet-max-length-proportion, whichever is smaller.

beamlet-max-length-proportion (pair):
'(0.75 . 0.75)

The maximum length of a beamlet, as a proportion of the distance between two adjacent stems.

`default-direction` (direction):
`ly:stem::calc-default-direction`

Direction determined by note head positions.

`details` (alist, with symbols as keys):

```
'((beamed-extreme-minimum-free-lengths 2.0 1.25)
 (beamed-lengths 3.26 3.5 3.6)
 (beamed-minimum-free-lengths 1.83 1.5 1.25)
 (lengths 3.5 3.5 3.5 4.25 5.0 6.0 7.0 8.0 9.0)
 (stem-shorten 1.0 0.5 0.25))
```

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction):
`ly:stem::calc-direction`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`double-stem-separation` (number):
`0.5`

The distance between the two stems of a half note in tablature when using `\tabFullNotation`, not counting the width of the stems themselves, expressed as a multiple of the default height of a staff-space in the traditional five-line staff.

`duration-log` (integer):
`stem::calc-duration-log`

The 2-log of the note head duration, i.e., `0` = whole note, `1` = half note, etc.

`length` (dimension, in staff space):
`#<unpure-pure-container ly:stem::calc-length ly:stem::pure-calc-length >`

User override for the stem length of unbeamed stems (each unit represents half a `staff-space`).

`neutral-direction` (direction):
`-1`

Which direction to take in the center of the staff.

`note-collision-threshold` (dimension, in staff space):
`1`

Simultaneous notes that are this close or closer in units of `staff-space` will be identified as vertically colliding. Used by `Stem` grobs for notes in the same voice, and `NoteCollision` grobs for notes in different voices. Default value 1.

`stem-begin-position` (number):
`#<unpure-pure-container ly:stem::calc-stem-begin-position ly:stem::pure-calc-stem-begin-position >`

User override for the begin position of a stem.

`stencil` (stencil):
`ly:stem::print`

The symbol to print.

`thickness` (number):
`1.3`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`X-extent` (pair of numbers):
`ly:stem::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`ly:stem::offset-callback`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:stem::height ly:stem::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `grob-interface` (page 808), `item-interface` (page 818), and `stem-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.134 StemStub

An auxiliary grob that prevents cross-staff `Stem` (page 729) grobs from colliding with articulations.

`StemStub` objects are created by the following engraver(s): `Stem_engraver` (page 519).

Standard settings:

`extra-spacing-height` (pair of numbers):
`stem-stub::extra-spacing-height`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`X-extent` (pair of numbers):
`stem-stub::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container #f stem-stub::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `grob-interface` (page 808) and `item-interface` (page 818).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.135 StemTremolo

A stem tremolo.

`StemTremolo` objects are created by the following engraver(s): `Stem_engraver` (page 519).

Standard settings:

`beam-thickness` (dimension, in staff space):
`0.48`

Beam thickness, measured in `staff-space` units.

`beam-width` (dimension, in staff space):
`ly:stem-tremolo::calc-width`

Width of the tremolo sign.

`direction` (direction):
`ly:stem-tremolo::calc-direction`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`shape` (symbol):
`ly:stem-tremolo::calc-shape`

This setting determines what shape a grob has. Valid choices depend on the `stencil` callback reading this property.

`slope` (number):
`ly:stem-tremolo::calc-slope`

The slope of this object.

`stencil` (stencil):
`ly:stem-tremolo::print`

The symbol to print.

`X-extent` (pair of numbers):
`ly:stem-tremolo::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height ly:stem-tremolo::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:stem-tremolo::calc-y-offset ly:stem-tremolo::pure-calc-y-offset >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `grob-interface` (page 808), `item-interface` (page 818), `self-alignment-interface` (page 844), and `stem-tremolo-interface` (page 862).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.136 StringNumber

A markup (by default a digit in a circle) to name a string.

`StringNumber` objects are created by the following engraver(s): `New_fingering_engraver` (page 506).

Standard settings:

`add-stem-support` (boolean):
`only-if-beamed`

If set, the `Stem` object is included in this script's support.

`avoid-slur` (symbol):
`'around`

Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`font-encoding` (symbol):
`'fetaText`

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`font-features` (list):
`'("cv47")`

Opentype features.

`font-size` (number):
`-5`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`number-type` (symbol):
`'arabic`

Numbering style. Choices include `arabic`, `roman-ij-lower`, `roman-ij-upper`, `roman-lower`, and `roman-upper`.

`padding` (dimension, in staff space):
`0.5`

Add this much extra space between objects that are next to each other.

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`script-priority` (number):
`150`

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`self-alignment-Y` (number):
`0`

Like `self-alignment-X` but for the Y axis.

`staff-padding` (dimension, in staff space):
`0.5`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`print-circled-text-callback`

The symbol to print.

`text` (markup):
`string-number::calc-text`
Text markup. See Section "Formatting text" in *Notation Reference*.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `number-interface` (page 836), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), `string-number-interface` (page 863), `text-interface` (page 866), and `text-script-interface` (page 867).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.137 StrokeFinger

A markup (usually a lowercase letter) to indicate right-hand fingering. See also `Fingering` (page 629).

`StrokeFinger` objects are created by the following engraver(s): `New_fingering_engraver` (page 506).

Standard settings:

`add-stem-support` (boolean):
`only-if-beamed`
If set, the `Stem` object is included in this script's support.

`avoid-slur` (symbol):
`'around`
Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`digit-names` (vector):
`#("p" "i" "m" "a" "x")`
Names for string finger digits.

`font-shape` (symbol):
`'italic`
Select the shape of a font. Possible values are `upright`, `italic`, `oblique`, and `slanted` (which is the same as `oblique`).

`font-size` (number):
`-4`
The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`padding` (dimension, in staff space):
`0.5`
Add this much extra space between objects that are next to each other.

`parent-alignment-X` (number):
`0`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`script-priority` (number):
`125`

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`self-alignment-Y` (number):
`0`

Like `self-alignment-X` but for the Y axis.

`slur-padding` (number):
`0.3`

Extra distance between slur and script.

`staff-padding` (dimension, in staff space):
`0.5`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`text` (markup):
`stroke-finger::calc-text`

Text markup. See Section "Formatting text" in *Notation Reference*.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `outside-staff-interface` (page 837), `self-alignment-interface` (page 844), `side-position-interface` (page 847), `stroke-finger-interface` (page 863), `text-interface` (page 866), and `text-script-interface` (page 867).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.138 SustainPedal

A sustain pedal mark. See also SustainPedalLineSpanner (page 738), PianoPedalBracket (page 698), SostenutoPedal (page 717), and UnaCordaPedal (page 766).

SustainPedal objects are created by the following engraver(s): Piano_pedal_engraver (page 511).

Standard settings:

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

padding (dimension, in staff space):
0.0

Add this much extra space between objects that are next to each other.

parent-alignment-X (number):
#f

Specify on which point of the parent the object is aligned. The value -1 means aligned on parent's left edge, 0 on center, and 1 right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from self-alignment-X property will be used.

self-alignment-X (number):
0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

stencil (stencil):
ly:sustain-pedal::print

The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >

Two skylines, one above and one below this grob.

X-offset (number):
ly:self-alignment-interface::aligned-on-x-parent

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), item-interface (page 818), piano-pedal-interface

(page 841), piano-pedal-script-interface (page 841), self-alignment-interface (page 844), and text-interface (page 866).

This object is of class Item (characterized by item-interface (page 818)).

3.1.139 SustainPedalLineSpanner

An auxiliary grob providing a baseline to align consecutive SustainPedal (page 737) grobs vertically.

SustainPedalLineSpanner objects are created by the following engraver(s): Piano_pedal_align_engraver (page 511).

Standard settings:

axes (list):
'(1)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

direction (direction):
-1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

minimum-space (dimension, in staff space):
1.0

Minimum distance that the victim should move (after padding).

outside-staff-priority (number):
1000

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

padding (dimension, in staff space):
1.2

Add this much extra space between objects that are next to each other.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

staff-padding (dimension, in staff space):
1.2

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

vertical-skylines (pair of skylines):
#<unpure-pure-container
ly:grob::vertical-skylines-from-element-stencils
ly:grob::pure-vertical-skylines-from-element-stencils >

Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height ly:axis-group-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `axis-group-interface` (page 780), `grob-interface` (page 808), `outside-staff-interface` (page 837), `piano-pedal-interface` (page 841), `side-position-interface` (page 847), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.140 System

The top-level grob of a score. All other grobs are descendants of it.

`System` objects are created internally by the `Score_engraver` translator group..

Standard settings:

`axes` (list):
`'(0 1)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`outside-staff-placement-directive` (symbol):
`'left-to-right-polite`

One of four directives telling how outside staff objects should be placed.

- `left-to-right-greedy` – Place each successive grob from left to right.
- `left-to-right-polite` – Place a grob from left to right only if it does not potentially overlap with another grob that has been placed on a pass through a grob array. If there is overlap, do another pass to determine placement.
- `right-to-left-greedy` – Same as `left-to-right-greedy`, but from right to left.
- `right-to-left-polite` – Same as `left-to-right-polite`, but from right to left.

`show-vertical-skylines` (boolean):
`grob::show-skylines-if-debug-skylines-set`

If true, print this grob's vertical skylines. This is meant for debugging purposes.

`skyline-horizontal-padding` (number):
`1.0`

For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

`vertical-skylines` (pair of skylines):
`ly:axis-group-interface::calc-skylines`

Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:system::height ly:system::calc-pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `axis-group-interface` (page 780), `grob-interface` (page 808), `outside-staff-axis-group-interface` (page 837), `spanner-interface` (page 855), and `system-interface` (page 863).

This object is of class System (characterized by `system-interface` (page 863)).

3.1.141 SystemStartBar

A bar line as a system start delimiter.

SystemStartBar objects are created by the following engraver(s): `System_start_delimiter_engraver` (page 520).

Standard settings:

`collapse-height` (dimension, in staff space):
`5.0`

Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed. See also `collapse-first-height`.

`direction` (direction):
`-1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`padding` (dimension, in staff space):
`-0.1`

Add this much extra space between objects that are next to each other.

`stencil` (stencil):
`ly:system-start-delimiter::print`

The symbol to print.

`style` (symbol):
`'bar-line`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`thickness` (number):
`1.6`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`X-offset` (number):
`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `grob-interface` (page 808), `side-position-interface` (page 847), `spanner-interface` (page 855), and `system-start-delimiter-interface` (page 864).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.142 SystemStartBrace

A brace as a system start delimiter.

`SystemStartBrace` objects are created by the following engraver(s): `System_start_delimiter_engraver` (page 520).

Standard settings:

`collapse-height` (dimension, in staff space):
`5.0`

Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed. See also `collapse-first-height`.

`direction` (direction):
`-1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`font-encoding` (symbol):
`'fetaBraces`

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`padding` (dimension, in staff space):
`0.3`

Add this much extra space between objects that are next to each other.

`stencil` (stencil):
`ly:system-start-delimiter::print`

The symbol to print.

`style` (symbol):
`'brace`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`X-offset` (number):
`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `side-position-interface` (page 847), `spanner-interface` (page 855), and `system-start-delimiter-interface` (page 864).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.143 SystemStartBracket

A bracket as a system start delimiter.

`SystemStartBracket` objects are created by the following engraver(s): `System_start_delimiter_engraver` (page 520).

Standard settings:

`collapse-height` (dimension, in staff space):
`5.0`

Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed. See also `collapse-first-height`.

`direction` (direction):
`-1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`padding` (dimension, in staff space):
`0.8`

Add this much extra space between objects that are next to each other.

`stencil` (stencil):
`ly:system-start-delimiter::print`

The symbol to print.

`style` (symbol):
`'bracket`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`thickness` (number):
`0.45`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`X-offset` (number):
`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `side-position-interface` (page 847), `spanner-interface` (page 855), and `system-start-delimiter-interface` (page 864).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.144 SystemStartSquare

A rectangle-like bracket as a start delimiter.

`SystemStartSquare` objects are created by the following engraver(s): `System_start_delimiter_engraver` (page 520).

Standard settings:

`collapse-height` (dimension, in staff space):
`5.0`

Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed. See also `collapse-first-height`.

`direction` (direction):
`-1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`stencil` (stencil):
`ly:system-start-delimiter::print`

The symbol to print.

`style` (symbol):
`'line-bracket`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`thickness` (number):
`1.0`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`X-offset` (number):
`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), side-position-interface (page 847), spanner-interface (page 855), and system-start-delimiter-interface (page 864).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.145 TabNoteHead

A 'note head' (usually a digit) in a tablature. See also NoteHead (page 684).

TabNoteHead objects are created by the following engraver(s): Tab_note_heads_engraver (page 520).

Standard settings:

after-line-breaking (boolean):
tab-note-head::handle-ties

Dummy property, used to trigger callback for after-line-breaking.

bend-me (boolean):
'()

Decide whether this grob is bent.

details (alist, with symbols as keys):

```
'((cautionary-properties
   (angularity . 0.4)
   (half-thickness . 0.075)
   (padding . 0)
   (procedure
    .
    #<procedure parenthesize-stencil (stil half-thickness width angularity padding #:
   (width . 0.25))
  (harmonic-properties
   (angularity . 2)
   (half-thickness . 0.075)
   (padding . 0)
   (procedure
    .
    #<procedure parenthesize-stencil (stil half-thickness width angularity padding #:
   (width . 0.25))
  (head-offset . 3/5)
  (tied-properties
   (note-head-visible . #t)
   (parenthesize . #t)
   (repeat-tied . #f)
   (tied . #f)))
```

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's details property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

direction (direction):
0

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines

whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

duration-log (integer):
note-head::calc-duration-log

The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

font-series (symbol):
'bold

Select the series of a font. Common choices are normal and bold. The full list of symbols that can be used is: thin, ultralight (or extralight), light, semilight (or demilight), book, normal (or regular), medium, semibold (or demibold), bold, ultrabold (or extrabold), heavy (or black), and ultraheavy (or ultrablack or extrablack).

font-size (number):
-2

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

parenthesis-friends (list):
'(dot)

A list of Grob types, as symbols. When parentheses enclose a Grob that has 'parenthesis-friends, the parentheses widen to include any child Grobs with type among 'parenthesis-friends.

stem-attachment (pair of numbers):
ly:note-head::calc-tab-stem-attachment

An (*x* . *y*) pair where the stem attaches to the note head. Each component is measured in a -1 to 1 scale so that -1 is the left/bottom edge of the note's bounding box and 1 is the right/top edge.

stencil (stencil):
tab-note-head::print

The symbol to print.

whiteout (boolean-or-number):
#t

If a number or true, the grob is printed over a white background to white-out underlying material, if the grob is visible. A number indicates how far the white background extends beyond the bounding box of the grob as a multiple of the staff-line thickness. The LyricHyphen grob uses a special implementation of whiteout: A positive number indicates how far the white background extends beyond the bounding box in multiples of line-thickness. The shape of the background is determined by whiteout-style.

Usually #f by default. If whiteout-color is set, use this color instead of white for the background.

X-offset (number):
ly:self-alignment-interface::x-aligned-on-self

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `bend-interface` (page 788), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `note-head-interface` (page 834), `rhythmic-grob-interface` (page 842), `rhythmic-head-interface` (page 842), `staff-symbol-referencer-interface` (page 859), `tab-note-head-interface` (page 865), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.146 TextMark

An arbitrary textual mark. See also `SectionLabel` (page 707) and `JumpScript` (page 646) for grobs with a more specific intent.

`TextMark` objects are created by the following engraver(s): `Text_mark_engraver` (page 522).

Standard settings:

`after-line-breaking` (boolean):
`ly:side-position-interface::move-to-extremal-staff`

Dummy property, used to trigger callback for `after-line-breaking`.

`baseline-skip` (dimension, in staff space):
`2`

Distance between base lines of multiple lines of text.

`break-align-symbols` (list):
`'(staff-bar key-signature clef)`

A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to `break-visibility`, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

`break-visibility` (vector):
`text-mark-interface::calc-break-visibility`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`extra-spacing-width` (pair of numbers):
`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`font-size` (number):
`0.5`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`outside-staff-horizontal-padding` (number):
`0.2`

By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

`outside-staff-priority` (number):
`1250`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`0.8`

Add this much extra space between objects that are next to each other.

`self-alignment-X` (number):
`text-mark-interface::calc-self-alignment-X`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`text` (markup):
`#<procedure at lily/output-lib.scm:1725:0 (grob)>`

Text markup. See Section "Formatting text" in *Notation Reference*.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`self-alignment-interface::self-aligned-on-breakable`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): accidental-switch-interface (page 778), break-alignable-interface (page 789), font-interface (page 803), grob-interface (page 808), item-interface (page 818), mark-interface (page 827), outside-staff-interface (page 837), self-alignment-interface (page 844), side-position-interface (page 847), text-interface (page 866), and text-mark-interface (page 867).

This object is of class Item (characterized by item-interface (page 818)).

3.1.147 TextScript

A markup attached to a grob like a note head. See also MultiMeasureRestText (page 679).

TextScript objects are created by the following engraver(s): Text_engraver (page 522).

Standard settings:

avoid-slur (symbol):
'around

Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

direction (direction):
-1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

extra-spacing-width (pair of numbers):
'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (+inf.0 . -inf.0).

`outside-staff-horizontal-padding` (number):
`0.2`

By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

`outside-staff-priority` (number):
`450`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`0.3`

Add this much extra space between objects that are next to each other.

`parent-alignment-X` (number):
`#f`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`script-priority` (number):
`200`

A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`self-alignment-X` (number):
`#f`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`slur-padding` (number):
`0.5`

Extra distance between slur and script.

`staff-padding` (dimension, in staff space):
`0.5`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >

Two skylines, one above and one below this grob.

X-align-on-main-noteheads (boolean):
#t

If true, this grob will ignore suspended note heads when aligning itself on NoteColumn.

X-offset (number):
ly:self-alignment-interface::aligned-on-x-parent

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): accidental-switch-interface (page 778), font-interface (page 803), grob-interface (page 808), instrument-specific-markup-interface (page 816), item-interface (page 818), outside-staff-interface (page 837), self-alignment-interface (page 844), side-position-interface (page 847), text-interface (page 866), and text-script-interface (page 867).

This object is of class Item (characterized by item-interface (page 818)).

3.1.148 TextSpanner

Text like 'rit', usually followed by a (dashed) line. See also DynamicTextSpanner (page 624).

TextSpanner objects are created by the following engraver(s): Text_spanner_engraver (page 522).

Standard settings:

bound-details (alist, with symbols as keys):
```
'((left (padding . 0.25) (attach-dir . -1))
  (left-broken (attach-dir . 1))
  (right (padding . 0.25)))
```

An alist of properties for determining attachments of spanners to edges.

dash-fraction (number):
0.2

Size of the dashes, relative to dash-period. Should be between 0.1 and 1.0 (continuous line). If set to 0.0, a dotted line is produced

dash-period (number):
3.0

The length of one dash together with whitespace. If negative, no line is drawn at all.

direction (direction):
1

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

font-shape (symbol):
'italic

Select the shape of a font. Possible values are upright, italic, oblique, and slanted (which is the same as oblique).

left-bound-info (alist, with symbols as keys):
ly:horizontal-line-spanner::calc-left-bound-info

An alist of properties for determining attachments of spanners to edges.

outside-staff-priority (number):
350

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller outside-staff-priority is closer to the staff.

right-bound-info (alist, with symbols as keys):
ly:horizontal-line-spanner::calc-right-bound-info

An alist of properties for determining attachments of spanners to edges.

side-axis (number):
1

If the value is X (or equivalently 0), the object is placed horizontally next to the other object. If the value is Y or 1, it is placed vertically.

staff-padding (dimension, in staff space):
0.8

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
ly:line-spanner::print

The symbol to print.

style (symbol):
'dashed-line

This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

Y-offset (number):
#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), horizontal-line-spanner-interface (page 815), line-interface (page 823), outside-staff-interface (page 837), side-position-interface (page 847), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.149 Tie

A tie. See also TieColumn (page 754), LaissezVibrerTie (page 654), and RepeatTie (page 702).

Tie objects are created by the following engraver(s): Completion_heads_engraver (page 482) and Tie_engraver (page 522).

Standard settings:

avoid-slur (symbol):
'inside

Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

control-points (list of number pairs):
ly:tie::calc-control-points

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

details (alist, with symbols as keys):

```
'((between-length-limit . 1.0)
 (center-staff-line-clearance . 0.6)
 (dot-collision-clearance . 0.25)
 (dot-collision-penalty . 0.25)
 (height-limit . 1.0)
 (horizontal-distance-penalty-factor . 10)
 (intra-space-threshold . 1.25)
 (min-length . 1.0)
 (min-length-penalty-factor . 26)
 (multi-tie-region-size . 3)
 (note-head-gap . 0.2)
 (outer-tie-length-symmetry-penalty-factor . 10)
 (outer-tie-vertical-distance-symmetry-penalty-factor
  .
  10)
 (outer-tie-vertical-gap . 0.25)
 (ratio . 0.333)
 (same-dir-as-stem-penalty . 8)
 (single-tie-region-size . 4)
 (skyline-padding . 0.05)
 (staff-line-collision-penalty . 5)
 (stem-gap . 0.35)
 (tie-column-monotonicity-penalty . 100)
 (tie-tie-collision-distance . 0.45)
 (tie-tie-collision-penalty . 25.0)
```

```
(tip-staff-line-clearance . 0.45)
(vertical-distance-penalty-factor . 7)
(wrong-direction-offset-penalty . 10))
```

An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction):
`ly:tie::calc-direction`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`font-size` (number):
`-6`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`line-thickness` (number):
`0.8`

For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`neutral-direction` (direction):
`1`

Which direction to take in the center of the staff.

`springs-and-rods` (boolean):
`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:tie::print`

The symbol to print.

`thickness` (number):
`1.2`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

This object supports the following interface(s): bezier-curve-interface (page 789), grob-interface (page 808), spanner-interface (page 855), and tie-interface (page 868).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.150 TieColumn

An auxiliary grob to determine direction and shape of stacked Tie (page 752) grobs.

TieColumn objects are created by the following engraver(s): Completion_heads_engraver (page 482) and Tie_engraver (page 522).

Standard settings:

before-line-breaking (boolean):
ly:tie-column::before-line-breaking

Dummy property, used to trigger a callback function.

X-extent (pair of numbers):
#f

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

Y-extent (pair of numbers):
#f

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): grob-interface (page 808), spanner-interface (page 855), and tie-column-interface (page 868).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.151 TimeSignature

A time signature.

TimeSignature objects are created by the following engraver(s): Time_signature_engraver (page 523).

Standard settings:

avoid-slur (symbol):
'inside

Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

break-align-anchor (number):
ly:break-aligned-interface::calc-extent-aligned-anchor

Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

break-align-anchor-alignment (number):
-1

Read by ly:break-aligned-interface::calc-extent-aligned-anchor for aligning an anchor to a grob's extent.

`break-align-symbol` (symbol):
`'time-signature`

This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-visibility` (vector):
`#(#t #t #t)`

A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`denominator-style` (symbol):
`'default`

The style of denominators in a time signature.

`extra-spacing-height` (pair of numbers):
`pure-from-neighbor-interface::extra-spacing-height-including-staff`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`extra-spacing-width` (pair of numbers):
`'(0.0 . 0.8)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`fraction` (pair of numbers):
`ly:time-signature::calc-fraction`

A fraction.

`nested-fraction-mixed` (boolean):
`#t`

Whether a fractional term of a time signature is printed as a mixed number (e.g., '2 1/2') or as a common fraction (e.g., '5/2').

`nested-fraction-orientation` (symbol):
`'default`

A symbol describing the orientation of a fractional part of a time signature.

`non-musical` (boolean):
`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`note-dots-direction` (direction):
`0`

Whether the augmentation dots are shifted up or down (or not shifted) relative to the note head in a number-over-note time signature.

`note-staff-position` (number):
`-1`

The position of the note in a number-over-note time signature. See `staff-position`.

`senza-misura-stencil` (stencil):
`#f`

The symbol to print when `TimeSignature.time-signature` is not set. Overriding `TimeSignature.stencil` circumvents this.

`space-alist` (alist, with symbols as keys):

```
'((ambitus extra-space . 1.0)
 (cue-clef extra-space . 1.5)
 (custos minimum-space . 0.5)
 (first-note semi-shrink-space . 2.0)
 (optional-material-start-bracket
  extra-space
  .
  1.0)
 (right-edge extra-space . 0.5)
 (signum-repetitionis extra-space . 1.0)
 (staff-bar extra-space . 1.0))
```

An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *`break-align-symbol`* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`
: used when the grob is just left of the first note on a line

`next-note`
: used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
: used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *`spacing-style`* are:

`extra-space`
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

`stencil` (stencil):
`ly:time-signature::print`

The symbol to print.

`style` (symbol):
`'C`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `break-aligned-interface` (page 790), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `pure-from-neighbor-interface` (page 841), and `time-signature-interface` (page 871).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.152 TrillPitchAccidental

The accidental of a pitched trill. See also `TrillPitchGroup` (page 758).

`TrillPitchAccidental` objects are created by the following engraver(s): `Pitched_trill_engraver` (page 512).

Standard settings:

`direction` (direction):
`-1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`font-size` (number):
`-4`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`glyph-name` (string):
`accidental-interface::calc-glyph-name`
The glyph name within the font.
In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`padding` (dimension, in staff space):
`0.2`
Add this much extra space between objects that are next to each other.

`side-axis` (number):
`0`
If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`stencil` (stencil):
`ly:accidental-interface::print`
The symbol to print.

`X-offset` (number):
`ly:side-position-interface::x-aligned-side`
The horizontal amount that this object is moved relative to its X-parent.
Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:accidental-interface::height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `accidental-interface` (page 776), `accidental-switch-interface` (page 778), `font-interface` (page 803), `grob-interface` (page 808), `inline-accidental-interface` (page 816), `item-interface` (page 818), `side-position-interface` (page 847), and `trill-pitch-accidental-interface` (page 872).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.153 TrillPitchGroup

An auxiliary grob to construct a pitched trill, aligning `TrillPitchAccidental` (page 757), `TrillPitchParentheses` (page 761), and `TrillPitchHead` (page 759) horizontally. See also `TrillSpanner` (page 761).

`TrillPitchGroup` objects are created by the following engraver(s): `Pitched_trill_engraver` (page 512).

Standard settings:

`axes` (list):
`'(0)`
List of axis numbers. In the case of alignment grobs, this should contain only one number.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`horizon-padding` (number):
`0.1`

The amount to pad the axis along which a `Skyline` is built for the `side-position-interface`.

`minimum-space` (dimension, in staff space):
`2.5`

Minimum distance that the victim should move (after padding).

`padding` (dimension, in staff space):
`0.3`

Add this much extra space between objects that are next to each other.

`side-axis` (number):
`0`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number):
`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height trill-pitch-group::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `axis-group-interface` (page 780), `grob-interface` (page 808), `item-interface` (page 818), and `side-position-interface` (page 847).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.154 TrillPitchHead

The note head of a pitched trill. See also `TrillPitchGroup` (page 758).

`TrillPitchHead` objects are created by the following engraver(s): `Pitched_trill_engraver` (page 512).

Standard settings:

`duration-log` (integer):
`2`

The 2-log of the note head duration, i.e., `0` = whole note, `1` = half note, etc.

`font-size` (number):
`-4`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`glyph-name` (string):
`note-head::get-glyph-name`

The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`parenthesis-friends` (list):
`'(accidental-grob)`

A list of Grob types, as symbols. When parentheses enclose a Grob that has 'parenthesis-friends, the parentheses widen to include any child Grobs with type among 'parenthesis-friends.

`stencil` (stencil):
`ly:note-head::print`

The symbol to print.

`style` (symbol):
`'default`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:staff-symbol-referencer::callback >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s):
`accidental-participating-head-interface` (page 777), `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `ledgered-interface` (page 822), `note-head-interface` (page 834), `pitched-trill-interface` (page 841), and `staff-symbol-referencer-interface` (page 859).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.155 TrillPitchParentheses

The parentheses of a pitched trill. See also TrillPitchGroup (page 758).

TrillPitchParentheses objects are created by the following engraver(s): Pitched_trill_engraver (page 512).

Standard settings:

font-size (number):
-4

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

padding (dimension, in staff space):
0.3

Add this much extra space between objects that are next to each other.

stencil (stencil):
parentheses-interface::print

The symbol to print.

stencils (list):
parentheses-interface::calc-parenthesis-stencils

Multiple stencils, used as intermediate value.

Y-extent (pair of numbers):
#<unpure-pure-container ly:grob::stencil-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), item-interface (page 818), parentheses-interface (page 839), and pitched-trill-interface (page 841).

This object is of class Item (characterized by item-interface (page 818)).

3.1.156 TrillSpanner

A continued trill with a wiggly line (created with \startTrillSpan, not with \trill). See also TrillPitchGroup (page 758).

TrillSpanner objects are created by the following engraver(s): Trill_spanner_engraver (page 525).

Standard settings:

after-line-breaking (boolean):
ly:spanner::kill-zero-spanned-time

Dummy property, used to trigger callback for after-line-breaking.

bound-details (alist, with symbols as keys):

```
'((left (text #<procedure with-dimension-from-markup (layout props axis arg1 arg2)>
          0
          (#<procedure with-true-dimension-markup (layout props axis arg)>
           0
           (#<procedure musicglyph-markup (layout props glyph-name)>
            "scripts.trill"))
```

```
            (#<procedure with-true-dimension-markup (layout props axis arg)>
             0
             (#<procedure musicglyph-markup (layout props glyph-name)>
              "scripts.trill")))
        (stencil-offset 0 . -1)
        (attach-dir . 0))
  (left-broken (end-on-note . #t))
  (right (adjust-on-neighbor . #t)
       (attach-dir . -1)
       (end-on-accidental . #t)))
```

An alist of properties for determining attachments of spanners to edges.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`left-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-left-bound-info`

An alist of properties for determining attachments of spanners to edges.

`outside-staff-priority` (number):
`50`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`0.5`

Add this much extra space between objects that are next to each other.

`right-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-right-bound-info`

An alist of properties for determining attachments of spanners to edges.

`staff-padding` (dimension, in staff space):
`1.0`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):
`ly:line-spanner::print`

The symbol to print.

`style` (symbol):
`'trill`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`to-barline` (boolean):
`#t`

If true, the spanner will stop at the bar line just before it would otherwise stop.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >

Two skylines, one above and one below this grob.

This object supports the following interface(s): font-interface (page 803), grob-interface (page 808), horizontal-line-spanner-interface (page 815), line-interface (page 823), outside-staff-interface (page 837), side-position-interface (page 847), spanner-interface (page 855), and trill-spanner-interface (page 872).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.157 TupletBracket

A tuplet bracket. See also TupletNumber (page 765).

TupletBracket objects are created by the following engraver(s): Tuplet_engraver (page 525).

Standard settings:

avoid-scripts (boolean):
#t

If set, a tuplet bracket avoids the scripts associated with the note heads it encompasses.

connect-to-neighbor (pair):
ly:spanner::calc-connect-to-neighbors

Pair of booleans, indicating whether this grob looks as a continued break.

direction (direction):
ly:tuplet-bracket::calc-direction

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

edge-height (pair):
'(0.7 . 0.7)

A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).

full-length-to-extent (boolean):
#t

Run to the extent of the column for a full-length tuplet bracket.

max-slope-factor (non-negative number):
0.5

Factor for calculating the maximum tuplet bracket slope. Notice that there exists a homonymous property for slurs.

padding (dimension, in staff space):
1.1

Add this much extra space between objects that are next to each other.

positions (pair of numbers):
ly:tuplet-bracket::calc-positions

Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in staff-space units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

shorten-pair (pair of numbers):
'(-0.2 . -0.2)

The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

span-all-note-heads (boolean):
#f

If true, tuplet brackets are printed spanning horizontally from the first to the last note head instead of covering only the stems.

staff-padding (dimension, in staff space):
0.25

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
ly:tuplet-bracket::print

The symbol to print.

thickness (number):
1.6

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

tuplet-slur (boolean):
#f

Draw a slur instead of a bracket for tuplets.

vertical-skylines (pair of skylines):
#<unpure-pure-container ly:grob::vertical-skylines-from-stencil
ly:grob::pure-simple-vertical-skylines-from-extents >

Two skylines, one above and one below this grob.

visible-over-note-heads (boolean):
#f

This prints a tuplet bracket when the bracket is set to be over the note heads. This option can be combined with the default tuplet bracket visibility style and with #'if-no-beam.

X-positions (pair of numbers):
ly:tuplet-bracket::calc-x-positions

Pair of X staff coordinates of a spanner in the form (*left* . *right*), where both *left* and *right* are in staff-space units of the current staff.

This object supports the following interface(s): grob-interface (page 808), line-interface (page 823), outside-staff-interface (page 837), spanner-interface (page 855), and tuplet-bracket-interface (page 872).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.158 TupletNumber

A tuplet number. See also TupletBracket (page 763).

TupletNumber objects are created by the following engraver(s): Tuplet_engraver (page 525).

Standard settings:

avoid-slur (symbol):
'inside

Method of handling slur collisions. Choices are inside, outside, around, and ignore. inside adjusts the slur if needed to keep the grob inside the slur. outside moves the grob vertically to the outside of the slur. around moves the grob vertically to the outside of the slur only if there is a collision. ignore does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), outside and around behave like ignore.

direction (direction):
tuplet-number::calc-direction

If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

font-shape (symbol):
'italic

Select the shape of a font. Possible values are upright, italic, oblique, and slanted (which is the same as oblique).

font-size (number):
-2

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property fontSize is set, its value is added to this before the glyph is printed. Fractional values are allowed.

knee-to-beam (boolean):
#t

Determines whether a tuplet number will be positioned next to a kneed beam.

stencil (stencil):
ly:tuplet-number::print

The symbol to print.

text (markup):
tuplet-number::calc-denominator-text

Text markup. See Section "Formatting text" in *Notation Reference*.

X-offset (number):
ly:tuplet-number::calc-x-offset

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of X-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

`Y-offset` (number):
`ly:tuplet-number::calc-y-offset`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `outside-staff-interface` (page 837), `spanner-interface` (page 855), `text-interface` (page 866), and `tuplet-number-interface` (page 874).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.159 UnaCordaPedal

An una corda pedal mark. See also `UnaCordaPedalLineSpanner` (page 767), `SostenutoPedal` (page 717), `SustainPedal` (page 737), and `PianoPedalBracket` (page 698).

`UnaCordaPedal` objects are created by the following engraver(s): `Piano_pedal_engraver` (page 511).

Standard settings:

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`extra-spacing-width` (pair of numbers):
`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`font-shape` (symbol):
`'italic`

Select the shape of a font. Possible values are `upright`, `italic`, `oblique`, and `slanted` (which is the same as `oblique`).

`padding` (dimension, in staff space):
`0.0`

Add this much extra space between objects that are next to each other.

`parent-alignment-X` (number):
`#f`

Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`self-alignment-X` (number):
`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`stencil` (stencil):
`ly:text-interface::print`

The symbol to print.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil >`

Two skylines, one above and one below this grob.

`X-offset` (number):
`ly:self-alignment-interface::aligned-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `item-interface` (page 818), `piano-pedal-script-interface` (page 841), `self-alignment-interface` (page 844), and `text-interface` (page 866).

This object is of class Item (characterized by `item-interface` (page 818)).

3.1.160 UnaCordaPedalLineSpanner

An auxiliary grob providing a baseline to align consecutive `UnaCordaPedal` (page 766) grobs vertically.

`UnaCordaPedalLineSpanner` objects are created by the following engraver(s): `Piano_pedal_align_engraver` (page 511).

Standard settings:

`axes` (list):
`'(1)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`direction` (direction):
`-1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`minimum-space` (dimension, in staff space):
`1.0`

Minimum distance that the victim should move (after padding).

`outside-staff-priority` (number):
`1000`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`1.2`

Add this much extra space between objects that are next to each other.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`staff-padding` (dimension, in staff space):
`1.2`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container`
`ly:grob::vertical-skylines-from-element-stencils`
`ly:grob::pure-vertical-skylines-from-element-stencils >`

Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height`
`ly:axis-group-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side`
`ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `axis-group-interface` (page 780), `grob-interface` (page 808), `outside-staff-interface` (page 837), `piano-pedal-interface` (page 841), `side-position-interface` (page 847), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.161 VaticanaLigature

A grob to display a melisma (ligature) as used in Gregorian chant. See also `KievanLigature` (page 654), `MensuralLigature` (page 672), and `LigatureBracket` (page 659).

`VaticanaLigature` objects are created by the following engraver(s): `Vaticana_ligature_engraver` (page 526).

Standard settings:

`stencil` (stencil):
`ly:vaticana-ligature::print`
The symbol to print.

`thickness` (number):
`0.6`
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `spanner-interface` (page 855), and `vaticana-ligature-interface` (page 875).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.162 VerticalAlignment

A top-level auxiliary grob to stack groups (staves, lyrics lines, etc.). See also `StaffGrouper` (page 725) and `VerticalAxisGroup` (page 770).

`VerticalAlignment` objects are created by the following engraver(s): `Vertical_align_engraver` (page 526).

Standard settings:

`axes` (list):
`'(1)`
List of axis numbers. In the case of alignment grobs, this should contain only one number.

`stacking-dir` (direction):
`-1`
Stack objects in which direction?

`vertical-skylines` (pair of skylines):
`ly:axis-group-interface::combine-skylines`
Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`
Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height ly:axis-group-interface::pure-height >`
Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `align-interface` (page 778), `axis-group-interface` (page 780), `grob-interface` (page 808), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.163 VerticalAxisGroup

An auxiliary grob to group everything contained in a context like Staff (page 322), Lyrics (page 229), Dynamics (page 138), etc. See also StaffGrouper (page 725) and VerticalAlignment (page 769).

VerticalAxisGroup objects are created by the following engraver(s): Axis_group_engraver (page 471).

Standard settings:

axes (list):
'(1)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

default-staff-staff-spacing (list):
'((basic-distance . 9)
(minimum-distance . 8)
(padding . 1))

The settings to use for staff-staff-spacing when it is unset, for ungrouped staves and for grouped staves that do not have the relevant StaffGrouper property set (staff-staff-spacing or staffgroup-staff-spacing).

nonstaff-unrelatedstaff-spacing (alist, with symbols as keys):
'((padding . 0.5))

The spacing alist controlling the distance between the current non-staff line and the nearest staff in the opposite direction from staff-affinity, if there are no other non-staff lines between the two, and staff-affinity is either UP or DOWN. See staff-staff-spacing for a description of the alist structure.

outside-staff-placement-directive (symbol):
'left-to-right-polite

One of four directives telling how outside staff objects should be placed.

- left-to-right-greedy – Place each successive grob from left to right.
- left-to-right-polite – Place a grob from left to right only if it does not potentially overlap with another grob that has been placed on a pass through a grob array. If there is overlap, do another pass to determine placement.
- right-to-left-greedy – Same as left-to-right-greedy, but from right to left.
- right-to-left-polite – Same as left-to-right-polite, but from right to left.

show-vertical-skylines (boolean):
grob::show-skylines-if-debug-skylines-set

If true, print this grob's vertical skylines. This is meant for debugging purposes.

skyline-horizontal-padding (number):
0.1

For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

staff-staff-spacing (alist, with symbols as keys):
#<unpure-pure-container
ly:axis-group-interface::calc-staff-staff-spacing
ly:axis-group-interface::calc-pure-staff-staff-spacing >

When applied to a staff-group's StaffGrouper grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's VerticalAxisGroup grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the StaffGrouper grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- basic-distance – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
- minimum-distance – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- padding – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- stretchability – a unitless measure of the dimension's relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

vertical-skylines (pair of skylines):
ly:hara-kiri-group-spanner::calc-skylines

Two skylines, one above and one below this grob.

X-extent (pair of numbers):
ly:axis-group-interface::width

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

Y-extent (pair of numbers):
#<unpure-pure-container ly:hara-kiri-group-spanner::y-extent
ly:hara-kiri-group-spanner::pure-height >

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

Y-offset (number):
ly:hara-kiri-group-spanner::force-hara-kiri-callback

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of Y-offset to be ignored or modified, even though the object supports the self-alignment-interface (page 844).

This object supports the following interface(s): axis-group-interface (page 780), grob-interface (page 808), hara-kiri-group-spanner-interface (page 813), outside-staff-axis-group-interface (page 837), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.164 VoiceFollower

A line to indicate staff changes of a voice.

VoiceFollower objects are created by the following engraver(s): Note_head_line_engraver (page 506).

Standard settings:

after-line-breaking (boolean):
ly:spanner::kill-zero-spanned-time

Dummy property, used to trigger callback for after-line-breaking.

bound-details (alist, with symbols as keys):
```
'((right (attach-dir . 0) (padding . 1.5))
  (left (attach-dir . 0) (padding . 1.5)))
```

An alist of properties for determining attachments of spanners to edges.

gap (dimension, in staff space):
0.5

Size of a gap in a variable symbol.

left-bound-info (alist, with symbols as keys):
ly:line-spanner::calc-left-bound-info

An alist of properties for determining attachments of spanners to edges.

normalized-endpoints (pair):
ly:spanner::calc-normalized-endpoints

Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

right-bound-info (alist, with symbols as keys):
ly:line-spanner::calc-right-bound-info

An alist of properties for determining attachments of spanners to edges.

stencil (stencil):
ly:line-spanner::print

The symbol to print.

style (symbol):
'line

This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

This object supports the following interface(s): grob-interface (page 808), line-interface (page 823), line-spanner-interface (page 823), and spanner-interface (page 855).

This object is of class Spanner (characterized by spanner-interface (page 855)).

3.1.165 VoltaBracket

A volta bracket. See also VoltaBracketSpanner (page 774).

VoltaBracket objects are created by the following engraver(s): Volta_engraver (page 526).

Standard settings:

baseline-skip (dimension, in staff space):
1.7

Distance between base lines of multiple lines of text.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`edge-height` (pair):
`'(2.0 . 2.0)`

A pair of numbers specifying the heights of the vertical edges: (*`left-height` . `right-height`*).

`font-size` (number):
`-2`

The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`range-collapse-threshold` (non-negative, exact integer):
`3`

If the length of a volta range is greater than or equal to this threshold, print it with a dash. For example, if this is 3, a `\volta 1,2,3` is printed as '`1.-3.`', but if it is 4, it is printed as '`1.2.3.`'.

`shorten-pair` (pair of numbers):
`ly:volta-bracket::calc-shorten-pair`

The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

`stencil` (stencil):
`ly:volta-bracket-interface::print`

The symbol to print.

`text` (markup):
`volta-bracket-interface::calc-text`

Text markup. See Section "Formatting text" in *Notation Reference*.

`thickness` (number):
`1.6`

For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`volta-number-offset` (pair of numbers):
`'(1.0 . -0.5)`

The offset of the volta number relative to the upper left corner of the volta bracket.

`word-space` (dimension, in staff space):
`0.6`

Space to insert between words in texts.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:grob::stencil-height volta-bracket-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

This object supports the following interface(s): `font-interface` (page 803), `grob-interface` (page 808), `horizontal-bracket-interface` (page 814), `line-interface` (page 823), `side-position-interface` (page 847), `spanner-interface` (page 855), `text-interface` (page 866), `volta-bracket-interface` (page 876), and `volta-interface` (page 877).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.166 VoltaBracketSpanner

An auxiliary grob providing a baseline to align consecutive `VoltaBracket` (page 772) grobs vertically.

`VoltaBracketSpanner` objects are created by the following engraver(s): `Volta_engraver` (page 526).

Standard settings:

`after-line-breaking` (boolean):
`ly:side-position-interface::move-to-extremal-staff`

Dummy property, used to trigger callback for `after-line-breaking`.

`axes` (list):
`'(1)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`direction` (direction):
`1`

If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`outside-staff-priority` (number):
`600`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):
`1`

Add this much extra space between objects that are next to each other.

`side-axis` (number):
`1`

If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-element-stencils ly:grob::pure-vertical-skylines-from-element-stencils >`

Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):
`ly:axis-group-interface::width`

Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`Y-extent` (pair of numbers):
`#<unpure-pure-container ly:axis-group-interface::height ly:axis-group-interface::pure-height >`

Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number):
`#<unpure-pure-container ly:side-position-interface::y-aligned-side ly:side-position-interface::pure-y-aligned-side >`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `axis-group-interface` (page 780), `grob-interface` (page 808), `outside-staff-interface` (page 837), `side-position-interface` (page 847), `spanner-interface` (page 855), and `volta-interface` (page 877).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.1.167 VowelTransition

A vowel transition in lyrics. See also `LyricHyphen` (page 661).

`VowelTransition` objects are created by the following engraver(s): `Hyphen_engraver` (page 496).

Standard settings:

`after-line-breaking` (boolean):
`ly:spanner::kill-zero-spanned-time`

Dummy property, used to trigger callback for `after-line-breaking`.

`arrow-length` (number):
`0.5`

Arrow length.

`arrow-width` (number):
`0.5`

Arrow width.

`bound-details` (alist, with symbols as keys):

```
'((left (padding . 0.14) (attach-dir . 1))
  (right-broken (padding . 0))
  (left-broken (padding . 0))
  (right (padding . 0.14)
```

```
(attach-dir . -1)
(arrow . #t)))
```

An alist of properties for determining attachments of spanners to edges.

`left-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-left-bound-info`

An alist of properties for determining attachments of spanners to edges.

`minimum-length` (dimension, in staff space):
`1.0`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`right-bound-info` (alist, with symbols as keys):
`ly:horizontal-line-spanner::calc-right-bound-info`

An alist of properties for determining attachments of spanners to edges.

`springs-and-rods` (boolean):
`ly:vowel-transition::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):
`ly:line-spanner::print`

The symbol to print.

`style` (symbol):
`'line`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`vertical-skylines` (pair of skylines):
`#<unpure-pure-container ly:grob::vertical-skylines-from-stencil ly:grob::pure-simple-vertical-skylines-from-extents >`

Two skylines, one above and one below this grob.

`Y-offset` (number):
`0.5`

The vertical amount that this object is moved relative to its Y-parent.

Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

This object supports the following interface(s): `grob-interface` (page 808), `horizontal-line-spanner-interface` (page 815), `line-interface` (page 823), `lyric-interface` (page 826), and `spanner-interface` (page 855).

This object is of class Spanner (characterized by `spanner-interface` (page 855)).

3.2 Graphical Object Interfaces

3.2.1 accidental-interface

A single accidental.

User-settable properties:

`alteration` (number)
: Alteration numbers for accidental.

`alteration-glyph-name-alist` (association list (list of pairs))
: An alist of key-string pairs.

`avoid-slur` (symbol)
: Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`glyph-name` (string)
: The glyph name within the font.

  In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`hide-tied-accidental-after-break` (boolean)
: If set, an accidental that appears on a tied note after a line break will not be displayed.

`restore-first` (boolean)
: Print a natural before the accidental.

Internal properties:

`forced` (boolean)
: Manually forced accidental.

`tie` (graphical (layout) object)
: A pointer to a `Tie` object.

This grob interface is used in the following graphical object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalSuggestion` (page 549), `AmbitusAccidental` (page 553), and `TrillPitchAccidental` (page 757).

3.2.2 accidental-participating-head-interface

A grob that should set the current alteration for a pitch in a measure.

This grob interface is used in the following graphical object(s): `ApproximatePitchNoteHead` (page 555), `NoteHead` (page 684), and `TrillPitchHead` (page 759).

3.2.3 accidental-placement-interface

Resolve accidental collisions.

User-settable properties:

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

`right-padding` (dimension, in staff space)
: Space to insert on the right side of an object (e.g., between note and its accidentals).

`script-priority` (number)
: A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

Internal properties:

`accidental-grobs` (association list (list of pairs))
: An alist with (*notename* . *groblist*) entries.

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): `AccidentalPlacement` (page 548).

3.2.4 accidental-suggestion-interface

An accidental, printed as a suggestion (typically: vertically over a note).

This grob interface is used in the following graphical object(s): `AccidentalSuggestion` (page 549).

3.2.5 accidental-switch-interface

Any object that prints one or several accidentals based on alterations.

User-settable properties:

`alteration-glyph-name-alist` (association list (list of pairs))
: An alist of key-string pairs.

This grob interface is used in the following graphical object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalSuggestion` (page 549), `AmbitusAccidental` (page 553), `BalloonText` (page 559), `BassFigure` (page 566), `ChordName` (page 586), `CombineTextScript` (page 598), `GridChordName` (page 637), `HorizontalBracketText` (page 642), `InstrumentName` (page 644), `InstrumentSwitch` (page 645), `KeyCancellation` (page 648), `KeySignature` (page 651), `MeasureSpanner` (page 670), `NoteName` (page 685), `RehearsalMark` (page 699), `TextMark` (page 746), `TextScript` (page 748), and `TrillPitchAccidental` (page 757).

3.2.6 align-interface

Order grobs from top to bottom, left to right, right to left or bottom to top. For vertical alignments of staves, the `line-break-system-details` of the left Section "NonMusicalPaperColumn" in *Internals Reference* may be set to tune vertical spacing.

User-settable properties:

`align-dir` (direction)
: Which side to align? `-1`: left side, `0`: around center of width, `1`: right side.

`axes` (list)
: List of axis numbers. In the case of alignment grobs, this should contain only one number.

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

`stacking-dir` (direction)
: Stack objects in which direction?

Internal properties:

`elements` (array of grobs)
: An array of grobs; the type is depending on the grob where this is set in.

`minimum-translations-alist` (association list (list of pairs))
: An list of translations for a given start and end point.

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): `BassFigureAlignment` (page 566) and `VerticalAlignment` (page 769).

3.2.7 ambitus-interface

The line between note heads for a pitch range.

User-settable properties:

`gap` (dimension, in staff space)
: Size of a gap in a variable symbol.

`length-fraction` (number)
: Multiplier for lengths. Used for determining ledger lines and stem lengths.

`maximum-gap` (number)
: Maximum value allowed for gap property.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`note-heads` (array of grobs)
: An array of note head grobs.

This grob interface is used in the following graphical object(s): `Ambitus` (page 551), `AmbitusLine` (page 553), and `AmbitusNoteHead` (page 554).

3.2.8 arpeggio-interface

Functions and settings for drawing an arpeggio symbol.

User-settable properties:

`arpeggio-direction` (direction)
: If set, put an arrow on the arpeggio squiggly line.

`dash-definition` (pair)
: List of `dash-elements` defining the dash structure. Each `dash-element` has a starting t value, an ending t-value, a `dash-fraction`, and a `dash-period`.

`line-thickness` (number)
: For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`positions` (pair of numbers)
: Pair of staff coordinates (*`start`* . *`end`*), where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`protrusion` (number)
: In a bracket indicating non-arpeggio or optional material, the length of the horizontal edges.

`script-priority` (number)
: A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

Internal properties:

`stems` (array of grobs)
: An array of stem objects.

This grob interface is used in the following graphical object(s): `Arpeggio` (page 557).

3.2.9 axis-group-interface

An object that groups other layout objects.

User-settable properties:

`axes` (list)
: List of axis numbers. In the case of alignment grobs, this should contain only one number.

`default-staff-staff-spacing` (list)
: The settings to use for `staff-staff-spacing` when it is unset, for ungrouped staves and for grouped staves that do not have the relevant `StaffGrouper` property set (`staff-staff-spacing` or `staffgroup-staff-spacing`).

`nonstaff-nonstaff-spacing` (alist, with symbols as keys)
: The spacing alist controlling the distance between the current non-staff line and the next non-staff line in the direction of `staff-affinity`, if both are on the same side of the related staff, and `staff-affinity` is either `UP` or `DOWN`. See `staff-staff-spacing` for a description of the alist structure.

`nonstaff-relatedstaff-spacing` (alist, with symbols as keys)
: The spacing alist controlling the distance between the current non-staff line and the nearest staff in the direction of `staff-affinity`, if there are no non-staff lines between the two, and `staff-affinity` is either `UP` or `DOWN`. If `staff-affinity` is `CENTER`, then `nonstaff-relatedstaff-spacing` is used for the nearest staves on *both* sides, even if other non-staff lines appear between the current one and either of the staves. See `staff-staff-spacing` for a description of the alist structure.

`nonstaff-unrelatedstaff-spacing` (alist, with symbols as keys)
: The spacing alist controlling the distance between the current non-staff line and the nearest staff in the opposite direction from `staff-affinity`, if there are no other non-staff lines between the two, and `staff-affinity` is either `UP` or `DOWN`. See `staff-staff-spacing` for a description of the alist structure.

`staff-affinity` (direction)
: The direction of the staff to use for spacing the current non-staff line. Choices are `UP`, `DOWN`, and `CENTER`. If `CENTER`, the non-staff line will be placed equidistant between the two nearest staves on either side, unless collisions or other spacing constraints prevent this. Setting `staff-affinity` for a staff causes it to be treated as a non-staff line. Setting `staff-affinity` to `#f` causes a non-staff line to be treated as a staff.

`staff-staff-spacing` (alist, with symbols as keys)
: When applied to a staff-group's `StaffGrouper` grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's `VerticalAxisGroup` grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the `StaffGrouper` grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

  - `basic-distance` – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
  - `minimum-distance` – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
  - `padding` – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
  - `stretchability` – a unitless measure of the dimension's relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

Internal properties:

`adjacent-pure-heights` (pair)
: A pair of vectors. Used by a `VerticalAxisGroup` to cache the `Y-extents` of different column ranges.

`bound-alignment-interfaces` (list)
: Interfaces to be used for positioning elements that align with a column.

`elements` (array of grobs)
: An array of grobs; the type is depending on the grob where this is set in.

`pure-relevant-grobs` (array of grobs)
: All the grobs (items and spanners) that are relevant for finding the `pure-Y-extent`

`pure-relevant-items` (array of grobs)
: A subset of elements that are relevant for finding the `pure-Y-extent`.

`pure-relevant-spanners` (array of grobs)
: A subset of elements that are relevant for finding the `pure-Y-extent`.

`pure-Y-common` (graphical (layout) object)
: A cache of the `common_refpoint_of_array` of the `elements` grob set.

`staff-grouper` (graphical (layout) object)
: The staff grouper we belong to.

`system-Y-offset` (number)
: The Y-offset (relative to the bottom of the top-margin of the page) of the system to which this staff belongs.

`X-common` (graphical (layout) object)
: Common reference point for axis group.

`Y-common` (graphical (layout) object)
: See `X-common`.

This grob interface is used in the following graphical object(s): `Ambitus` (page 551), `BassFigureAlignment` (page 566), `BassFigureAlignmentPositioning` (page 567), `BassFigureLine` (page 569), `BreakAlignGroup` (page 576), `BreakAlignment` (page 577), `CenteredBarNumberLineSpanner` (page 583), `DotColumn` (page 613), `DynamicLineSpanner` (page 621), `NonMusicalPaperColumn` (page 681), `NoteCollision` (page 682), `NoteColumn` (page 683), `PaperColumn` (page 691), `SostenutoPedalLineSpanner` (page 718), `SustainPedalLineSpanner` (page 738), `System` (page 739), `TrillPitchGroup` (page 758), `UnaCordaPedalLineSpanner` (page 767), `VerticalAlignment` (page 769), `VerticalAxisGroup` (page 770), and `VoltaBracketSpanner` (page 774).

3.2.10 `balloon-interface`

A collection of routines to put text balloons around an object.

User-settable properties:

`annotation-balloon` (boolean)
: Print the balloon around an annotation.

`annotation-line` (boolean)
: Print the line from an annotation to the grob that it annotates.

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

`text` (markup)
: Text markup. See Section “Formatting text” in *Notation Reference*.

`text-alignment-X` (number)
: How to align an annotation horizontally.

`text-alignment-Y` (number)
: How to align an annotation vertically.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual “pen” that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`X-attachment` (number)
: Horizontal attachment of a line on a frame, typically between -1 (left) and 1 (right).

`Y-attachment` (number)
: Vertical attachment of a line on a frame, typically between -1 (down) and 1 (up).

Internal properties:

`spanner-placement` (direction)
: The place of an annotation on a spanner. `LEFT` is for the first spanner, and `RIGHT` is for the last. `CENTER` will place it on the broken spanner that falls closest to the center of the length of the entire spanner, although this behavior is unpredictable in situations with lots of rhythmic diversity. For predictable results, use `LEFT` and `RIGHT`.

This grob interface is used in the following graphical object(s): `BalloonText` (page 559) and `Footnote` (page 632).

3.2.11 bar-line-interface

Print a special bar symbol. It replaces the regular bar symbol with a special symbol. The argument *bartype* is a string which specifies the kind of bar line to print.

The list of allowed glyphs and predefined bar lines can be found in `scm/bar-line.scm`.

`gap` is used for the gaps in dashed bar lines.

Full-height bar lines are normally squared to meet the outer staff lines, but their ends may be rounded by setting the `rounded` property. The ends of short and tick bars are always rounded.

User-settable properties:

`allow-span-bar` (boolean)
: If false, no inter-staff bar line will be created below this bar line.

`bar-extent` (pair of numbers)
: The Y-extent of the actual bar line. This may differ from `Y-extent` because it does not include the dots in a repeat bar line.

`gap` (dimension, in staff space)
: Size of a gap in a variable symbol.

`glyph` (string)
: A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.

  In combination with (span) bar lines, it is a string resembling the bar line appearance in ASCII form.

`glyph-left` (string)
: The `glyph` value to use at the end of the line when the line is broken. `#f` indicates that no glyph should be visible; otherwise the value must be a string.

`glyph-name` (string)
: The glyph name within the font.

  In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`glyph-right` (string)
: The `glyph` value to use at the beginning of the line when the line is broken. `#f` indicates that no glyph should be visible; otherwise the value must be a string.

`hair-thickness` (number)
: Thickness of the thin line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

`kern` (dimension, in staff space)
: The space between individual elements in any compound bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

`right-justified` (boolean)
: Used for `BarLines` to right-align them. Usually the extent of a `BarLine` has some positive value to the right. If this property is set to `#t`, `BarLine.stencil` is translated to the left by this value. Needs to be set at `Score` or `StaffGroup` level. As a result all `BarLines` of said `Score` or `StaffGroup` are right-justified.

`rounded` (boolean)
: Decide whether lines should be drawn rounded or not.

`segno-kern` (number)
: The space between the two thin lines of the segno bar line symbol, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

`short-bar-extent` (pair of numbers)
: The Y-extent of a short bar line. The default is half the normal bar extent, rounded up to an integer number of staff spaces.

`thick-thickness` (number)
: Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`allow-span-bar-above` (boolean)
: If false, no inter-staff bar line will be created above this item.

`has-span-bar` (pair)
: A pair of grobs containing the span bars to be drawn below and above the staff. If no span bar is in a position, the respective element is set to `#f`.

This grob interface is used in the following graphical object(s): `BarLine` (page 560) and `SpanBar` (page 720).

3.2.12 bar-number-interface

A bar number or bar number vertical support object.

This grob interface is used in the following graphical object(s): `BarNumber` (page 564), `CenteredBarNumber` (page 583), and `CenteredBarNumberLineSpanner` (page 583).

3.2.13 bass-figure-alignment-interface

Align a bass figure.

This grob interface is used in the following graphical object(s): `BassFigureAlignment` (page 566).

3.2.14 bass-figure-interface

A bass figure text.

User-settable properties:

`implicit` (boolean)
: Is this an implicit bass figure?

This grob interface is used in the following graphical object(s): `BassFigure` (page 566).

3.2.15 beam-interface

A beam.

The `beam-thickness` property is the weight of beams, measured in staffspace. The `direction` property is not user-serviceable. Use the `direction` property of `Stem` instead.

The following properties may be set in the `details` list.

`beam-eps`
: Epsilon for beam quant code to check for presence in gap.

`collision-padding`
: Padding value to avoid vertical collision with other objects.

`collision-penalty`
: Demerit penalty for `collision-padding`.

`damping-direction-penalty`
: Demerit penalty applied when beam direction is different from damping direction.

`hint-direction-penalty`
: Demerit penalty applied when beam direction is different from damping direction, but damping slope is <= `round-to-zero-slope`.

`ideal-slope-factor`
: Demerit scaling factor for difference between beam slope and damping slope.

`musical-direction-factor`
: Demerit scaling factor for difference between beam slope and music slope.

`region-size`
: Size of region for checking quant scores.

`round-to-zero-slope`
: Damping slope which is considered zero for purposes of calculating direction penalties.

`secondary-beam-demerit`
: Demerit used in quanting calculations for multiple beams.

`stem-collision-factor`
: Demerit factor used for colliding stems.

`stem-length-demerit-factor`
: Demerit factor used for inappropriate stem lengths.

`stem-length-limit-penalty`
: Penalty for differences in stem lengths on a beam.

User-settable properties:

`accidental-padding` (number)
: Property used by Beam to avoid accidentals in whole-note tremolos.

`auto-knee-gap` (dimension, in staff space)
: If a gap is found between note heads where a horizontal beam fits and it is larger than this number, make a kneed beam.

`beam-thickness` (dimension, in staff space)
: Beam thickness, measured in `staff-space` units.

`beamed-stem-shorten` (list)
: How much to shorten beamed stems, when their direction is forced. It is a list, since the value is different depending on the number of flags and beams.

`beaming` (pair)
: Pair of number lists. Each number list specifies which beams to make. `0` is the central beam, `1` is the next beam toward the note, etc. This information is used to determine how to connect the beaming patterns from stem to stem inside a beam.

`break-overshoot` (pair of numbers)
: A pair of numbers specifying how much a broken spanner sticks out of its bounds horizontally on the broken side(s). For broken beams and broken tuplet brackets, the bounds are given by the prefatory matter on the left and/or the rightmost column on the right. For broken horizontal brackets, the bounds are the leftmost and/or rightmost column; for broken measure spanners, the left and/or right edge of the staff.

`clip-edges` (boolean)
: Allow outward pointing beamlets at the edges of beams?

`collision-interfaces` (list)
: A list of interfaces for which automatic beam-collision resolution is run.

`collision-voice-only` (boolean)
: Avoid beam collisions only with grobs of the voice in which the beam was created.

`concaveness` (number)
: A beam is concave if its inner stems are closer to the beam than the two outside stems. This number is a measure of the closeness of the inner stems. It is used for damping the slope of the beam.

`damping` (number)
: Amount of beam slope damping.

`details` (alist, with symbols as keys)
: An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`gap` (dimension, in staff space)
: Size of a gap in a variable symbol.

`gap-count` (integer)
: Number of 'floating' beams in a two-stem tremolo.

`grow-direction` (direction)
: Crescendo or decrescendo?

`inspect-quants` (pair of numbers)
: If debugging is set, set beam and slur position to a (quantized) position that is as close as possible to this value, and print the demerits for the inspected position in the output.

`knee` (boolean)
: Is this beam kneed?

`length-fraction` (number)
: Multiplier for lengths. Used for determining ledger lines and stem lengths.

`minimum-length` (dimension, in staff space)
: Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`neutral-direction` (direction)
: Which direction to take in the center of the staff.

`positions` (pair of numbers)
: Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`skip-quanting` (boolean)
: Should beam quanting be skipped?

`X-positions` (pair of numbers)
: Pair of X staff coordinates of a spanner in the form (*left* . *right*), where both *left* and *right* are in `staff-space` units of the current staff.

Internal properties:

`annotation` (string)
: Annotate a grob for debug purposes.

`beam-segments` (list)
: Internal representation of beam segments.

`covered-grobs` (array of grobs)
: Grobs that could potentially collide with a beam.

`least-squares-dy` (number)
: The ideal beam slope, without damping.

`normal-stems` (array of grobs)
: An array of visible stems.

`quantized-positions` (pair of numbers)
: The beam positions after quanting.

`shorten` (dimension, in staff space)
: The amount of space that a stem is shortened. Internally used to distribute beam shortening over stems.

`stems` (array of grobs)
: An array of stem objects.

This grob interface is used in the following graphical object(s): `Beam` (page 570).

3.2.16 bend-after-interface

A doit or drop.

User-settable properties:

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`delta-position` (number)
: The vertical position difference.

This grob interface is used in the following graphical object(s): `BendAfter` (page 573).

3.2.17 bend-interface

The (curved) line representing a bent string. Available for the `'style` property are `'hold`, `'pre-bend` and `'pre-bend-hold`.

The following properties may be set in the `details` list.

`arrow-stencil`
: The stencil procedure for the `BendSpanner` arrow head.

`bend-amount-strings`
: An alist with entries for `'quarter`, `'half`, `'three-quarter` and `'full`, which are used to print how much a string is bent.

`bend-arrowhead-height`
: The height of the arrow head.

`bend-arrowhead-width`
: The width of the arrow head.

`curvature-factor`
: Determines the horizontal part of a bent arrow as percentage of the total horizontal extent, usually between 0 and 1.

`curve-x-padding-line-end`
: For a broken `BendSpanner`, set the padding at the line end to subsequent objects like changed `Clef`, etc.

`curve-y-padding-line-end`
: For a broken `BendSpanner` started from a chord the curves don't match; there is a certain vertical gap specified by this value.

`dashed-line-settings`
: List of three numeric values representing on, off and phase of a dashed line.

`head-text-break-visibility`
: A vector of three booleans to set visibility of the arrow head and the text at a line break. This is important for `'style` set to `'hold`, `'pre-bend` or `'pre-bend-hold`.

`horizontal-left-padding`
: The amount of horizontal free space between a `TabNoteHead` and the starting `BendSpanner`.

`successive-level`
: An integer used as a factor determining the vertical coordinate of the starting `BendSpanner`. If `successive-level` is 1, the `BendSpanner` starts at the `TabNoteHead`. If consecutive `BendSpanners` are set this value should be set to an appropriate value for the first one; later on, this value is maintained by the engraver.

`target-visibility`
A boolean to decide whether the target `TabNoteHead` should be visible. For up-pointing bends this is usually true.

`vertical-padding`
Vertical padding between note heads and bends for `pre-bend` and `pre-bend-hold` styles.

`y-distance-from-tabstaff-to-arrow-tip`
This numeric value determines the distance between the `TabStaff` and the arrow head of the `BendSpanner`.

User-settable properties:

`bend-me` (boolean)
Decide whether this grob is bent.

`details` (alist, with symbols as keys)
An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction)
If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`style` (symbol)
This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

This grob interface is used in the following graphical object(s): `ApproximatePitchNoteHead` (page 555), `BendSpanner` (page 574), `NoteColumn` (page 683), `NoteHead` (page 684), and `TabNoteHead` (page 744).

3.2.18 bezier-curve-interface

A Bézier curve (tie, slur, etc.).

User-settable properties:

`show-control-points` (boolean)
For grobs printing Bézier curves, setting this property to `#t` causes the control points and control polygon to be drawn on the page for ease of tweaking.

This grob interface is used in the following graphical object(s): `LaissezVibrerTie` (page 654), `PhrasingSlur` (page 696), `RepeatTie` (page 702), `Slur` (page 714), and `Tie` (page 752).

3.2.19 break-alignable-interface

Object that is aligned on a break alignment.

User-settable properties:

`break-align-symbols` (list)
A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to `break-visibility`,

we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

`non-break-align-symbols` (list)
A list of symbols that determine which NON-break-aligned interfaces to align this to.

This grob interface is used in the following graphical object(s): `BarNumber` (page 564), `CodaMark` (page 596), `JumpScript` (page 646), `LyricRepeatCount` (page 663), `MetronomeMark` (page 672), `RehearsalMark` (page 699), `SectionLabel` (page 707), `SegnoMark` (page 709), and `TextMark` (page 746).

3.2.20 break-aligned-interface

Breakable items.

User-settable properties:

`break-align-anchor` (number)
Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-anchor-alignment` (number)
Read by `ly:break-aligned-interface::calc-extent-aligned-anchor` for aligning an anchor to a grob's extent.

`break-align-symbol` (symbol)
This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`space-alist` (alist, with symbols as keys)
An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
  ...)
```

Standard choices for *`break-align-symbol`* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to `space-alist` are:

`first-note`
used when the grob is just left of the first note on a line

`next-note`
used when the grob is just left of any other note; if not set, the value of `first-note` gets used

`right-edge`
used when the grob is the last item on the line (only compatible with the `extra-space` spacing style)

If `space-alist` is defined for a grob that gets spaced in a staff, an entry for `first-note` must be present. If there is no `next-note` entry, the value of `first-note` is used instead.

Choices for *`spacing-style`* are:

`extra-space`
Put this much space between the two grobs. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed.

`minimum-space`
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with `first-note` or `next-note`; otherwise it is fixed. Not compatible with `right-edge`.

`fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much fixed space between the grob and the note.

`minimum-fixed-space`
: Only compatible with `first-note` and `next-note`. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

`semi-fixed-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

`shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the two grobs. The space is only shrinkable.

`semi-shrink-space`
: Only compatible with `first-note` and `next-note`. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

This grob interface is used in the following graphical object(s): `Ambitus` (page 551), `AmbitusAccidental` (page 553), `BarLine` (page 560), `BreakAlignGroup` (page 576), `BreathingSign` (page 578), `Clef` (page 590), `CueClef` (page 602), `CueEndClef` (page 605), `Custos` (page 608), `Divisio` (page 610), `DoublePercentRepeat` (page 615), `KeyCancellation` (page 648), `KeySignature` (page 651), `LeftEdge` (page 657), `OptionalMaterialBracket` (page 687), `SignumRepetitionis` (page 711), `SpanBar` (page 720), `StaffEllipsis` (page 722), and `TimeSignature` (page 754).

3.2.21 break-alignment-interface

The object that performs break alignment.

Three interfaces deal specifically with break alignment:

1. break-alignment-interface (this one),
2. `break-alignable-interface` (page 789), and
3. `break-aligned-interface` (page 790).

Each of these interfaces supports grob properties that use *break-align symbols*, which are Scheme symbols to specify the alignment, ordering, and spacing of certain notational elements ('breakable' items).

The break-align symbols used by the various grobs are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

User-settable properties:

`break-align-orders` (vector)
: This is a vector of 3 lists: `#(`*`end-of-line unbroken start-of-line`*`)`. Each list contains *break-align symbols* that specify an order of breakable items (see Section "Grobs and their break-align symbols" in *Notation Reference* and Section "break-alignment-interface" in *Internals Reference*).

  For example, this places time signatures before clefs:

```
\override Score.BreakAlignment.break-align-orders =
  #(make-vector 3 '(left-edge
                    cue-end-clef
                    ambitus
                    breathing-sign
                    time-signature
                    clef
                    cue-clef
                    staff-bar
                    key-cancellation
                    key-signature
                    custos))
```

  The same result can be achieved more conveniently by:

```
\breakAlignInsert time-signature before clef
```

Internal properties:

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): `BreakAlignment` (page 577).

3.2.22 breathing-sign-interface

A breathing sign.

User-settable properties:

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to `Staff.StaffSymbol.thickness`).

This grob interface is used in the following graphical object(s): `BreathingSign` (page 578) and `Divisio` (page 610).

3.2.23 caesura-script-interface

A script for \caesura, e.g., an outside-staff comma or a fermata over a bar line.

This grob interface is used in the following graphical object(s): CaesuraScript (page 581).

3.2.24 centered-bar-number-interface

A measure-centered bar number.

This grob interface is used in the following graphical object(s): CenteredBarNumber (page 583).

3.2.25 centered-bar-number-line-spanner-interface

An abstract object used to align centered bar numbers on the same vertical position.

This grob interface is used in the following graphical object(s): CenteredBarNumberLineSpanner (page 583).

3.2.26 centered-spanner-interface

A spanner that prints a symbol centered between two columns.

User-settable properties:

self-alignment-X (number)
: Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

spacing-pair (pair)
: A pair of alignment symbols which set an object's spacing relative to its left and right BreakAlignments.

  For example, a MultiMeasureRest will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest.spacing-pair =
              #'(staff-bar . staff-bar)
```

This grob interface is used in the following graphical object(s): CenteredBarNumber (page 583), MeasureCounter (page 667), and PercentRepeat (page 693).

3.2.27 chord-bracket-interface

Functions and settings for drawing a vertical bracket, such as for non-arpeggiato, non-divisi, or optional material.

User-settable properties:

line-thickness (number)
: For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

positions (pair of numbers)
: Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in staff-space units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`protrusion` (number)
: In a bracket indicating non-arpeggio or optional material, the length of the horizontal edges.

`script-priority` (number)
: A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`stems` (array of grobs)
: An array of stem objects.

This grob interface is used in the following graphical object(s): `ChordBracket` (page 585).

3.2.28 chord-name-interface

A chord label (name or fretboard).

Internal properties:

`begin-of-line-visible` (boolean)
: Set to make `ChordName` or `FretBoard` be visible only at beginning of line or at chord changes; also used for stanza reminders in lyrics.

This grob interface is used in the following graphical object(s): `ChordName` (page 586) and `FretBoard` (page 633).

3.2.29 chord-slur-interface

Functions and settings for drawing a vertical slur.

User-settable properties:

`dash-definition` (pair)
: List of `dash-elements` defining the dash structure. Each `dash-element` has a starting t value, an ending t-value, a `dash-fraction`, and a `dash-period`.

`line-thickness` (number)
: For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`positions` (pair of numbers)
: Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`script-priority` (number)
: A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`stems` (array of grobs)
: An array of stem objects.

This grob interface is used in the following graphical object(s): `ChordSlur` (page 587).

3.2.30 chord-square-interface

A chord square in a chord grid.

User-settable properties:

`measure-division` (number list)
: A list representing what fraction of the measure length each chord name takes in a chord square. The list is made of exact numbers between 0 and 1, which should add up to 1. Example: a measure `c2 g4 g4` results in `'(1/2 1/4 1/4)`.

`measure-division-chord-placement-alist` (association list (list of pairs))
: An alist mapping measure divisions (see the `measure-division` property) to lists of coordinates (number pairs) applied to the chord names of a chord square. Coordinates are normalized between -1 and 1 within the square.

`measure-division-lines-alist` (association list (list of pairs))
: An alist mapping measure divisions (see the `measure-division` property) to lists of lines to draw in the square, given as 4-element lists: `(`*`x-start y-start x-end y-end`*`)`.

Internal properties:

`chord-names` (array of grobs)
: Array of chord names.

This grob interface is used in the following graphical object(s): `ChordSquare` (page 589).

3.2.31 clef-interface

A clef sign.

User-settable properties:

`full-size-change` (boolean)
: Don't make a change clef smaller.

`glyph` (string)
: A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.

  In combination with (span) bar lines, it is a string resembling the bar line appearance in ASCII form.

`glyph-name` (string)
: The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`non-default` (boolean)
Set for manually specified clefs and keys.

This grob interface is used in the following graphical object(s): `Clef` (page 590), `CueClef` (page 602), and `CueEndClef` (page 605).

3.2.32 clef-modifier-interface

The number describing transposition of the clef, placed below or above clef sign. Usually this is 8 (octave transposition) or 15 (two octaves), but LilyPond allows any integer here.

User-settable properties:

`clef-alignments` (alist, with symbols as keys)
An alist of parent-alignments that should be used for clef modifiers with various clefs

This grob interface is used in the following graphical object(s): `ClefModifier` (page 593).

3.2.33 cluster-beacon-interface

A place holder for the cluster spanner to determine the vertical extents of a cluster spanner at this X position.

User-settable properties:

`positions` (pair of numbers)
Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

This grob interface is used in the following graphical object(s): `ClusterSpannerBeacon` (page 595).

3.2.34 cluster-interface

A graphically drawn musical cluster.

`padding` adds to the vertical extent of the shape (top and bottom).

The property `style` controls the shape of cluster segments. Valid values include `leftsided-stairs`, `rightsided-stairs`, `centered-stairs`, and `ramp`.

User-settable properties:

`padding` (dimension, in staff space)
Add this much extra space between objects that are next to each other.

`style` (symbol)
This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

Internal properties:

`columns` (array of grobs)
An array of grobs, typically containing `PaperColumn` or `NoteColumn` objects.

This grob interface is used in the following graphical object(s): `ClusterSpanner` (page 595).

3.2.35 coda-mark-interface

A coda sign.

This grob interface is used in the following graphical object(s): CodaMark (page 596).

3.2.36 control-point-interface

A grob used to visualize one control point of a Bézier curve (such as a tie or a slur), for ease of tweaking.

Internal properties:

bezier (graphical (layout) object)
: A pointer to a Bézier curve, for use by control points and polygons.

index (non-negative, exact integer)
: For some grobs in a group, this is a number associated with the grob.

This grob interface is used in the following graphical object(s): ControlPoint (page 600).

3.2.37 control-polygon-interface

A grob used to visualize the control polygon of a Bézier curve (such as a tie or a slur), for ease of tweaking.

User-settable properties:

extroversion (number)
: For polygons, how the thickness of the line is spread on each side of the exact polygon with ideal zero thickness. If this is 0, the middle of line is on the polygon. If 1, the line sticks out of the polygon. If -1, the outer side of the line is exactly on the polygon. Other numeric values are interpolated.

filled (boolean)
: Whether an object is filled with ink.

Internal properties:

bezier (graphical (layout) object)
: A pointer to a Bézier curve, for use by control points and polygons.

This grob interface is used in the following graphical object(s): ControlPolygon (page 601).

3.2.38 custos-interface

A custos object. style can have four valid values: mensural, vaticana, medicaea, and hufnagel. vaticana is the default style.

User-settable properties:

neutral-direction (direction)
: Which direction to take in the center of the staff.

neutral-position (number)
: Position (in half staff spaces) where to flip the direction of custos stem.

style (symbol)
: This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

This grob interface is used in the following graphical object(s): Custos (page 608).

3.2.39 dot-column-interface

Group dot objects so they form a column, and position dots so they do not clash with staff lines.

User-settable properties:

`chord-dots-limit` (integer)
: Limits the column of dots on each chord to the height of the chord plus `chord-dots-limit` staff positions.

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

Internal properties:

`dots` (array of grobs)
: Multiple `Dots` objects.

`note-collision` (graphical (layout) object)
: The `NoteCollision` object of a dot column.

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): `DotColumn` (page 613).

3.2.40 dots-interface

The dots to go with a note head or rest. `direction` sets the preferred direction to move in case of staff line collisions. `style` defaults to undefined, which is normal 19th/20th century traditional style. Set `style` to `vaticana` for ancient type dots.

User-settable properties:

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`dot-count` (integer)
: The number of dots.

`glyph-name` (string)
: The glyph name within the font.

  In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`style` (symbol)
: This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

Internal properties:

`dot-stencil` (stencil)
: The stencil for an individual dot, as opposed to a group of several dots.

This grob interface is used in the following graphical object(s): `Dots` (page 614).

3.2.41 duration-line-interface

A line lasting for the duration of a rhythmic event.

If `bound-details.right.end-style` is set to `'arrow`, end the duration line with a right-pointing arrow. If set to `'hook`, end it with a hook.

The following properties may be set in the `details` list.

`extra-dot-padding`
: Padding to apply if a `DotColumn` grob is present and the `start-at-dot` sub-property is enabled.

`hook-direction`
: The direction of the hook ending the duration line.

`hook-height`
: The height of the hook ending the duration line.

`hook-thickness`
: The thickness of the hook ending the duration line.

User-settable properties:

`details` (alist, with symbols as keys)
: An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

This grob interface is used in the following graphical object(s): `DurationLine` (page 619).

3.2.42 dynamic-interface

Any kind of loudness sign.

This grob interface is used in the following graphical object(s): `DynamicLineSpanner` (page 621), `DynamicText` (page 622), `DynamicTextSpanner` (page 624), and `Hairpin` (page 639).

3.2.43 dynamic-line-spanner-interface

Dynamic line spanner.

User-settable properties:

`avoid-slur` (symbol)
: Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

This grob interface is used in the following graphical object(s): `DynamicLineSpanner` (page 621).

3.2.44 dynamic-text-interface

An absolute text dynamic.

User-settable properties:

`right-padding` (dimension, in staff space)
: Space to insert on the right side of an object (e.g., between note and its accidentals).

This grob interface is used in the following graphical object(s): `DynamicText` (page 622).

3.2.45 dynamic-text-spanner-interface

Dynamic text spanner.

User-settable properties:

`text` (markup)
: Text markup. See Section "Formatting text" in *Notation Reference*.

This grob interface is used in the following graphical object(s): `DynamicTextSpanner` (page 624).

3.2.46 enclosing-bracket-interface

Brackets alongside bass figures.

User-settable properties:

`bracket-flare` (pair of numbers)
: A pair of numbers specifying how much edges of brackets should slant outward. Value `0.0` means straight edges.

`dashed-edge` (boolean)
: If set, the bracket edges are dashed like the rest of the bracket.

`edge-height` (pair)
: A pair of numbers specifying the heights of the vertical edges: `(`*`left-height`* `.` *`right-height`*`)`.

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

`shorten-pair` (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

Internal properties:

`elements` (array of grobs)
: An array of grobs; the type is depending on the grob where this is set in.

This grob interface is used in the following graphical object(s): `BassFigureBracket` (page 568).

3.2.47 episema-interface

An episema line.

This grob interface is used in the following graphical object(s): Episema (page 626).

3.2.48 figured-bass-continuation-interface

Simple extender line between bounds.

Internal properties:

figures (array of grobs)
: Figured bass objects for continuation line.

This grob interface is used in the following graphical object(s): BassFigureContinuation (page 569).

3.2.49 finger-glide-interface

The line between Fingering grobs indicating a glide with that finger.

The property style may take the following symbols.

line
: A simple connecting line.

dashed-line
: Print a dashed line. Customizable with settings for dash-fraction and dash-period.

dotted-line
: Print a dotted line.

stub-right
: The printed line is limited to a certain amount right before its right bound. This amount is configurable by a suitable setting for bound-details.right.right-stub-length.

stub-left
: The printed line is limited to a certain amount right after its left bound. The amount is configurable by a suitable setting for bound-details.right.left-stub-length.

stub-both
: The printed line combines the settings of stub-left and stub-right.

zigzag
: A zigzag line, configurable with suitable settings for zigzag-width and zigzag-length.

trill
: A trill style line.

bow
: A bow style line. The orientation of the bow may be tweaked with a suitable setting of details.bow-direction.

User-settable properties:

dash-fraction (number)
: Size of the dashes, relative to dash-period. Should be between 0.1 and 1.0 (continuous line). If set to 0.0, a dotted line is produced

dash-period (number)
: The length of one dash together with whitespace. If negative, no line is drawn at all.

`details` (alist, with symbols as keys)
: An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`style` (symbol)
: This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`zigzag-length` (dimension, in staff space)
: The length of the lines of a zigzag, relative to `zigzag-width`. A value of `1` gives 60-degree zigzags.

`zigzag-width` (dimension, in staff space)
: The width of one zigzag squiggle. This number is adjusted slightly so that the spanner line can be constructed from a whole number of squiggles.

This grob interface is used in the following graphical object(s): `FingerGlideSpanner` (page 627).

3.2.50 `finger-interface`

A fingering instruction.

This grob interface is used in the following graphical object(s): `Fingering` (page 629).

3.2.51 `fingering-column-interface`

Makes sure that fingerings placed laterally do not collide and that they are flush if necessary.

User-settable properties:

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

`snap-radius` (number)
: The maximum distance between two objects that will cause them to snap to alignment along an axis.

Internal properties:

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): `FingeringColumn` (page 631).

3.2.52 `flag-interface`

A flag that gets attached to a stem. The `style` property is a symbol determining what style of flag glyph is typeset on a `Stem` grob. Valid options include `'()` (for standard flags), `'mensural`, `'stacked`, and `'no-flag` (which switches off the flag).

User-settable properties:

`glyph-name` (string)
: The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`stroke-style` (string)
Set to `"grace"` to turn stroke through flag on.

`style` (symbol)
This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

This grob interface is used in the following graphical object(s): `Flag` (page 631).

3.2.53 `font-interface`

Any symbol that is typeset through fixed sets of glyphs, (i.e., fonts).

User-settable properties:

`font-encoding` (symbol)
The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`font-family` (symbol)
The font family is the broadest category for selecting text fonts. Options include `serif`, `sans` and `typewriter`.

`font-features` (list)
Opentype features.

`font-name` (string)
This property is kept for backwards compatibility only. Use the `fonts` property instead.

`font-series` (symbol)
Select the series of a font. Common choices are `normal` and `bold`. The full list of symbols that can be used is: `thin`, `ultralight` (or `extralight`), `light`, `semilight` (or `demilight`), `book`, `normal` (or `regular`), `medium`, `semibold` (or `demibold`), `bold`, `ultrabold` (or `extrabold`), `heavy` (or `black`), and `ultraheavy` (or `ultrablack` or `extrablack`).

`font-shape` (symbol)
Select the shape of a font. Possible values are `upright`, `italic`, `oblique`, and `slanted` (which is the same as `oblique`).

`font-size` (number)
The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`font-stretch` (symbol)
Select a condensed or expanded font, if available in the font family. Possible values are `ultra-condensed`, `extra-condensed`, `condensed`, `semi-condensed`, `normal`, `semi-expanded`, `expanded`, `extra-expanded`, and `ultra-expanded`.

`font-variant` (symbol)
Select the variant of a font. Choices include `normal` and `small-caps`.

`fonts` (alist, with symbols as keys)
An alist mapping font families to font names. The standard font families are `music`, `serif`, `sans` and `typewriter`.

Internal properties:

`font` (font metric)
A cached font metric object.

This grob interface is used in the following graphical object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalSuggestion` (page 549), `AmbitusAccidental` (page 553), `AmbitusLine` (page 553), `AmbitusNoteHead` (page 554), `ApproximatePitchNoteHead` (page 555), `Arpeggio` (page 557), `BalloonText` (page 559), `BarLine` (page 560), `BarNumber` (page 564), `BassFigure` (page 566), `BendSpanner` (page 574), `BreathingSign` (page 578), `CaesuraScript` (page 581), `CenteredBarNumber` (page 583), `ChordBracket` (page 585), `ChordName` (page 586), `ChordSlur` (page 587), `Clef` (page 590), `ClefModifier` (page 593), `CodaMark` (page 596), `CombineTextScript` (page 598), `CueClef` (page 602), `CueEndClef` (page 605), `Custos` (page 608), `Divisio` (page 610), `Dots` (page 614), `DoublePercentRepeat` (page 615), `DoublePercentRepeatCounter` (page 616), `DoubleRepeatSlash` (page 618), `DurationLine` (page 619), `DynamicText` (page 622), `DynamicTextSpanner` (page 624), `Episema` (page 626), `FingerGlideSpanner` (page 627), `Fingering` (page 629), `Flag` (page 631), `Footnote` (page 632), `FretBoard` (page 633), `Glissando` (page 635), `GridChordName` (page 637), `HorizontalBracketText` (page 642), `InstrumentName` (page 644), `InstrumentSwitch` (page 645), `JumpScript` (page 646), `KeyCancellation` (page 648), `KeySignature` (page 651), `KievanLigature` (page 654), `LyricHyphen` (page 661), `LyricRepeatCount` (page 663), `LyricText` (page 665), `MeasureCounter` (page 667), `MeasureSpanner` (page 670), `MensuralLigature` (page 672), `MetronomeMark` (page 672), `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), `MultiMeasureRestText` (page 679), `NonMusicalPaperColumn` (page 681), `NoteHead` (page 684), `NoteName` (page 685), `OttavaBracket` (page 690), `PaperColumn` (page 691), `Parentheses` (page 692), `PercentRepeat` (page 693), `PercentRepeatCounter` (page 694), `RehearsalMark` (page 699), `Rest` (page 704), `Script` (page 705), `SectionLabel` (page 707), `SegnoMark` (page 709), `SignumRepetitionis` (page 711), `SostenutoPedal` (page 717), `SpanBar` (page 720), `StaffEllipsis` (page 722), `StanzaNumber` (page 728), `StringNumber` (page 733), `StrokeFinger` (page 735), `SustainPedal` (page 737), `SystemStartBrace` (page 741), `SystemStartBracket` (page 742), `SystemStartSquare` (page 743), `TabNoteHead` (page 744), `TextMark` (page 746), `TextScript` (page 748), `TextSpanner` (page 750), `TimeSignature` (page 754), `TrillPitchAccidental` (page 757), `TrillPitchHead` (page 759), `TrillPitchParentheses` (page 761), `TrillSpanner` (page 761), `TupletNumber` (page 765), `UnaCordaPedal` (page 766), `VaticanaLigature` (page 768), and `VoltaBracket` (page 772).

3.2.54 `footnote-interface`

Make a footnote.

User-settable properties:

`automatically-numbered` (boolean)
If set, footnotes are automatically numbered.

`footnote` (boolean)
Should this be a footnote or in-note?

`footnote-text` (markup)
A footnote for the grob.

Internal properties:

`numbering-assertion-function` (any type)
The function used to assert that footnotes are receiving correct automatic numbers.

`spanner-placement` (direction)
: The place of an annotation on a spanner. `LEFT` is for the first spanner, and `RIGHT` is for the last. `CENTER` will place it on the broken spanner that falls closest to the center of the length of the entire spanner, although this behavior is unpredictable in situations with lots of rhythmic diversity. For predictable results, use `LEFT` and `RIGHT`.

This grob interface is used in the following graphical object(s): `Footnote` (page 632).

3.2.55 `fret-diagram-interface`

A fret diagram

User-settable properties:

`align-dir` (direction)
: Which side to align? `-1`: left side, `0`: around center of width, `1`: right side.

`dot-placement-list` (list)
: List consisting of (*description string-number fret-number finger-number*) entries used to define fret diagrams.

`fret-diagram-details` (alist, with symbols as keys)
: An alist of detailed grob properties for fret diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in `fret-diagram-details` include the following:

  - `barre-type` – Type of barre indication used. Choices include `curved`, `straight`, and `none`. Default `curved`.
    - `barre-thickness` – Thickness of barre line, in multiples of `dot-radius`. Only defined for `barre-type=straight`. Default value 1.
  - `capo-thickness` – Thickness of capo indicator, in multiples of fret-space. Default value 0.5.
  - `dot-color` – Color of dots. Options include `black` and `white`. Default `black`.
  - `dot-label-font-mag` – Magnification for font used to label fret dots. Default value 1.
  - `dot-position` – Location of dot in fret space. Default 0.6 for dots without labels, 0.95-`dot-radius` for dots with labels.
  - `dot-radius` – Radius of dots, in terms of fret spaces. Default value 0.425 for labeled dots, 0.25 for unlabeled dots.
  - `finger-code` – Code for the type of fingering indication used. Options include `none`, `in-dot`, and `below-string`. Default `none` for markup fret diagrams, `below-string` for `FretBoards` fret diagrams.
  - `fret-count` – The number of frets. Default 4.
  - `fret-distance` – Multiplier to adjust the distance between frets. Default 1.0.
  - `fret-label-custom-format` – The format string to be used label the lowest fret number, when `number-type` equals to `custom`. Default `"~a"`.
  - `fret-label-font-mag` – The magnification of the font used to label the lowest fret number. Default 0.5.
  - `fret-label-vertical-offset` – The offset of the fret label from the center of the fret in direction parallel to strings. Default 0.
  - `fret-label-horizontal-offset` – The offset of the fret label from the center of the fret in direction orthogonal to strings. Default 0.

- handedness – Print the fret-diagram left- or right-handed. -1, LEFT for left ; 1, RIGHT for right. Default RIGHT.
- paren-padding – The padding for the parenthesis. Default 0.05.
- label-dir – Side to which the fret label is attached. -1, LEFT, or DOWN for left or down; 1, RIGHT, or UP for right or up. Default RIGHT.
- mute-string – Character string to be used to indicate muted string. Default "x".
- number-type – Type of numbers to use in fret label. Choices include arabic, roman-ij-lower, roman-ij-upper, roman-lower, roman-upper, arabic and custom. In the last case, the format string is supplied by the fret-label-custom-format property. Default roman-lower.
- open-string – Character string to be used to indicate open string. Default "o".
- orientation – Orientation of fret-diagram. Options include normal, landscape, and opposing-landscape. Default normal.
- string-count – The number of strings. Default 6.
- string-distance – Multiplier to adjust the distance between strings. Default 1.0.
- string-label-font-mag – The magnification of the font used to label fingerings at the string, rather than in the dot. Default value 0.6 for normal orientation, 0.5 for landscape and opposing-landscape.
- string-overhang – Extension of string lines beyond last fret line, in multiples of fret-distance. Default value 1.
- string-thickness-factor – Factor for changing thickness of each string in the fret diagram. Thickness of string k is given by thickness * (1+string-thickness-factor) ^ (k-1). Default 0.
- top-fret-thickness – The thickness of the top fret line, as a multiple of the standard thickness. Default value 3.
- xo-font-magnification – Magnification used for mute and open string indicators. Default value 0.5.
- xo-padding – Padding for open and mute indicators from top fret. Default value 0.25.

size (number)
: The ratio of the size of the object to its default size.

thickness (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

This grob interface is used in the following graphical object(s): FretBoard (page 633).

3.2.56 glissando-interface

A glissando.

Internal properties:

glissando-index (integer)
: The index of a glissando in its note column.

This grob interface is used in the following graphical object(s): Glissando (page 635).

3.2.57 grace-spacing-interface

Keep track of durations in a run of grace notes.

User-settable properties:

`common-shortest-duration` (moment)
: The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

Internal properties:

`columns` (array of grobs)
: An array of grobs, typically containing `PaperColumn` or `NoteColumn` objects.

This grob interface is used in the following graphical object(s): `GraceSpacing` (page 637).

3.2.58 gregorian-ligature-interface

A gregorian ligature.

Internal properties:

`ascendens` (boolean)
: Is this neume of ascending type?

`auctum` (boolean)
: Is this neume liquescentically augmented?

`cavum` (boolean)
: Is this neume outlined?

`context-info` (integer)
: Within a ligature, the final glyph or shape of a head may be affected by the left and/or right neighbor head. `context-info` holds for each head such information about the left and right neighbor, encoded as a bit mask.

`deminutum` (boolean)
: Is this neume diminished?

`descendens` (boolean)
: Is this neume of descendant type?

`inclinatum` (boolean)
: Is this neume an inclinatum?

`linea` (boolean)
: Attach vertical lines to this neume?

`oriscus` (boolean)
: Is this neume an oriscus?

`pes-or-flexa` (boolean)
: Shall this neume be joined with the previous head?

`prefix-set` (number)
: A bit mask that holds all Gregorian head prefixes, such as `\virga` or `\quilisma`.

`quilisma` (boolean)
: Is this neume a quilisma?

`stropha` (boolean)
: Is this neume a stropha?

`virga` (boolean)
: Is this neume a virga?

This grob interface is used in the following graphical object(s): `ApproximatePitchNoteHead` (page 555) and `NoteHead` (page 684).

3.2.59 grid-chord-name-interface

A chord name in a chord grid.

Internal properties:

`index` (non-negative, exact integer)
: For some grobs in a group, this is a number associated with the grob.

This grob interface is used in the following graphical object(s): `GridChordName` (page 637).

3.2.60 grid-line-interface

A line that is spanned between grid-points.

User-settable properties:

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`elements` (array of grobs)
: An array of grobs; the type is depending on the grob where this is set in.

This grob interface is used in the following graphical object(s): `GridLine` (page 638).

3.2.61 grid-point-interface

A spanning point for grid lines.

This grob interface is used in the following graphical object(s): `GridPoint` (page 639).

3.2.62 grob-interface

A grob represents a piece of music notation.

All grobs have an X and Y position on the page. These X and Y positions are stored in a relative format, thus they can easily be combined by stacking them, hanging one grob to the side of another, or coupling them into grouping objects.

Each grob has a reference point (a.k.a. parent): The position of a grob is stored relative to that reference point. For example, the X reference point of a staccato dot usually is the note head that it applies to. When the note head is moved, the staccato dot moves along automatically.

A grob is often associated with a symbol, but some grobs do not print any symbols. They take care of grouping objects. For example, there is a separate grob that stacks staves vertically. The `NoteCollision` (page 682) object is also an abstract grob: It only moves around chords, but doesn't print anything.

Grobs have properties (Scheme variables) that can be read and set. Two types of them exist: immutable and mutable. Immutable variables define the default style and behavior. They

are shared between many objects. They can be changed using `\override` and `\revert`. Mutable properties are variables that are specific to one grob. Typically, lists of other objects, or results from computations are stored in mutable properties. In particular, every call to `ly:grob-set-property!` (or its C++ equivalent) sets a mutable property.

The properties `after-line-breaking` and `before-line-breaking` are dummies that are not user-serviceable.

User-settable properties:

`after-line-breaking` (boolean)
: Dummy property, used to trigger callback for `after-line-breaking`.

`avoid-slur` (symbol)
: Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`before-line-breaking` (boolean)
: Dummy property, used to trigger a callback function.

`color` (color)
: The color of this grob.

`extra-offset` (pair of numbers)
: A pair representing an offset. This offset is added just before outputting the symbol, so the typesetting engine is completely oblivious to it. The values are measured in `staff-space` units of the staff's `StaffSymbol`.

`footnote-music` (music)
: Music creating a footnote.

`forced-spacing` (number)
: Spacing forced between grobs, used in various ligature engravers.

`horizontal-skylines` (pair of skylines)
: Two skylines, one to the left and one to the right of this grob.

`id` (string)
: An id string for the grob.

`layer` (integer)
: An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`minimum-X-extent` (pair of numbers)
: Minimum size of an object in X dimension, measured in `staff-space` units.

`minimum-Y-extent` (pair of numbers)
: Minimum size of an object in Y dimension, measured in `staff-space` units.

`output-attributes` (association list (list of pairs))
: An alist of attributes for the grob, to be included in output files. When the SVG typesetting backend is used, the attributes are assigned to a group (<g>) containing all of the stencils that comprise a given grob. For example,

```
'((id . 123) (class . foo) (data-whatever . "bar"))
```

produces

```
<g id="123" class="foo" data-whatever="bar"> ... </g>
```

In the PostScript backend, where there is no way to group items, the setting of the `output-attributes` property has no effect.

`parenthesis-friends` (list)
: A list of Grob types, as symbols. When parentheses enclose a Grob that has 'parenthesis-friends, the parentheses widen to include any child Grobs with type among 'parenthesis-friends.

`parenthesis-id` (symbol)
: When parenthesized grobs created in the same time step have this property, there is one set of parentheses for each group of grobs having the same value.

`parenthesized` (boolean)
: Parenthesize this grob.

`rotation` (list)
: Number of degrees to rotate this object, and what point to rotate around. For example, `'(45 0 0)` rotates by 45 degrees around the center of this object.

`show-horizontal-skylines` (boolean)
: If true, print this grob's horizontal skylines. This is meant for debugging purposes.

`show-vertical-skylines` (boolean)
: If true, print this grob's vertical skylines. This is meant for debugging purposes.

`skyline-horizontal-padding` (number)
: For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

`springs-and-rods` (boolean)
: Dummy variable for triggering spacing routines.

`stencil` (stencil)
: The symbol to print.

`transparent` (boolean)
: This makes the grob invisible.

`vertical-skylines` (pair of skylines)
: Two skylines, one above and one below this grob.

`whiteout` (boolean-or-number)
: If a number or true, the grob is printed over a white background to white-out underlying material, if the grob is visible. A number indicates how far the white background extends beyond the bounding box of the grob as a multiple of the staff-line thickness. The `LyricHyphen` grob uses a special implementation of whiteout: A positive number indicates how far the white background extends beyond the bounding box in multiples of `line-thickness`. The shape of the background is determined by `whiteout-style`.

  Usually `#f` by default. If `whiteout-color` is set, use this color instead of white for the background.

`whiteout-color` (color)
: The background color used if property `whiteout` is set.

`whiteout-style` (symbol)
: Determines the shape of the `whiteout` background. Available are `'outline`, `'rounded-box`, and the default `'box`. There is one exception: Use `'special` for `LyricHyphen`.

`X-extent` (pair of numbers)
: Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number)
: The horizontal amount that this object is moved relative to its X-parent.

  Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`Y-extent` (pair of numbers)
: Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number)
: The vertical amount that this object is moved relative to its Y-parent.

  Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

Internal properties:

`axis-group-parent-X` (graphical (layout) object)
: Containing X axis group.

`axis-group-parent-Y` (graphical (layout) object)
: Containing Y axis group.

`cause` (any type)
: Any kind of causation objects (i.e., music, or perhaps translator) that was the cause for this grob.

`cross-staff` (boolean)
: True for grobs whose `Y-extent` depends on inter-staff spacing. The extent is measured relative to the grobs's parent staff (more generally, its `VerticalAxisGroup`) so this boolean flags grobs that are not rigidly fixed to their parent staff. Beams that join notes from two staves are `cross-staff`. Grobs that are positioned around such beams are also `cross-staff`. Grobs that are grouping objects, however, like `VerticalAxisGroups` will not in general be marked `cross-staff` when some of the members of the group are `cross-staff`.

`interfaces` (list)
: A list of symbols indicating the interfaces supported by this object. It is initialized from the `meta` field.

`meta` (alist, with symbols as keys)
: Provide meta information. It is an alist with the entries `name` and `interfaces`.

`pure-Y-offset-in-progress` (boolean)
: A debugging aid for catching cyclic dependencies.

`staff-symbol` (graphical (layout) object)
: The staff symbol grob that we are in.

`vertically-spanning-surrogate` (graphical (layout) object)
When an engraver hides a shorter instance of a vertically spanning grob (e.g., an arpeggio sign) to allow a taller instance to appear, this property may be set in the shorter instance to allow navigation to the taller instance.

This grob interface is used in the following graphical object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), `AccidentalSuggestion` (page 549), `Ambitus` (page 551), `AmbitusAccidental` (page 553), `AmbitusLine` (page 553), `AmbitusNoteHead` (page 554), `ApproximatePitchNoteHead` (page 555), `Arpeggio` (page 557), `BalloonText` (page 559), `BarLine` (page 560), `BarNumber` (page 564), `BassFigure` (page 566), `BassFigureAlignment` (page 566), `BassFigureAlignmentPositioning` (page 567), `BassFigureBracket` (page 568), `BassFigureContinuation` (page 569), `BassFigureLine` (page 569), `Beam` (page 570), `BendAfter` (page 573), `BendSpanner` (page 574), `BreakAlignGroup` (page 576), `BreakAlignment` (page 577), `BreathingSign` (page 578), `CaesuraScript` (page 581), `CenteredBarNumber` (page 583), `CenteredBarNumberLineSpanner` (page 583), `ChordBracket` (page 585), `ChordName` (page 586), `ChordSlur` (page 587), `ChordSquare` (page 589), `Clef` (page 590), `ClefModifier` (page 593), `ClusterSpanner` (page 595), `ClusterSpannerBeacon` (page 595), `CodaMark` (page 596), `CombineTextScript` (page 598), `ControlPoint` (page 600), `ControlPolygon` (page 601), `CueClef` (page 602), `CueEndClef` (page 605), `Custos` (page 608), `Divisio` (page 610), `DotColumn` (page 613), `Dots` (page 614), `DoublePercentRepeat` (page 615), `DoublePercentRepeatCounter` (page 616), `DoubleRepeatSlash` (page 618), `DurationLine` (page 619), `DynamicLineSpanner` (page 621), `DynamicText` (page 622), `DynamicTextSpanner` (page 624), `Episema` (page 626), `FingerGlideSpanner` (page 627), `Fingering` (page 629), `FingeringColumn` (page 631), `Flag` (page 631), `Footnote` (page 632), `FretBoard` (page 633), `Glissando` (page 635), `GraceSpacing` (page 637), `GridChordName` (page 637), `GridLine` (page 638), `GridPoint` (page 639), `Hairpin` (page 639), `HorizontalBracket` (page 641), `HorizontalBracketText` (page 642), `InstrumentName` (page 644), `InstrumentSwitch` (page 645), `JumpScript` (page 646), `KeyCancellation` (page 648), `KeySignature` (page 651), `KievanLigature` (page 654), `LaissezVibrerTie` (page 654), `LaissezVibrerTieColumn` (page 656), `LedgerLineSpanner` (page 656), `LeftEdge` (page 657), `LigatureBracket` (page 659), `LyricExtender` (page 661), `LyricHyphen` (page 661), `LyricRepeatCount` (page 663), `LyricSpace` (page 665), `LyricText` (page 665), `MeasureCounter` (page 667), `MeasureGrouping` (page 669), `MeasureSpanner` (page 670), `MelodyItem` (page 671), `MensuralLigature` (page 672), `MetronomeMark` (page 672), `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), `MultiMeasureRestText` (page 679), `NonMusicalPaperColumn` (page 681), `NoteCollision` (page 682), `NoteColumn` (page 683), `NoteHead` (page 684), `NoteName` (page 685), `NoteSpacing` (page 686), `OptionalMaterialBracket` (page 687), `OttavaBracket` (page 690), `PaperColumn` (page 691), `Parentheses` (page 692), `PercentRepeat` (page 693), `PercentRepeatCounter` (page 694), `PhrasingSlur` (page 696), `PianoPedalBracket` (page 698), `RehearsalMark` (page 699), `RepeatSlash` (page 701), `RepeatTie` (page 702), `RepeatTieColumn` (page 703), `Rest` (page 704), `RestCollision` (page 705), `Script` (page 705), `ScriptColumn` (page 707), `ScriptRow` (page 707), `SectionLabel` (page 707), `SegnoMark` (page 709), `SignumRepetitionis` (page 711), `Slur` (page 714), `SostenutoPedal` (page 717), `SostenutoPedalLineSpanner` (page 718), `SpacingSpanner` (page 719), `SpanBar` (page 720), `SpanBarStub` (page 721), `StaffEllipsis` (page 722), `StaffGrouper` (page 725), `StaffHighlight` (page 726), `StaffSpacing` (page 727), `StaffSymbol` (page 727), `StanzaNumber` (page 728), `Stem` (page 729), `StemStub` (page 731), `StemTremolo` (page 732), `StringNumber` (page 733), `StrokeFinger` (page 735), `SustainPedal` (page 737), `SustainPedalLineSpanner` (page 738), `System` (page 739), `SystemStartBar` (page 740),

SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), TabNoteHead (page 744), TextMark (page 746), TextScript (page 748), TextSpanner (page 750), Tie (page 752), TieColumn (page 754), TimeSignature (page 754), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillPitchHead (page 759), TrillPitchParentheses (page 761), TrillSpanner (page 761), TupletBracket (page 763), TupletNumber (page 765), UnaCordaPedal (page 766), UnaCordaPedalLineSpanner (page 767), VaticanaLigature (page 768), VerticalAlignment (page 769), VerticalAxisGroup (page 770), VoiceFollower (page 771), VoltaBracket (page 772), VoltaBracketSpanner (page 774), and VowelTransition (page 775).

3.2.63 hairpin-interface

A hairpin crescendo or decrescendo.

User-settable properties:

bound-padding (number)
: The amount of padding to insert around spanner bounds.

broken-bound-padding (number)
: The amount of padding to insert when a spanner is broken at a line break.

circled-tip (boolean)
: Put a circle at start/end of hairpins (al/del niente).

endpoint-alignments (pair of numbers)
: A pair of numbers representing the alignments of an object's endpoints. E.g., the ends of a hairpin relative to NoteColumn grobs.

grow-direction (direction)
: Crescendo or decrescendo?

height (dimension, in staff space)
: Height of an object in staff-space units.

shorten-pair (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

Internal properties:

adjacent-spanners (array of grobs)
: An array of directly neighboring dynamic spanners.

concurrent-hairpins (array of grobs)
: All concurrent hairpins.

This grob interface is used in the following graphical object(s): Hairpin (page 639).

3.2.64 hara-kiri-group-spanner-interface

A group spanner that keeps track of interesting items. If it doesn't contain any after line breaking, it removes itself and all its children. Greater control can be exercised via remove-layer which can prioritize layers so only the lowest-numbered non-empty layer is retained; make the layer independent of the group; or make it dependent on any other member of the group

User-settable properties:

remove-empty (boolean)
: If set, remove group if it contains no interesting items.

`remove-first` (boolean)
: Remove the first staff of an orchestral score?

`remove-layer` (index or symbol)
: When set as a positive integer, the `Keep_alive_together_engraver` removes all `VerticalAxisGroup` grobs with a `remove-layer` larger than the smallest retained `remove-layer`. Set to `#f` to make a layer independent of the `Keep_alive_together_engraver`. Set to `'()`, the layer does not participate in the layering decisions. The property can also be set as a symbol for common behaviors: `#'any` to keep the layer alive with any other layer in the group; `#'above` or `#'below` to keep the layer alive with the context immediately before or after it, respectively.

Internal properties:

`important-column-ranks` (vector)
: A cache of columns that contain `items-worth-living` data.

`items-worth-living` (array of grobs)
: An array of interesting items. If empty in a particular staff, then that staff is erased.

`keep-alive-with` (array of grobs)
: An array of other `VerticalAxisGroups`. If any of them are alive, then we will stay alive.

`make-dead-when` (array of grobs)
: An array of other `VerticalAxisGroups`. If any of them are alive, then we will turn dead.

This grob interface is used in the following graphical object(s): `VerticalAxisGroup` (page 770).

3.2.65 horizontal-bracket-interface

A horizontal bracket encompassing notes.

User-settable properties:

`bracket-flare` (pair of numbers)
: A pair of numbers specifying how much edges of brackets should slant outward. Value `0.0` means straight edges.

`break-overshoot` (pair of numbers)
: A pair of numbers specifying how much a broken spanner sticks out of its bounds horizontally on the broken side(s). For broken beams and broken tuplet brackets, the bounds are given by the prefatory matter on the left and/or the rightmost column on the right. For broken horizontal brackets, the bounds are the leftmost and/or rightmost column; for broken measure spanners, the left and/or right edge of the staff.

`connect-to-neighbor` (pair)
: Pair of booleans, indicating whether this grob looks as a continued break.

`dashed-edge` (boolean)
: If set, the bracket edges are dashed like the rest of the bracket.

`edge-height` (pair)
: A pair of numbers specifying the heights of the vertical edges: `(`*`left-height`* `.` *`right-height`*`)`.

`shorten-pair` (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

Internal properties:

`bracket-text` (graphical (layout) object)
: A pointer to the text grob of an analysis bracket.

`columns` (array of grobs)
: An array of grobs, typically containing `PaperColumn` or `NoteColumn` objects.

This grob interface is used in the following graphical object(s): `HorizontalBracket` (page 641), `OttavaBracket` (page 690), and `VoltaBracket` (page 772).

3.2.66 horizontal-bracket-text-interface

Label for an analysis bracket.

Internal properties:

`bracket` (graphical (layout) object)
: The bracket for a number.

`columns` (array of grobs)
: An array of grobs, typically containing `PaperColumn` or `NoteColumn` objects.

This grob interface is used in the following graphical object(s): `HorizontalBracketText` (page 642).

3.2.67 horizontal-line-spanner-interface

This interface is a subset of the `line-spanner-interface` (page 823), for use with line spanners that are always horizontal (such as crescendo spanners). The `details.Y` subproperty is irrelevant. Grobs having this interface can be side-positioned vertically.

User-settable properties:

`bound-details` (alist, with symbols as keys)
: An alist of properties for determining attachments of spanners to edges.

`gap` (dimension, in staff space)
: Size of a gap in a variable symbol.

`left-bound-info` (alist, with symbols as keys)
: An alist of properties for determining attachments of spanners to edges.

`right-bound-info` (alist, with symbols as keys)
: An alist of properties for determining attachments of spanners to edges.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`to-barline` (boolean)
: If true, the spanner will stop at the bar line just before it would otherwise stop.

Internal properties:

`left-neighbor` (graphical (layout) object)
: A grob similar to this one, on its left. For columns, the right-most column that has a spacing wish for this column.

`note-columns` (array of grobs)
: An array of `NoteColumn` grobs.

`right-neighbor` (graphical (layout) object)
: See `left-neighbor`.

This grob interface is used in the following graphical object(s): `BassFigureContinuation` (page 569), `DurationLine` (page 619), `DynamicTextSpanner` (page 624), `Episema` (page 626), `TextSpanner` (page 750), `TrillSpanner` (page 761), and `VowelTransition` (page 775).

3.2.68 inline-accidental-interface

An inlined accidental (i.e., normal accidentals, cautionary accidentals).

This grob interface is used in the following graphical object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), and `TrillPitchAccidental` (page 757).

3.2.69 instrument-specific-markup-interface

Instrument-specific markup (like fret boards or harp pedal diagrams).

User-settable properties:

`fret-diagram-details` (alist, with symbols as keys)
: An alist of detailed grob properties for fret diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in `fret-diagram-details` include the following:

  - `barre-type` – Type of barre indication used. Choices include `curved`, `straight`, and `none`. Default `curved`.
    - `barre-thickness` – Thickness of barre line, in multiples of `dot-radius`. Only defined for `barre-type=straight`. Default value 1.
  - `capo-thickness` – Thickness of capo indicator, in multiples of fret-space. Default value 0.5.
  - `dot-color` – Color of dots. Options include `black` and `white`. Default `black`.
  - `dot-label-font-mag` – Magnification for font used to label fret dots. Default value 1.
  - `dot-position` – Location of dot in fret space. Default 0.6 for dots without labels, 0.95-`dot-radius` for dots with labels.
  - `dot-radius` – Radius of dots, in terms of fret spaces. Default value 0.425 for labeled dots, 0.25 for unlabeled dots.
  - `finger-code` – Code for the type of fingering indication used. Options include `none`, `in-dot`, and `below-string`. Default `none` for markup fret diagrams, `below-string` for `FretBoards` fret diagrams.
  - `fret-count` – The number of frets. Default 4.
  - `fret-distance` – Multiplier to adjust the distance between frets. Default 1.0.
  - `fret-label-custom-format` – The format string to be used label the lowest fret number, when `number-type` equals to `custom`. Default `"~a"`.
  - `fret-label-font-mag` – The magnification of the font used to label the lowest fret number. Default 0.5.

- `fret-label-vertical-offset` – The offset of the fret label from the center of the fret in direction parallel to strings. Default 0.
- `fret-label-horizontal-offset` – The offset of the fret label from the center of the fret in direction orthogonal to strings. Default 0.
- `handedness` – Print the fret-diagram left- or right-handed. `-1`, `LEFT` for left ; `1`, `RIGHT` for right. Default `RIGHT`.
- `paren-padding` – The padding for the parenthesis. Default 0.05.
- `label-dir` – Side to which the fret label is attached. `-1`, `LEFT`, or `DOWN` for left or down; `1`, `RIGHT`, or `UP` for right or up. Default `RIGHT`.
- `mute-string` – Character string to be used to indicate muted string. Default `"x"`.
- `number-type` – Type of numbers to use in fret label. Choices include `arabic`, `roman-ij-lower`, `roman-ij-upper`, `roman-lower`, `roman-upper`, `arabic` and `custom`. In the last case, the format string is supplied by the `fret-label-custom-format` property. Default `roman-lower`.
- `open-string` – Character string to be used to indicate open string. Default `"o"`.
- `orientation` – Orientation of fret-diagram. Options include `normal`, `landscape`, and `opposing-landscape`. Default `normal`.
- `string-count` – The number of strings. Default 6.
- `string-distance` – Multiplier to adjust the distance between strings. Default 1.0.
- `string-label-font-mag` – The magnification of the font used to label fingerings at the string, rather than in the dot. Default value 0.6 for `normal` orientation, 0.5 for `landscape` and `opposing-landscape`.
- `string-overhang` – Extension of string lines beyond last fret line, in multiples of `fret-distance`. Default value 1.
- `string-thickness-factor` – Factor for changing thickness of each string in the fret diagram. Thickness of string k is given by `thickness` * (1+`string-thickness-factor`) ^ (k-1). Default 0.
- `top-fret-thickness` – The thickness of the top fret line, as a multiple of the standard thickness. Default value 3.
- `xo-font-magnification` – Magnification used for mute and open string indicators. Default value 0.5.
- `xo-padding` – Padding for open and mute indicators from top fret. Default value 0.25.

`graphical` (boolean)
: Display in graphical (vs. text) form.

`harp-pedal-details` (alist, with symbols as keys)
: An alist of detailed grob properties for harp pedal diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in harp-pedal-details include the following:

  - `box-offset` – Vertical shift of the center of flat/sharp pedal boxes above/below the horizontal line. Default value 0.8.
  - `box-width` – Width of each pedal box. Default value 0.4.
  - `box-height` – Height of each pedal box. Default value 1.0.
  - `space-before-divider` – Space between boxes before the first divider (so that the diagram can be made symmetric). Default value 0.8.

- `space-after-divider` – Space between boxes after the first divider. Default value 0.8.
- `circle-thickness` – Thickness (in unit of the line-thickness) of the ellipse around circled pedals. Default value 0.5.
- `circle-x-padding` – Padding in X direction of the ellipse around circled pedals. Default value 0.15.
- `circle-y-padding` – Padding in Y direction of the ellipse around circled pedals. Default value 0.2.

`size` (number)
The ratio of the size of the object to its default size.

`thickness` (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`woodwind-diagram-details` (alist, with symbols as keys)
An alist of detailed grob properties for woodwind diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in woodwind-diagram-details include the following:

- `fill-angle` – Rotation angle of a partially filled key from horizontal. Default value 0.
- `text-trill-circled` – In non-graphical mode, for keys shown as text, indicate a trill by circling the text if true, or by shading the text if false. Default value #t.

This grob interface is used in the following graphical object(s): `TextScript` (page 748).

3.2.70 item-interface

Grobs can be distinguished in their role in the horizontal spacing. Many grobs define constraints on the spacing by their sizes, for example, note heads, clefs, stems, and all other symbols with a fixed shape. These grobs form a subtype called `Item`.

Some items need special treatment for line breaking. For example, a clef is normally only printed at the start of a line (i.e., after a line break). To model this, 'breakable' items (clef, key signature, bar lines, etc.) are copied twice. Then we have three versions of each breakable item: one version if there is no line break, one version that is printed before the line break (at the end of a system), and one version that is printed after the line break.

Whether these versions are visible and take up space is determined by the outcome of the `break-visibility` grob property, which is a function taking a direction (`-1`, `0` or `1`) as an argument. It returns a cons of booleans, signifying whether this grob should be transparent and have no extent.

The following variables for `break-visibility` are predefined:

grob will show:	before break	no break	after break
all-invisible	no	no	no
begin-of-line-visible	no	no	yes
end-of-line-visible	yes	no	no
all-visible	yes	yes	yes
begin-of-line-invisible	yes	yes	no
end-of-line-invisible	no	yes	yes
center-invisible	yes	no	yes

User-settable properties:

`break-visibility` (vector)
: A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`extra-spacing-height` (pair of numbers)
: In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`extra-spacing-width` (pair of numbers)
: In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`non-musical` (boolean)
: True if the grob belongs to a `NonMusicalPaperColumn`.

This grob interface is used in the following graphical object(s): `Accidental` (page 546), `AccidentalCautionary` (page 547), `AccidentalPlacement` (page 548), `AccidentalSuggestion` (page 549), `Ambitus` (page 551), `AmbitusAccidental` (page 553), `AmbitusLine` (page 553), `AmbitusNoteHead` (page 554), `ApproximatePitchNoteHead` (page 555), `Arpeggio` (page 557), `BarLine` (page 560), `BarNumber` (page 564), `BassFigure` (page 566), `BassFigureBracket` (page 568), `BreakAlignGroup` (page 576), `BreakAlignment` (page 577), `BreathingSign` (page 578), `CaesuraScript` (page 581), `ChordBracket` (page 585), `ChordName` (page 586), `ChordSlur` (page 587), `Clef` (page 590), `ClefModifier` (page 593), `ClusterSpannerBeacon` (page 595), `CodaMark` (page 596), `CombineTextScript` (page 598), `CueClef` (page 602), `CueEndClef` (page 605), `Custos` (page 608), `Divisio` (page 610), `DotColumn` (page 613), `Dots` (page 614), `DoublePercentRepeat` (page 615), `DoublePercentRepeatCounter` (page 616), `DoubleRepeatSlash` (page 618), `DynamicText` (page 622), `Fingering` (page 629), `FingeringColumn` (page 631), `Flag` (page 631), `FretBoard` (page 633), `GridLine` (page 638), `GridPoint` (page 639), `InstrumentSwitch` (page 645), `JumpScript` (page 646), `KeyCancellation` (page 648), `KeySignature` (page 651), `LaissezVibrerTie` (page 654), `LaissezVibrerTieColumn` (page 656), `LeftEdge` (page 657), `LyricRepeatCount` (page 663), `LyricText` (page 665), `MelodyItem` (page 671), `MetronomeMark` (page 672), `NonMusicalPaperColumn` (page 681), `NoteCollision` (page 682), `NoteColumn` (page 683), `NoteHead` (page 684), `NoteName` (page 685), `NoteSpacing` (page 686), `OptionalMaterialBracket` (page 687), `PaperColumn` (page 691), `RehearsalMark` (page 699), `RepeatSlash` (page 701), `RepeatTie` (page 702), `RepeatTieColumn` (page 703), `Rest` (page 704), `RestCollision` (page 705), `Script` (page 705), `ScriptColumn` (page 707), `ScriptRow` (page 707), `SectionLabel` (page 707), `SegnoMark` (page 709), `SignumRepetitionis` (page 711), `SostenutoPedal` (page 717), `SpanBar` (page 720), `SpanBarStub` (page 721), `StaffEllipsis` (page 722), `StaffSpacing` (page 727), `StanzaNumber` (page 728), `Stem` (page 729), `StemStub` (page 731), `StemTremolo` (page 732), `StringNumber` (page 733), `StrokeFinger` (page 735), `SustainPedal` (page 737), `TabNoteHead` (page 744), `TextMark` (page 746), `TextScript` (page 748), `TimeSignature` (page 754), `TrillPitchAccidental` (page 757), `TrillPitchGroup` (page 758), `TrillPitchHead` (page 759), `TrillPitchParentheses` (page 761), and `UnaCordaPedal` (page 766).

In addition, this interface is supported conditionally by the following objects depending on their class: `BalloonText` (page 559), `ControlPoint` (page 600), `ControlPolygon` (page 601), `Footnote` (page 632), and `Parentheses` (page 692).

3.2.71 jump-script-interface

A jump instruction, e.g., *D.S.*.

This grob interface is used in the following graphical object(s): `JumpScript` (page 646).

3.2.72 key-cancellation-interface

A key cancellation.

This grob interface is used in the following graphical object(s): `KeyCancellation` (page 648).

3.2.73 key-signature-interface

A group of accidentals, to be printed as signature sign.

User-settable properties:

`alteration-alist` (association list (list of pairs))
List of (*pitch* . *accidental*) pairs for key signature.

`alteration-glyph-name-alist` (association list (list of pairs))
An alist of key-string pairs.

`flat-positions` (list)
Flats in key signatures are placed within the specified ranges of staff positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff position at which each clef places C: `(alto treble tenor soprano baritone mezzosoprano bass)`. If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff position.

`non-default` (boolean)
Set for manually specified clefs and keys.

`padding` (dimension, in staff space)
Add this much extra space between objects that are next to each other.

`padding-pairs` (association list (list of pairs))
An alist of padding pairs for key signatures (and key cancellations). Each alist entry has the form

```
((left-glyph-name . right-glyph-name) . dist)
```

specifying the padding *dist* between two adjacent key signature elements. If there is no entry in the alist for a given pair, the padding value given by the `padding` property of the `KeySignature` (or `KeyCancellation`) grob is used instead.

A special feature is the handling of adjacent naturals (to be more precise, the handling of glyph `accidentals.natural`): If there is no 'natural-natural' entry in `padding-pairs` explicitly overriding it, LilyPond adds some extra padding (in addition to the grob's `padding` value) to avoid collisions.

`sharp-positions` (list)
Sharps in key signatures are placed within the specified ranges of staff positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff position at which each clef places C: `(alto treble tenor soprano baritone mezzosoprano bass)`. If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff position.

Internal properties:

`c0-position` (integer)
: An integer indicating the position of middle C.

This grob interface is used in the following graphical object(s): `KeyCancellation` (page 648) and `KeySignature` (page 651).

3.2.74 `kievan-ligature-interface`

A kievan ligature.

User-settable properties:

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

Internal properties:

`primitive` (integer)
: A pointer to a ligature primitive, i.e., an item similar to a note head that is part of a ligature.

This grob interface is used in the following graphical object(s): `KievanLigature` (page 654).

3.2.75 `ledger-line-spanner-interface`

This spanner draws the ledger lines of a staff. This is a separate grob because it has to process all potential collisions between all note heads. The thickness of ledger lines is controlled by the `ledger-line-thickness` property of the `StaffSymbol` (page 727) grob.

User-settable properties:

`gap` (dimension, in staff space)
: Size of a gap in a variable symbol.

`length-fraction` (number)
: Multiplier for lengths. Used for determining ledger lines and stem lengths.

`minimum-length-fraction` (number)
: Minimum length of ledger line as fraction of note head size.

Internal properties:

`note-heads` (array of grobs)
: An array of note head grobs.

This grob interface is used in the following graphical object(s): `LedgerLineSpanner` (page 656).

3.2.76 `ledgered-grob-interface`

A grob with possible ledger lines, currently `Script` and `Custos`.

User-settable properties:

`ledger-extra` (dimension, in staff space)
: A distance relative to a note head's vertical position to modify the range where ledger lines are drawn, depending on the actually used ledger line positions. If positive, this range gets extended, possibly adding extra ledger lines. If negative, the range gets reduced, possibly removing ledger lines.

`ledger-positions` (list)
: A list of vertical positions of ledger lines. Its exact behavior depends on the grob; see `StaffSymbol` (page 727), `NoteHead` (page 684), `Custos` (page 608), and `Script` (page 705).

`length-fraction` (number)
: Multiplier for lengths. Used for determining ledger lines and stem lengths.

`no-ledgers` (boolean)
: If set, don't draw ledger lines on this object.

This grob interface is used in the following graphical object(s): `Custos` (page 608) and `Script` (page 705).

3.2.77 `ledgered-interface`

Objects that need ledger lines, typically note heads. See also `ledger-line-spanner-interface` (page 821).

User-settable properties:

`no-ledgers` (boolean)
: If set, don't draw ledger lines on this object.

This grob interface is used in the following graphical object(s): `AmbitusNoteHead` (page 554), `ApproximatePitchNoteHead` (page 555), `NoteHead` (page 684), and `TrillPitchHead` (page 759).

3.2.78 `ligature-bracket-interface`

A bracket indicating a ligature in the original edition.

User-settable properties:

`height` (dimension, in staff space)
: Height of an object in `staff-space` units.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`width` (dimension, in staff space)
: The width of a grob measured in staff space.

This grob interface is not used in any graphical object.

3.2.79 `ligature-head-interface`

A note head that can become part of a ligature.

This grob interface is used in the following graphical object(s): `ApproximatePitchNoteHead` (page 555) and `NoteHead` (page 684).

3.2.80 `ligature-interface`

A ligature.

This grob interface is not used in any graphical object.

3.2.81 line-interface

Generic line objects. Any object using lines supports this. The property style can be line, dashed-line, trill, dotted-line, zigzag or none (a transparent line).

For dashed-line, the length of the dashes is tuned with dash-fraction. If the latter is set to 0, a dotted line is produced.

User-settable properties:

arrow-length (number)
: Arrow length.

arrow-width (number)
: Arrow width.

dash-fraction (number)
: Size of the dashes, relative to dash-period. Should be between 0.1 and 1.0 (continuous line). If set to 0.0, a dotted line is produced

dash-period (number)
: The length of one dash together with whitespace. If negative, no line is drawn at all.

style (symbol)
: This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

thickness (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

zigzag-length (dimension, in staff space)
: The length of the lines of a zigzag, relative to zigzag-width. A value of 1 gives 60-degree zigzags.

zigzag-width (dimension, in staff space)
: The width of one zigzag squiggle. This number is adjusted slightly so that the spanner line can be constructed from a whole number of squiggles.

This grob interface is used in the following graphical object(s): ChordSquare (page 589), DurationLine (page 619), DynamicTextSpanner (page 624), Episema (page 626), Glissando (page 635), Hairpin (page 639), HorizontalBracket (page 641), LigatureBracket (page 659), MeasureSpanner (page 670), OttavaBracket (page 690), PianoPedalBracket (page 698), TextSpanner (page 750), TrillSpanner (page 761), TupletBracket (page 763), VoiceFollower (page 771), VoltaBracket (page 772), and VowelTransition (page 775).

3.2.82 line-spanner-interface

Generic line drawn between two objects, e.g., for use with glissandi.

bound-details is a nested alist. It's possible to specify settings for the sub-properties: left, left-broken, right and right-broken.

Values for the following keys may be set:

Y
: Sets the Y coordinate of the end point, in staff-spaces offset from the staff center line. By default, it is the center of the bound object, so a glissando points to the vertical center of the note head. Not relevant for grobs having the horizontal-line-spanner-interface (page 815).

`attach-dir`
: Determines where the line starts and ends in the X direction, relative to the bound object. So, a value of -1 (or `LEFT`) makes the line start/end at the left side of the note head it is attached to.

`X`
: This is the absolute X coordinate of the end point. Usually computed on the fly.

`end-on-note`
: If set to true, when the line spanner is broken, each broken piece only extends to the furthest note, not to the end of the staff, on sides where it is broken.

`end-on-accidental`
: Only meaningful in `bound-details.right`. If set to true, the line spanner stops before the accidentals if its right bound is a note column or a grob contained in a note column, and this note column has accidentals.

`start-at-dot`
: Only meaningful in `bound-details.left`. If true, the line spanner starts after dots, in a fashion similar to `end-on-accidental`.

`adjust-on-neighbor`
: If true, the `left-neighbor` or `right-neighbor` object is read, and if it exists, the line spanner starts after it or stops before it.

`stencil`
: Line spanners may have symbols at the beginning or end, which is contained in this sub-property. For internal use.

`text`
: This is a markup that is evaluated to yield the stencil.

`stencil-align-dir-y`
`stencil-offset`
: Without setting one of these, the stencil is simply put at the end-point, centered on the line, as defined by the `X` and `Y` sub-properties. Setting `stencil-align-dir-y` moves the symbol at the edge vertically relative to the end point of the line. With `stencil-offset`, expecting a number pair, the stencil is moved along the X axis according to the first value, the second value moves the stencil along the Y axis.

`arrow`
: Produces an arrowhead at the end-points of the line.

`padding`
: Controls the space between the specified end point of the line and the actual end. Without padding, a glissando would start and end in the center of each note head.

User-settable properties:

`bound-details` (alist, with symbols as keys)
: An alist of properties for determining attachments of spanners to edges.

`extra-dy` (number)
: Slope glissandi this much extra.

`gap` (dimension, in staff space)
: Size of a gap in a variable symbol.

`left-bound-info` (alist, with symbols as keys)
: An alist of properties for determining attachments of spanners to edges.

`right-bound-info` (alist, with symbols as keys)
An alist of properties for determining attachments of spanners to edges.

`thickness` (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`to-barline` (boolean)
If true, the spanner will stop at the bar line just before it would otherwise stop.

Internal properties:

`left-neighbor` (graphical (layout) object)
A grob similar to this one, on its left. For columns, the right-most column that has a spacing wish for this column.

`note-columns` (array of grobs)
An array of `NoteColumn` grobs.

`right-neighbor` (graphical (layout) object)
See `left-neighbor`.

This grob interface is used in the following graphical object(s): `BendSpanner` (page 574), `FingerGlideSpanner` (page 627), `Glissando` (page 635), and `VoiceFollower` (page 771).

3.2.83 `lyric-extender-interface`

The extender is a simple line at the baseline of the lyric that helps show the length of a melisma (a tied or slurred note).

User-settable properties:

`left-padding` (dimension, in staff space)
The amount of space that is put left to an object (e.g., a lyric extender).

`next` (graphical (layout) object)
Object that is next relation (e.g., the lyric syllable following an extender).

`remove-short-autoextender` (boolean)
If set, auto-generated unbroken lyric extenders are removed if the lyric syllable stretches up to the last contained note head.

`right-padding` (dimension, in staff space)
Space to insert on the right side of an object (e.g., between note and its accidentals).

`thickness` (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`auto-generated` (boolean)
True if the grob was created by an automatic mechanism as opposed to an explicit event. Used for lyric extenders.

`heads` (array of grobs)
: An array of note heads.

This grob interface is used in the following graphical object(s): `LyricExtender` (page 661).

3.2.84 `lyric-hyphen-interface`

A centered hyphen is simply a line between lyrics used to divide syllables.

User-settable properties:

`dash-period` (number)
: The length of one dash together with whitespace. If negative, no line is drawn at all.

`height` (dimension, in staff space)
: Height of an object in `staff-space` units.

`length` (dimension, in staff space)
: User override for the stem length of unbeamed stems (each unit represents half a `staff-space`).

`minimum-distance` (dimension, in staff space)
: Minimum distance between rest and notes or beam.

`minimum-length` (dimension, in staff space)
: Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

This grob interface is used in the following graphical object(s): `LyricHyphen` (page 661) and `LyricSpace` (page 665).

3.2.85 `lyric-interface`

Any object that is related to lyrics.

This grob interface is used in the following graphical object(s): `LyricExtender` (page 661), `LyricHyphen` (page 661), `LyricRepeatCount` (page 663), and `VowelTransition` (page 775).

3.2.86 `lyric-repeat-count-interface`

A repeat count intended to appear in a line of lyrics.

This grob interface is used in the following graphical object(s): `LyricRepeatCount` (page 663).

3.2.87 `lyric-space-interface`

An invisible object that prevents lyric words from being spaced too closely.

This grob interface is used in the following graphical object(s): `LyricSpace` (page 665).

3.2.88 lyric-syllable-interface

A single piece of lyrics.

This grob interface is used in the following graphical object(s): LyricText (page 665).

3.2.89 mark-interface

A rehearsal mark, segno, or coda sign.

This grob interface is used in the following graphical object(s): CodaMark (page 596), RehearsalMark (page 699), SegnoMark (page 709), and TextMark (page 746).

3.2.90 measure-counter-interface

A counter for numbering measures.

User-settable properties:

count-from (integer)
: The first measure in a measure count receives this number. The following measures are numbered in increments from this initial value.

left-number-text (markup)
: For a measure counter, this is the formatted measure count. When the measure counter extends over several measures (like with compressed multi-measure rests), it is the text on the left side of the dash.

number-range-separator (markup)
: For a measure counter extending over several measures (like with compressed multi-measure rests), this is the separator between the two printed numbers.

right-number-text (markup)
: When the measure counter extends over several measures (like with compressed multi-measure rests), this is the text on the right side of the dash. Usually unset.

Internal properties:

columns (array of grobs)
: An array of grobs, typically containing PaperColumn or NoteColumn objects.

This grob interface is used in the following graphical object(s): MeasureCounter (page 667).

3.2.91 measure-grouping-interface

This object indicates groups of beats. Valid choices for style are bracket and triangle.

User-settable properties:

height (dimension, in staff space)
: Height of an object in staff-space units.

style (symbol)
: This setting determines in what style a grob is typeset. Valid choices depend on the stencil callback reading this property.

thickness (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

This grob interface is used in the following graphical object(s): `MeasureGrouping` (page 669).

3.2.92 measure-spanner-interface

A bracket aligned to a measure or measures.

User-settable properties:

`bracket-flare` (pair of numbers)
: A pair of numbers specifying how much edges of brackets should slant outward. Value `0.0` means straight edges.

`bracket-visibility` (boolean or symbol)
: This controls the visibility of the tuplet bracket. Setting it to `#f` prevents printing of the bracket. Setting the property to `if-no-beam` makes it print only if there is no beam associated with this tuplet bracket.

`break-overshoot` (pair of numbers)
: A pair of numbers specifying how much a broken spanner sticks out of its bounds horizontally on the broken side(s). For broken beams and broken tuplet brackets, the bounds are given by the prefatory matter on the left and/or the rightmost column on the right. For broken horizontal brackets, the bounds are the leftmost and/or rightmost column; for broken measure spanners, the left and/or right edge of the staff.

`connect-to-neighbor` (pair)
: Pair of booleans, indicating whether this grob looks as a continued break.

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`edge-height` (pair)
: A pair of numbers specifying the heights of the vertical edges: `(`*`left-height`* `.` *`right-height`*`)`.

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

`shorten-pair` (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

`spacing-pair` (pair)
: A pair of alignment symbols which set an object's spacing relative to its left and right `BreakAlignments`.

  For example, a `MultiMeasureRest` will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest.spacing-pair =
                #'(staff-bar . staff-bar)
```

`staff-padding` (dimension, in staff space)
: Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

This grob interface is used in the following graphical object(s): `MeasureSpanner` (page 670).

3.2.93 melody-spanner-interface

Context dependent typesetting decisions.

User-settable properties:

`neutral-direction` (direction)
: Which direction to take in the center of the staff.

Internal properties:

`stems` (array of grobs)
: An array of stem objects.

This grob interface is used in the following graphical object(s): `MelodyItem` (page 671).

3.2.94 mensural-ligature-interface

A mensural ligature.

User-settable properties:

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`add-join` (boolean)
: Is this ligature head-joined with the next one by a vertical line?

`delta-position` (number)
: The vertical position difference.

`flexa-interval` (integer)
: The interval spanned by the two notes of a flexa shape (1 is a second, 7 is an octave).

`head-width` (dimension, in staff space)
: The width of this ligature head.

`left-down-stem` (boolean)
: Request a downward left stem for an initial breve in a ligature.

`ligature-flexa` (boolean)
: Request joining note to the previous one in a flexa.

`ligature-pes` (boolean)
: Request drawing a final longa of a ligature turning backwards.

`primitive` (integer)
: A pointer to a ligature primitive, i.e., an item similar to a note head that is part of a ligature.

`right-down-stem` (boolean)
: Request a downward right stem for a maxima in a ligature.

`right-up-stem` (boolean)
: Request an upward right stem for a final longa or maxima in a ligature.

This grob interface is used in the following graphical object(s): `ApproximatePitchNoteHead` (page 555), `MensuralLigature` (page 672), and `NoteHead` (page 684).

3.2.95 `metronome-mark-interface`

A metronome mark.

This grob interface is used in the following graphical object(s): `MetronomeMark` (page 672).

3.2.96 `multi-measure-interface`

Multi measure rest, and the text or number that is printed over it.

User-settable properties:

`bound-padding` (number)
: The amount of padding to insert around spanner bounds.

This grob interface is used in the following graphical object(s): `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), and `MultiMeasureRestText` (page 679).

3.2.97 `multi-measure-rest-interface`

A rest that spans a whole number of measures.

User-settable properties:

`bound-padding` (number)
: The amount of padding to insert around spanner bounds.

`expand-limit` (integer)
: Maximum number of measures expanded in church rests.

`hair-thickness` (number)
: Thickness of the thin line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

`max-symbol-separation` (number)
: The maximum distance between symbols making up a church rest.

`measure-count` (integer)
: The number of measures for a multi-measure rest.

`minimum-length` (dimension, in staff space)
: Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`round-up-exceptions` (list)
: A list of pairs where car is the numerator and cdr the denominator of a moment. Each pair in this list means that the multi-measure rests of the corresponding length will be rounded up to the longer rest. See *round-up-to-longer-rest*.

`round-up-to-longer-rest` (boolean)
: Displays the longer multi-measure rest when the length of a measure is between two values of `usable-duration-logs`. For example, displays a breve instead of a whole in a 3/2 measure.

`space-increment` (dimension, in staff space)
: The amount by which the total duration of a multi-measure rest affects horizontal spacing. Each doubling of the duration adds `space-increment` to the length of the bar.

`spacing-pair` (pair)
: A pair of alignment symbols which set an object's spacing relative to its left and right `BreakAlignments`.

  For example, a `MultiMeasureRest` will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest.spacing-pair =
              #'(staff-bar . staff-bar)
```

`thick-thickness` (number)
: Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

`usable-duration-logs` (list)
: List of `duration-logs` that can be used in typesetting the grob.

This grob interface is used in the following graphical object(s): `MultiMeasureRest` (page 674) and `PercentRepeat` (page 693).

3.2.98 multi-measure-rest-number-interface

Multi measure rest number that is printed over a rest.

This grob interface is used in the following graphical object(s): `MultiMeasureRestNumber` (page 676).

3.2.99 musical-paper-column-interface

A paper column that is musical. Paper columns of this variety group musical items, such as note heads, stems, dots, accidentals, . . .

Internal properties:

`grace-spacing` (graphical (layout) object)
: A run of grace notes.

`shortest-playing-duration` (positive exact rational or +inf.0)
: The duration of the shortest note playing here.

`shortest-starter-duration` (positive exact rational or +inf.0)
: The duration of the shortest note that starts here.

This grob interface is used in the following graphical object(s): `PaperColumn` (page 691).

3.2.100 non-musical-paper-column-interface

A paper column that is non-musical. Paper columns of this variety group breakable items such as clefs, bar lines, time signatures, key signatures, breathing signs, . . .

User-settable properties:

`between-cols` (pair)
: Where to attach a loose column to.

`full-measure-extra-space` (number)
: Extra space that is allocated at the beginning of a measure with only one note. This property is read from the NonMusicalPaperColumn that begins the measure.

`line-break-penalty` (number)
: Penalty for a line break at this column. This affects the choices of the line breaker; it avoids a line break at a column with a positive penalty and prefers a line break at a column with a negative penalty.

`line-break-permission` (symbol)
: Instructs the line breaker on whether to put a line break at this column. Can be `force` or `allow`.

`line-break-system-details` (alist, with symbols as keys)
: An alist of subproperties to use if this column is the start of a system.
  - `alignment-distances` – A list of vertical distances between the staves of a system.
  - `bottom-padding` – If set for the lowest staff of the bottommost system on a page, it specifies the distance between the bottom of the page and the lowest staff.
  - `extra-offset` – A pair of horizontal and vertical offsets for the current staff, relative to either the default layout positions or the positions given with the `X-offset` and `Y-offset` subproperties.
  - `X-offset` – Horizontal (absolute) starting point of the current staff.
  - `Y-offset` – Vertical (absolute) starting point of the current staff.

`page-break-penalty` (number)
: Penalty for page break at this column. This affects the choices of the page breaker; it avoids a page break at a column with a positive penalty and prefers a page break at a column with a negative penalty.

`page-break-permission` (symbol)
: Instructs the page breaker on whether to put a page break at this column. Can be `force` or `allow`.

`page-turn-penalty` (number)
: Penalty for a page turn at this column. This affects the choices of the page breaker; it avoids a page turn at a column with a positive penalty and prefers a page turn at a column with a negative penalty.

`page-turn-permission` (symbol)
: Instructs the page breaker on whether to put a page turn at this column. Can be `force` or `allow`.

Internal properties:

`break-alignment` (graphical (layout) object)
: The `BreakAlignment` (page 577) in a `NonMusicalPaperColumn` (page 681).

This grob interface is used in the following graphical object(s): `NonMusicalPaperColumn` (page 681).

3.2.101 `note-collision-interface`

An object that handles collisions between notes with different stem directions and horizontal shifts. Most of the interesting properties are to be set in `note-column-interface` (page 833): these are `force-hshift` and `horizontal-shift`.

User-settable properties:

`fa-merge-direction` (direction)
: If two 'fa' shape note heads get merged that are both listed in the `fa-styles` property but have different stem directions, enforce this note head direction for display.

`merge-differently-dotted` (boolean)
: Merge note heads in collisions, even if they have a different number of dots. This is normal notation for some types of polyphonic music.

  `merge-differently-dotted` only applies to opposing stem directions (i.e., voice 1 & 2).

`merge-differently-headed` (boolean)
: Merge note heads in collisions, even if they have different note heads. The smaller of the two heads is rendered invisible. This is used in polyphonic guitar notation. The value of this setting is used by Section "note-collision-interface" in *Internals Reference*.

  `merge-differently-headed` only applies to opposing stem directions (i.e., voice 1 & 2).

`note-collision-threshold` (dimension, in staff space)
: Simultaneous notes that are this close or closer in units of `staff-space` will be identified as vertically colliding. Used by `Stem` grobs for notes in the same voice, and `NoteCollision` grobs for notes in different voices. Default value 1.

`prefer-dotted-right` (boolean)
: For note collisions, prefer to shift dotted up-note to the right, rather than shifting just the dot.

Internal properties:

`fa-styles` (symbol list)
: List of note head styles that identify 'fa' shape note heads.

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): `NoteCollision` (page 682).

3.2.102 `note-column-interface`

Stem and noteheads combined.

User-settable properties:

`force-hshift` (number)
: This specifies a manual shift for notes in collisions. The unit is the note head width of the first down-stem voice note; if there are no down-stem voices, the width of the first

up-stem voice note is taken instead. This is used by Section "note-collision-interface" in *Internals Reference*.

`glissando-skip` (boolean)
: Should this `NoteHead` be skipped by glissandi?

`horizontal-shift` (integer)
: An integer that identifies ranking of `NoteColumns` for horizontal shifting. This is used by Section "note-collision-interface" in *Internals Reference*.

`ignore-collision` (boolean)
: If set, don't do note collision resolution on this `NoteColumn`.

`main-extent` (pair of numbers)
: The horizontal extent of a `NoteColumn` grob without taking suspended `NoteHead` grobs into account (i.e., `NoteHeads` forced into the unnatural direction of the `Stem` because of a chromatic clash).

Internal properties:

`note-heads` (array of grobs)
: An array of note head grobs.

`rest` (graphical (layout) object)
: A pointer to a `Rest` object.

`rest-collision` (graphical (layout) object)
: A rest collision that a rest is in.

`stem` (graphical (layout) object)
: A pointer to a `Stem` object.

This grob interface is used in the following graphical object(s): `NoteColumn` (page 683).

3.2.103 note-head-interface

A note head. There are many possible values for `style`. For a complete list, see Section "Note head styles" in *Notation Reference*.

The sense of the `direction` property is the direction of the stem that the head is designed to attach to. For certain glyphs, this might seem counterintuitive. Note that stems do not adapt to forced changes in head direction, so even when a head style has direction-dependent glyphs, proper attachment to the stem depends on the design of the font.

User-settable properties:

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`duration-log` (integer)
: The 2-log of the note head duration, i.e., `0` = whole note, `1` = half note, etc.

`glyph-name` (string)
: The glyph name within the font.

  In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`ignore-ambitus` (boolean)
: If set, don't consider this note head for ambitus calculation.

`ledger-extra` (dimension, in staff space)
: A distance relative to a note head's vertical position to modify the range where ledger lines are drawn, depending on the actually used ledger line positions. If positive, this range gets extended, possibly adding extra ledger lines. If negative, the range gets reduced, possibly removing ledger lines.

`ledger-positions` (list)
: A list of vertical positions of ledger lines. Its exact behavior depends on the grob; see `StaffSymbol` (page 727), `NoteHead` (page 684), `Custos` (page 608), and `Script` (page 705).

`note-names` (vector)
: Vector of strings containing names for easy-notation note heads.

`stem-attachment` (pair of numbers)
: An (*x* . *y*) pair where the stem attaches to the note head. Each component is measured in a -1 to 1 scale so that -1 is the left/bottom edge of the note's bounding box and 1 is the right/top edge.

`style` (symbol)
: This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

Internal properties:

`accidental-grob` (graphical (layout) object)
: The accidental for this note.

`glyph-info` (pair)
: A (*string* . *stencil*) pair consisting of a glyph name and a stencil. Usually the latter will be the glyph referenced by the former in a certain font.

This grob interface is used in the following graphical object(s): `AmbitusNoteHead` (page 554), `ApproximatePitchNoteHead` (page 555), `NoteHead` (page 684), `TabNoteHead` (page 744), and `TrillPitchHead` (page 759).

3.2.104 note-name-interface

Note names.

This grob interface is used in the following graphical object(s): `NoteName` (page 685).

3.2.105 note-spacing-interface

This object calculates spacing wishes for individual voices.

User-settable properties:

`knee-spacing-correction` (number)
: Factor for the optical correction amount for kneed beams. Set between `0` for no correction and `1` for full correction.

`same-direction-correction` (number)
: Optical correction amount for stems that are placed in tight configurations. This amount is used for stems with the same direction to compensate for note head to stem distance.

space-to-barline (boolean)
: If set, the distance between a note and the following non-musical column will be measured to the bar line instead of to the beginning of the non-musical column. If there is a clef change followed by a bar line, for example, this means that we will try to space the non-musical column as though the clef is not there.

stem-spacing-correction (number)
: Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

Internal properties:

left-items (array of grobs)
: Grobs organized on the left by a spacing object.

right-items (array of grobs)
: Grobs organized on the right by a spacing object.

This grob interface is used in the following graphical object(s): NoteSpacing (page 686).

3.2.106 number-interface

Numbers.

User-settable properties:

number-type (symbol)
: Numbering style. Choices include arabic, roman-ij-lower, roman-ij-upper, roman-lower, and roman-upper.

This grob interface is used in the following graphical object(s): StringNumber (page 733).

3.2.107 optional-material-bracket-interface

An in-staff bracket around optional material.

User-settable properties:

direction (direction)
: If side-axis is 0 (or X), then this property determines whether the object is placed LEFT, CENTER or RIGHT with respect to the other object. Otherwise, it determines whether the object is placed UP, CENTER or DOWN. Numerical values may also be used: UP=1, DOWN=-1, LEFT=-1, RIGHT=1, CENTER=0.

positions (pair of numbers)
: Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in staff-space units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

protrusion (number)
: In a bracket indicating non-arpeggio or optional material, the length of the horizontal edges.

thickness (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

This grob interface is used in the following graphical object(s): `OptionalMaterialBracket` (page 687).

3.2.108 `ottava-bracket-interface`

An ottava bracket.

User-settable properties:

`bracket-flare` (pair of numbers)
: A pair of numbers specifying how much edges of brackets should slant outward. Value `0.0` means straight edges.

`dashed-edge` (boolean)
: If set, the bracket edges are dashed like the rest of the bracket.

`edge-height` (pair)
: A pair of numbers specifying the heights of the vertical edges: `(`*`left-height`* `.` *`right-height`*`)`.

`minimum-length` (dimension, in staff space)
: Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`shorten-pair` (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

This grob interface is used in the following graphical object(s): `OttavaBracket` (page 690).

3.2.109 `outside-staff-axis-group-interface`

A vertical axis group on which outside-staff skyline calculations are done.

User-settable properties:

`outside-staff-placement-directive` (symbol)
: One of four directives telling how outside staff objects should be placed.

- `left-to-right-greedy` – Place each successive grob from left to right.
- `left-to-right-polite` – Place a grob from left to right only if it does not potentially overlap with another grob that has been placed on a pass through a grob array. If there is overlap, do another pass to determine placement.
- `right-to-left-greedy` – Same as `left-to-right-greedy`, but from right to left.
- `right-to-left-polite` – Same as `left-to-right-polite`, but from right to left.

Internal properties:

`vertical-skyline-elements` (array of grobs)
: An array of grobs used to create vertical skylines.

This grob interface is used in the following graphical object(s): `BassFigureLine` (page 569), `System` (page 739), and `VerticalAxisGroup` (page 770).

3.2.110 `outside-staff-interface`

A grob that could be placed outside staff.

User-settable properties:

`outside-staff-horizontal-padding` (number)
: By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

`outside-staff-padding` (number)
: The padding to place between grobs when spacing according to `outside-staff-priority`. Two grobs with different `outside-staff-padding` values have the larger value of padding between them.

`outside-staff-priority` (number)
: If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

This grob interface is used in the following graphical object(s): `AccidentalSuggestion` (page 549), `BarNumber` (page 564), `BassFigureAlignmentPositioning` (page 567), `BendSpanner` (page 574), `BreathingSign` (page 578), `CaesuraScript` (page 581), `CenteredBarNumberLineSpanner` (page 583), `ChordName` (page 586), `ClefModifier` (page 593), `CodaMark` (page 596), `CombineTextScript` (page 598), `Divisio` (page 610), `DoublePercentRepeatCounter` (page 616), `DoubleRepeatSlash` (page 618), `DynamicLineSpanner` (page 621), `DynamicText` (page 622), `Fingering` (page 629), `FretBoard` (page 633), `Hairpin` (page 639), `HorizontalBracket` (page 641), `HorizontalBracketText` (page 642), `InstrumentSwitch` (page 645), `JumpScript` (page 646), `LigatureBracket` (page 659), `MeasureCounter` (page 667), `MeasureGrouping` (page 669), `MeasureSpanner` (page 670), `MetronomeMark` (page 672), `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), `MultiMeasureRestText` (page 679), `OttavaBracket` (page 690), `PercentRepeatCounter` (page 694), `PhrasingSlur` (page 696), `RehearsalMark` (page 699), `Script` (page 705), `SectionLabel` (page 707), `SegnoMark` (page 709), `Slur` (page 714), `SostenutoPedalLineSpanner` (page 718), `StringNumber` (page 733), `StrokeFinger` (page 735), `SustainPedalLineSpanner` (page 738), `TextMark` (page 746), `TextScript` (page 748), `TextSpanner` (page 750), `TrillSpanner` (page 761), `TupletBracket` (page 763), `TupletNumber` (page 765), `UnaCordaPedalLineSpanner` (page 767), and `VoltaBracketSpanner` (page 774).

3.2.111 paper-column-interface

`Paper_column` objects form the top-most X parents for items. There are two types of columns: musical and non-musical, to which musical and non-musical objects are attached respectively. The spacing engine determines the X positions of these objects.

They are numbered, the first (leftmost) is column 0. Numbering happens before line breaking, and columns are not renumbered after line breaking. Since many columns go unused, you should only use the rank field to get ordering information. Two adjacent columns may have non-adjacent numbers.

The `paper-column-interface` implies the `item-interface` (page 818).

User-settable properties:

`labels` (list)
: List of labels (symbols) placed on a column.

`rhythmic-location` (rhythmic location)
: Where (bar number, measure position) in the score.

used (boolean)
: If set, this spacing column is kept in the spacing problem.

when (moment)
: Global time step associated with this column.

X-alignment-extent (pair of numbers)
: If a grob wants to align itself on a PaperColumn grob that doesn't contain note heads, use this horizontal extent as a placeholder.

Internal properties:

bounded-by-me (array of grobs)
: An array of spanners that have this column as start/begin point. Only columns that have grobs or act as bounds are spaced.

maybe-loose (boolean)
: Used to mark a breakable column that is loose if and only if it is in the middle of a line.

spacing (graphical (layout) object)
: The spacing spanner governing this section.

This grob interface is used in the following graphical object(s): NonMusicalPaperColumn (page 681) and PaperColumn (page 691).

3.2.112 parentheses-interface

Parentheses for other objects.

User-settable properties:

padding (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

stencils (list)
: Multiple stencils, used as intermediate value.

This grob interface is used in the following graphical object(s): Parentheses (page 692) and TrillPitchParentheses (page 761).

3.2.113 passage-delimiter-interface

Items with this interface allow overriding break-visibility-passage-start, break-visibility-passage-default, and break-visibility-passage-end particularly in lieu of overriding break-visibility. The precise meaning of 'passage' depends on the type of item.

The internal passage-direction property determines which break-visibility property is used in a given instance.

See Section "item-interface" in *Internals Reference*.

User-settable properties:

break-visibility-passage-default (vector)
: The value to use for break-visibility when the item does not specifically mark the start or end of a passage. (It might be both or neither, depending on the type of item.)

break-visibility-passage-end (vector)
: The value to use for break-visibility when the item marks the end of a passage.

break-visibility-passage-start (vector)
: The value to use for break-visibility when the item marks the start of a passage.

Internal properties:

`passage-direction` (direction)
: The placement of a `passage-delimiter-interface` item with respect to its passage: `START` at the start, `END` at the end, or `CENTER` otherwise.

This grob interface is used in the following graphical object(s): `OptionalMaterialBracket` (page 687) and `StaffEllipsis` (page 722).

3.2.114 percent-repeat-interface

Beat, Double and single measure repeats.

User-settable properties:

`dot-negative-kern` (number)
: The space to remove between a dot and a slash in percent repeat glyphs. Larger values bring the two elements closer together.

`slash-negative-kern` (number)
: The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

`slope` (number)
: The slope of this object.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

This grob interface is used in the following graphical object(s): `DoublePercentRepeat` (page 615), `DoubleRepeatSlash` (page 618), `PercentRepeat` (page 693), and `RepeatSlash` (page 701).

3.2.115 piano-pedal-bracket-interface

The bracket of the piano pedal. It can be tuned through the regular bracket properties.

User-settable properties:

`bound-padding` (number)
: The amount of padding to insert around spanner bounds.

`bracket-flare` (pair of numbers)
: A pair of numbers specifying how much edges of brackets should slant outward. Value `0.0` means straight edges.

`dashed-edge` (boolean)
: If set, the bracket edges are dashed like the rest of the bracket.

`edge-height` (pair)
: A pair of numbers specifying the heights of the vertical edges: `(`*`left-height`* `.` *`right-height`*`)`.

`shorten-pair` (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

Internal properties:

`pedal-text` (graphical (layout) object)
: A pointer to the text grob of a mixed-style piano pedal.

This grob interface is used in the following graphical object(s): `PianoPedalBracket` (page 698).

3.2.116 piano-pedal-interface

A piano pedal sign.

This grob interface is used in the following graphical object(s): `PianoPedalBracket` (page 698), `SostenutoPedalLineSpanner` (page 718), `SustainPedal` (page 737), `SustainPedalLineSpanner` (page 738), and `UnaCordaPedalLineSpanner` (page 767).

3.2.117 piano-pedal-script-interface

A piano pedal sign, fixed size.

This grob interface is used in the following graphical object(s): `SostenutoPedal` (page 717), `SustainPedal` (page 737), and `UnaCordaPedal` (page 766).

3.2.118 pitched-trill-interface

A note head to indicate trill pitches.

Internal properties:

`accidental-grob` (graphical (layout) object)
: The accidental for this note.

This grob interface is used in the following graphical object(s): `TrillPitchHead` (page 759) and `TrillPitchParentheses` (page 761).

3.2.119 pure-from-neighbor-interface

A collection of routines to allow for objects' pure heights and heights to be calculated based on the heights of the objects' neighbors.

Internal properties:

`neighbors` (array of grobs)
: The X-axis neighbors of a grob. Used by the pure-from-neighbor-interface to determine various grob heights.

`pure-relevant-grobs` (array of grobs)
: All the grobs (items and spanners) that are relevant for finding the `pure-Y-extent`

`pure-Y-common` (graphical (layout) object)
: A cache of the `common_refpoint_of_array` of the `elements` grob set.

This grob interface is used in the following graphical object(s): `BarLine` (page 560), `Clef` (page 590), `CueClef` (page 602), `CueEndClef` (page 605), `KeyCancellation` (page 648), `KeySignature` (page 651), `SignumRepetitionis` (page 711), `SpanBarStub` (page 721), and `TimeSignature` (page 754).

3.2.120 rehearsal-mark-interface

A rehearsal mark.

This grob interface is used in the following graphical object(s): `RehearsalMark` (page 699).

3.2.121 rest-collision-interface

Move ordinary rests (not multi-measure nor pitched rests) to avoid conflicts.

User-settable properties:

`minimum-distance` (dimension, in staff space)
: Minimum distance between rest and notes or beam.

Internal properties:

`elements` (array of grobs)
: An array of grobs; the type is depending on the grob where this is set in.

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): `RestCollision` (page 705).

3.2.122 rest-interface

A rest symbol. The property `style` can be `default`, `mensural`, `neomensural` or `classical`.

User-settable properties:

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`minimum-distance` (dimension, in staff space)
: Minimum distance between rest and notes or beam.

`style` (symbol)
: This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`voiced-position` (number)
: The staff position of a voiced `Rest`, negative if the rest has `direction` `DOWN`.

This grob interface is used in the following graphical object(s): `MultiMeasureRest` (page 674) and `Rest` (page 704).

3.2.123 rhythmic-grob-interface

Any object with a duration. Used to determine which grobs are interesting enough to maintain a hara-kiri staff.

This grob interface is used in the following graphical object(s): `ApproximatePitchNoteHead` (page 555), `BassFigure` (page 566), `ChordName` (page 586), `ClusterSpannerBeacon` (page 595), `DoubleRepeatSlash` (page 618), `FretBoard` (page 633), `LyricText` (page 665), `NoteHead` (page 684), `RepeatSlash` (page 701), `Rest` (page 704), and `TabNoteHead` (page 744).

3.2.124 rhythmic-head-interface

Note head or rest.

User-settable properties:

`duration-log` (integer)
: The 2-log of the note head duration, i.e., `0` = whole note, `1` = half note, etc.

`glissando-skip` (boolean)
: Should this `NoteHead` be skipped by glissandi?

Internal properties:

`dot` (graphical (layout) object)
: A reference to a `Dots` object.

`stem` (graphical (layout) object)
: A pointer to a `Stem` object.

This grob interface is used in the following graphical object(s): `ApproximatePitchNoteHead` (page 555), `NoteHead` (page 684), `Rest` (page 704), and `TabNoteHead` (page 744).

3.2.125 script-column-interface

An interface that sorts scripts according to their `script-priority` and `outside-staff-priority`.

Internal properties:

`scripts` (array of grobs)
: An array of `Script` objects.

This grob interface is used in the following graphical object(s): `ScriptColumn` (page 707) and `ScriptRow` (page 707).

3.2.126 script-interface

An object that is put above or below a note.

User-settable properties:

`avoid-slur` (symbol)
: Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`script-priority` (number)
: A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`side-relative-direction` (direction)
: Multiply direction of `direction-source` with this to get the direction of this object.

`slur-padding` (number)
: Extra distance between slur and script.

`staff-position` (number)
: Vertical position, measured in half staff spaces, counted from the middle line.

For ties, there is a distinction between exact and inexact values: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

`toward-stem-shift` (number)
: Amount by which scripts are shifted toward the stem if their direction coincides with the stem direction. `0.0` means centered on the note head (the default position of most scripts); `1.0` means centered on the stem. Interpolated values are possible.

`toward-stem-shift-in-column` (number)
: Amount by which a script is shifted toward the stem if its direction coincides with the stem direction and it is associated with a `ScriptColumn` object. `0.0` means centered on the note head (the default position of most scripts); `1.0` means centered on the stem. Interpolated values are possible.

Internal properties:

`direction-source` (graphical (layout) object)
: In case `side-relative-direction` is set, which grob to get the direction from.

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

`script-column` (graphical (layout) object)
: A `ScriptColumn` associated with a `Script` object.

`script-stencil` (pair)
: A pair (*type* . *arg*) which acts as an index for looking up a `Stencil` object.

`slur` (graphical (layout) object)
: A pointer to a `Slur` object.

`toe-heel-style` (symbol)
: The style used for toe and heel glyphs of a `Script` grob.

This grob interface is used in the following graphical object(s): `AccidentalSuggestion` (page 549), `CaesuraScript` (page 581), `DynamicText` (page 622), `MultiMeasureRestScript` (page 677), and `Script` (page 705).

3.2.127 section-label-interface

A section label, e.g., “Coda”.

This grob interface is used in the following graphical object(s): `SectionLabel` (page 707).

3.2.128 segno-mark-interface

A segno.

This grob interface is used in the following graphical object(s): `SegnoMark` (page 709).

3.2.129 self-alignment-interface

Position this object on itself and/or on its parent. To this end, the following functions are provided:

`ly:self-alignment-interface::x-aligned-on-self`
`ly:self-alignment-interface::y-aligned-on-self`
: Align self on reference point, using `self-alignment-X` and `self-alignment-Y`, respectively.

`ly:self-alignment-interface::aligned-on-x-parent`
`ly:self-alignment-interface::aligned-on-y-parent`
Align reference point of self with the reference point of parent. The position of the own reference point is adjusted with `self-alignment-X` and `self-alignment-Y`, the position of the parent's reference point with `parent-alignment-X` and `parent-alignment-Y`, respectively.

Function `ly:self-alignment-interface::aligned-on-x-parent` listens to the property `X-alignment-extent` of the `PaperColumn` grob, using it as a fallback width for parent alignment in case the `PaperColumn` grob does not contain note heads.

`ly:self-alignment-interface::centered-on-x-parent`
`ly:self-alignment-interface::centered-on-y-parent`
Shift the object so its own reference point is centered on the extent of the parent.

User-settable properties:

`parent-alignment-X` (number)
Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`parent-alignment-Y` (number)
Like `parent-alignment-X` but for the Y axis.

`self-alignment-X` (number)
Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`self-alignment-Y` (number)
Like `self-alignment-X` but for the Y axis.

`X-align-on-main-noteheads` (boolean)
If true, this grob will ignore suspended note heads when aligning itself on NoteColumn.

This grob interface is used in the following graphical object(s): `AccidentalSuggestion` (page 549), `BarNumber` (page 564), `CaesuraScript` (page 581), `ClefModifier` (page 593), `CodaMark` (page 596), `CombineTextScript` (page 598), `DoublePercentRepeatCounter` (page 616), `DynamicText` (page 622), `Fingering` (page 629), `GridLine` (page 638), `Hairpin` (page 639), `HorizontalBracketText` (page 642), `InstrumentName` (page 644), `InstrumentSwitch` (page 645), `JumpScript` (page 646), `LyricRepeatCount` (page 663), `LyricText` (page 665), `MeasureCounter` (page 667), `MeasureSpanner` (page 670), `MetronomeMark` (page 672), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), `MultiMeasureRestText` (page 679), `NoteName` (page 685), `PercentRepeatCounter` (page 694), `RehearsalMark` (page 699), `Script` (page 705), `SectionLabel` (page 707), `SegnoMark` (page 709), `SostenutoPedal` (page 717), `StemTremolo` (page 732), `StringNumber` (page 733), `StrokeFinger` (page 735), `SustainPedal` (page 737), `TextMark` (page 746), `TextScript` (page 748), and `UnaCordaPedal` (page 766).

3.2.130 semi-tie-column-interface

The interface for a column of l.v. (laissez vibrer) ties.

User-settable properties:

`head-direction` (direction)
Are the note heads left or right in a semitie?

`tie-configuration` (list)
: List of (*position* . *dir*) pairs, indicating a desired tie configuration that overrides the default. *position* is the offset from the center of the staff in half staff-space units, and *dir* indicates the direction of the tie (`1`=>up, `-1`=>down, `0`=>center). A non-pair entry in the list causes the corresponding tie to be formatted automatically.

  There is a distinction between exact and inexact values for *position*: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

Internal properties:

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

`ties` (array of grobs)
: A grob array of `Tie` objects.

This grob interface is used in the following graphical object(s): `LaissezVibrerTieColumn` (page 656) and `RepeatTieColumn` (page 703).

3.2.131 semi-tie-interface

A tie that is only connected to a note head on one side.

The following properties may be set in the `details` list.

`height-limit`
: Maximum tie height: The longer the tie, the closer it is to this height.

`ratio`
: Parameter for tie shape. The higher this number, the quicker the tie attains its `height-limit`.

User-settable properties:

`control-points` (list of number pairs)
: List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

`details` (alist, with symbols as keys)
: An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`head-direction` (direction)
: Are the note heads left or right in a semitie?

`line-thickness` (number)
: For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as

a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

thickness (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

Internal properties:

annotation (string)
: Annotate a grob for debug purposes.

note-head (graphical (layout) object)
: A single note head.

This grob interface is used in the following graphical object(s): LaissezVibrerTie (page 654) and RepeatTie (page 702).

3.2.132 separation-item-interface

Item that computes widths to generate spacing rods.

User-settable properties:

horizontal-skylines (pair of skylines)
: Two skylines, one to the left and one to the right of this grob.

padding (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

skyline-vertical-padding (number)
: The amount by which the left and right skylines of a column are padded vertically, beyond the Y-extents and extra-spacing-heights of the constituent grobs in the column. Increase this to prevent interleaving of grobs from adjacent columns.

X-extent (pair of numbers)
: Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

Internal properties:

conditional-elements (array of grobs)
: Internal use only.

elements (array of grobs)
: An array of grobs; the type is depending on the grob where this is set in.

This grob interface is used in the following graphical object(s): NonMusicalPaperColumn (page 681), NoteColumn (page 683), and PaperColumn (page 691).

3.2.133 side-position-interface

Position a victim object (this one) next to other objects (the support). The property direction signifies where to put the victim object relative to the support (left or right, up or down?)

The routine also takes the size of the staff into account if staff-padding is set. If undefined, the staff symbol is ignored.

User-settable properties:

`add-stem-support` (boolean)
: If set, the `Stem` object is included in this script's support.

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`horizon-padding` (number)
: The amount to pad the axis along which a `Skyline` is built for the `side-position-interface`.

`minimum-space` (dimension, in staff space)
: Minimum distance that the victim should move (after padding).

`minimum-X-space` (dimension, in staff space)
: Minimum distance that the victim should move horizontally (after padding), overriding the `minimum-space` property value.

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

`side-axis` (number)
: If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`slur-padding` (number)
: Extra distance between slur and script.

`staff-padding` (dimension, in staff space)
: Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`X-padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other horizontally, overriding the `padding` property value.

Internal properties:

`quantize-position` (boolean)
: If set, a vertical alignment is aligned to be within staff spaces.

`side-support-elements` (array of grobs)
: The side support, an array of grobs.

This grob interface is used in the following graphical object(s): `AccidentalSuggestion` (page 549), `Arpeggio` (page 557), `BarNumber` (page 564), `BassFigureAlignmentPositioning` (page 567), `CaesuraScript` (page 581), `CenteredBarNumberLineSpanner` (page 583), `ChordBracket` (page 585), `ChordSlur` (page 587), `ClefModifier` (page 593), `CodaMark` (page 596), `CombineTextScript` (page 598), `DoublePercentRepeatCounter` (page 616), `DynamicLineSpanner` (page 621), `Episema` (page 626), `Fingering` (page 629), `HorizontalBracket` (page 641), `HorizontalBracketText` (page 642), `InstrumentName` (page 644), `InstrumentSwitch` (page 645), `JumpScript` (page 646), `MeasureCounter` (page 667), `MeasureGrouping` (page 669), `MeasureSpanner` (page 670), `MetronomeMark` (page 672), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), `MultiMeasureRestText` (page 679), `OttavaBracket` (page 690), `PercentRepeatCounter`

(page 694), RehearsalMark (page 699), Script (page 705), SectionLabel (page 707), SegnoMark (page 709), SostenutoPedalLineSpanner (page 718), StanzaNumber (page 728), StringNumber (page 733), StrokeFinger (page 735), SustainPedalLineSpanner (page 738), SystemStartBar (page 740), SystemStartBrace (page 741), SystemStartBracket (page 742), SystemStartSquare (page 743), TextMark (page 746), TextScript (page 748), TextSpanner (page 750), TrillPitchAccidental (page 757), TrillPitchGroup (page 758), TrillSpanner (page 761), UnaCordaPedalLineSpanner (page 767), VoltaBracket (page 772), and VoltaBracketSpanner (page 774).

3.2.134 signum-repetitionis-interface

An ancient repeat sign. It is printed with the same infrastructure as bar lines, but it is not a bar line.

User-settable properties:

allow-span-bar (boolean)
: If false, no inter-staff bar line will be created below this bar line.

bar-extent (pair of numbers)
: The Y-extent of the actual bar line. This may differ from Y-extent because it does not include the dots in a repeat bar line.

gap (dimension, in staff space)
: Size of a gap in a variable symbol.

glyph (string)
: A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.

  In combination with (span) bar lines, it is a string resembling the bar line appearance in ASCII form.

glyph-name (string)
: The glyph name within the font.

  In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of glyph, where decisions about line breaking, etc., are already taken.

hair-thickness (number)
: Thickness of the thin line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*.StaffSymbol.thickness).

kern (dimension, in staff space)
: The space between individual elements in any compound bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*.StaffSymbol.thickness).

rounded (boolean)
: Decide whether lines should be drawn rounded or not.

segno-kern (number)
: The space between the two thin lines of the segno bar line symbol, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*.StaffSymbol.thickness).

short-bar-extent (pair of numbers)
: The Y-extent of a short bar line. The default is half the normal bar extent, rounded up to an integer number of staff spaces.

`thick-thickness` (number)
: Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`has-span-bar` (pair)
: A pair of grobs containing the span bars to be drawn below and above the staff. If no span bar is in a position, the respective element is set to `#f`.

This grob interface is used in the following graphical object(s): `SignumRepetitionis` (page 711).

3.2.135 `slur-interface`

A slur. Slurs are formatted by trying a number of combinations of left/right end point, and then picking the slur with the lowest demerit score. The combinations are generated by going from the base attachments (i.e., note heads) in the direction in half space increments until we have covered `region-size` staff spaces.

The following properties may be set in the `details` list.

`absolute-closeness-measure`
: Factor to calculate demerit for variance between a note head and slur.

`accidental-collision`
: Factor to calculate demerit for `Accidental` objects that the slur encompasses. This property value replaces the value of `extra-object-collision-penalty`.

`close-to-edge-length`
: Threshold to decide whether an object to avoid is horizontally close to the slur's edge. If it is, it doesn't influence the slur's height.

`edge-attraction-factor`
: Factor used to calculate the demerit for distances between slur endpoints and their corresponding base attachments.

`edge-slope-exponent`
: Factor used to calculate the demerit for the slope of a slur near its endpoints; a larger value yields a larger demerit.

`encompass-object-range-overshoot`
: Widen the range of `encompass-object` positions by this amount for computing the slur.

`extra-encompass-collision-distance`
: This detail is currently unused.

`extra-encompass-free-distance`
: The amount of vertical free space that must exist between a slur and various objects it encompasses, including accidentals, fingerings, and tuplet numbers.

`extra-object-collision-penalty`
: Factor to calculate demerit for extra objects that the slur encompasses, including accidentals, fingerings, and tuplet numbers.

`free-head-distance`
: The amount of vertical free space that must exist between a slur and note heads.

`free-slur-distance`
: The amount of vertical free space that must exist between adjacent slurs. This subproperty only works for `PhrasingSlur`.

`gap-to-staffline-inside`
Minimum gap inside the curve of the slur where the slur is parallel to a staffline.

`gap-to-staffline-outside`
Minimum gap outside the curve of the slur where the slur is parallel to a staffline.

`head-encompass-penalty`
Demerit to apply when note heads collide with a slur.

`head-slur-distance-factor`
Factor to calculate demerit for variance between a note head and slur.

`head-slur-distance-max-ratio`
The maximum value for the ratio of distance between a note head and slur.

`max-slope`
The maximum slope allowed for this slur.

`max-slope-factor`
Factor that calculates demerit based on the max slope. Notice that there exists a homonymous property for tuplet brackets.

`non-horizontal-penalty`
Demerit for slurs with attachment points that are not horizontally aligned.

`region-size`
Size of region (in staff spaces) for determining potential endpoints in the Y-direction.

`same-slope-penalty`
Demerit for slurs with attachment points that are horizontally aligned.

`slur-tie-extrema-min-distance`
If a slur starts or ends very near to or at the same position as a tie, check this threshold whether slur and tie are too close.

`slur-tie-extrema-min-distance-penalty`
Demerit to apply if `slur-tie-extrema-min-distance` gets triggered.

`steeper-slope-factor`
Factor used to calculate demerit only if this slur is not broken.

`stem-encompass-penalty`
Demerit to apply when stems collide with a slur.

User-settable properties:

`avoid-slur` (symbol)
Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`control-points` (list of number pairs)
List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

`dash-definition` (pair)
List of `dash-elements` defining the dash structure. Each `dash-element` has a starting t value, an ending t-value, a `dash-fraction`, and a `dash-period`.

`details` (alist, with symbols as keys)
: An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`eccentricity` (number)
: How asymmetrical to make a slur. Positive means move the center to the right.

`height-limit` (dimension, in staff space)
: Maximum slur height: The longer the slur, the closer it is to this height.

`inspect-quants` (pair of numbers)
: If debugging is set, set beam and slur position to a (quantized) position that is as close as possible to this value, and print the demerits for the inspected position in the output.

`line-thickness` (number)
: For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`positions` (pair of numbers)
: Pair of staff coordinates (*`start`* . *`end`*), where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`ratio` (number)
: Parameter for slur shape. The higher this number, the quicker the slur attains its `height-limit`.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

Internal properties:

`annotation` (string)
: Annotate a grob for debug purposes.

`encompass-objects` (array of grobs)
: Objects that a slur should avoid in addition to notes and stems.

`note-columns` (array of grobs)
: An array of `NoteColumn` grobs.

This grob interface is used in the following graphical object(s): `PhrasingSlur` (page 696) and `Slur` (page 714).

3.2.136 spaceable-grob-interface

A layout object that takes part in the spacing problem.

User-settable properties:

`allow-loose-spacing` (boolean)
: If set, column can be detached from main spacing.

`keep-inside-line` (boolean)
: If set, this column cannot have objects sticking into the margin.

`measure-length` (positive moment with no grace part)
: Length of a measure. Used in some spacing situations.

Internal properties:

`ideal-distances` (list)
: (*obj* . (*dist* . *strength*)) pairs.

`left-neighbor` (graphical (layout) object)
: A grob similar to this one, on its left. For columns, the right-most column that has a spacing wish for this column.

`minimum-distances` (list)
: A list of rods that have the format (*obj* . *dist*).

`right-neighbor` (graphical (layout) object)
: See `left-neighbor`.

`spacing-wishes` (array of grobs)
: An array of note spacing or staff spacing objects.

This grob interface is used in the following graphical object(s): `NonMusicalPaperColumn` (page 681) and `PaperColumn` (page 691).

3.2.137 spacing-interface

This object calculates the desired and minimum distances between two columns.

Internal properties:

`left-items` (array of grobs)
: Grobs organized on the left by a spacing object.

`right-items` (array of grobs)
: Grobs organized on the right by a spacing object.

This grob interface is used in the following graphical object(s): `NoteSpacing` (page 686) and `StaffSpacing` (page 727).

3.2.138 spacing-options-interface

Supports setting of spacing variables.

User-settable properties:

`shortest-duration-space` (number)
: Start with this multiple of `spacing-increment` space for the shortest duration. See also Section “spacing-spanner-interface” in *Internals Reference*.

`spacing-increment` (dimension, in staff space)
: The unit of length for note-spacing. Typically, the width of a note head. See also Section "spacing-spanner-interface" in *Internals Reference*.

This grob interface is used in the following graphical object(s): `GraceSpacing` (page 637) and `SpacingSpanner` (page 719).

3.2.139 spacing-spanner-interface

The space taken by a note is dependent on its duration. Doubling a duration adds `spacing-increment` to the space. The most common shortest note gets `shortest-duration-space`. Notes that are even shorter are spaced proportional to their duration.

Typically, the increment is the width of a black note head. In a piece with lots of 8th notes, and some 16th notes, the eighth note gets a 2 note heads width (i.e., the space following a note is a 1 note head width). A 16th note is followed by 0.5 note head width. The quarter note is followed by 3 NHW, the half by 4 NHW, etc.

User-settable properties:

`average-spacing-wishes` (boolean)
: If set, the spacing wishes are averaged over staves.

`base-shortest-duration` (moment)
: Spacing is based on the shortest notes in a piece. Normally, pieces are spaced as if notes at least as short as this are present.

`common-shortest-duration` (moment)
: The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

`packed-spacing` (boolean)
: If set, the notes are spaced as tightly as possible.

`shortest-duration-space` (number)
: Start with this multiple of `spacing-increment` space for the shortest duration. See also Section "spacing-spanner-interface" in *Internals Reference*.

`spacing-increment` (dimension, in staff space)
: The unit of length for note-spacing. Typically, the width of a note head. See also Section "spacing-spanner-interface" in *Internals Reference*.

`strict-grace-spacing` (boolean)
: If set, main notes are spaced normally, then grace notes are put left of the musical columns for the main notes.

`strict-note-spacing` (boolean)
: If set, unbroken columns with non-musical material (clefs, bar lines, etc.) are not spaced separately, but put before musical columns.

`uniform-stretching` (boolean)
: If set, items stretch proportionally to their natural separation based on durations. This looks better in complex polyphonic patterns.

This grob interface is used in the following graphical object(s): `SpacingSpanner` (page 719).

3.2.140 span-bar-interface

A bar line that is spanned between other bar lines. This interface is used for bar lines that connect different staves.

User-settable properties:

`glyph-name` (string)
: The glyph name within the font.

  In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

Internal properties:

`elements` (array of grobs)
: An array of grobs; the type is depending on the grob where this is set in.

`pure-relevant-grobs` (array of grobs)
: All the grobs (items and spanners) that are relevant for finding the `pure-Y-extent`

`pure-relevant-items` (array of grobs)
: A subset of elements that are relevant for finding the `pure-Y-extent`.

`pure-relevant-spanners` (array of grobs)
: A subset of elements that are relevant for finding the `pure-Y-extent`.

`pure-Y-common` (graphical (layout) object)
: A cache of the `common_refpoint_of_array` of the `elements` grob set.

This grob interface is used in the following graphical object(s): `SpanBar` (page 720).

3.2.141 span-bar-stub-interface

A stand-in for a bar line that is used when engraving span bars. This is an internal interface even though some of its properties are documented as user properties.

User-settable properties:

`allow-span-bar` (boolean)
: If false, no inter-staff bar line will be created below this bar line.

Internal properties:

`allow-span-bar-above` (boolean)
: If false, no inter-staff bar line will be created above this item.

`has-span-bar` (pair)
: A pair of grobs containing the span bars to be drawn below and above the staff. If no span bar is in a position, the respective element is set to `#f`.

This grob interface is used in the following graphical object(s): `SpanBarStub` (page 721).

3.2.142 spanner-interface

Some objects are horizontally spanned between objects. For example, slurs, beams, ties, etc. These grobs form a subtype called `Spanner`. All spanners have two span points (these must be `Item` objects), one on the left and one on the right. The left bound is also the X reference point of the spanner.

User-settable properties:

`minimum-length` (dimension, in staff space)
: Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`minimum-length-after-break` (dimension, in staff space)
: If set, try to make a broken spanner starting a line this long. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance to the note head.

`normalized-endpoints` (pair)
: Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

`spanner-id` (index or symbol)
: An identifier to distinguish concurrent spanners.

`to-barline` (boolean)
: If true, the spanner will stop at the bar line just before it would otherwise stop.

Internal properties:

`spanner-broken` (boolean)
: Indicates whether spanner alignment should be broken after the current spanner.

This grob interface is used in the following graphical object(s): `BassFigureAlignment` (page 566), `BassFigureAlignmentPositioning` (page 567), `BassFigureContinuation` (page 569), `BassFigureLine` (page 569), `Beam` (page 570), `BendAfter` (page 573), `BendSpanner` (page 574), `CenteredBarNumber` (page 583), `CenteredBarNumberLineSpanner` (page 583), `ChordSquare` (page 589), `ClusterSpanner` (page 595), `DurationLine` (page 619), `DynamicLineSpanner` (page 621), `DynamicTextSpanner` (page 624), `Episema` (page 626), `FingerGlideSpanner` (page 627), `Glissando` (page 635), `GraceSpacing` (page 637), `GridChordName` (page 637), `Hairpin` (page 639), `HorizontalBracket` (page 641), `HorizontalBracketText` (page 642), `InstrumentName` (page 644), `KievanLigature` (page 654), `LedgerLineSpanner` (page 656), `LigatureBracket` (page 659), `LyricExtender` (page 661), `LyricHyphen` (page 661), `LyricSpace` (page 665), `MeasureCounter` (page 667), `MeasureGrouping` (page 669), `MeasureSpanner` (page 670), `MensuralLigature` (page 672), `MultiMeasureRest` (page 674), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestScript` (page 677), `MultiMeasureRestText` (page 679), `OttavaBracket` (page 690), `PercentRepeat` (page 693), `PercentRepeatCounter` (page 694), `PhrasingSlur` (page 696), `PianoPedalBracket` (page 698), `Slur` (page 714), `SostenutoPedalLineSpanner` (page 718), `SpacingSpanner` (page 719), `StaffGrouper` (page 725), `StaffHighlight` (page 726), `StaffSymbol` (page 727), `SustainPedalLineSpanner` (page 738), `System` (page 739), `SystemStartBar` (page 740), `SystemStartBrace` (page 741), `SystemStartBracket` (page 742), `SystemStartSquare` (page 743), `TextSpanner` (page 750), `Tie` (page 752), `TieColumn` (page 754), `TrillSpanner` (page 761), `TupletBracket` (page 763), `TupletNumber` (page 765), `UnaCordaPedalLineSpanner` (page 767), `VaticanaLigature` (page 768), `VerticalAlignment` (page 769), `VerticalAxisGroup` (page 770), `VoiceFollower` (page 771), `VoltaBracket` (page 772), `VoltaBracketSpanner` (page 774), and `VowelTransition` (page 775).

In addition, this interface is supported conditionally by the following objects depending on their class: `BalloonText` (page 559), `ControlPoint` (page 600), `ControlPolygon` (page 601), `Footnote` (page 632), and `Parentheses` (page 692).

3.2.143 staff-ellipsis-interface

A visual marker (usually three consecutive dots) to indicate that typesetting of music is skipped.

This grob interface is used in the following graphical object(s): `StaffEllipsis` (page 722).

3.2.144 staff-grouper-interface

A grob that collects staves together.

User-settable properties:

`staff-staff-spacing` (alist, with symbols as keys)
: When applied to a staff-group's `StaffGrouper` grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's `VerticalAxisGroup` grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the `StaffGrouper` grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- `basic-distance` – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
- `minimum-distance` – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- `padding` – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- `stretchability` – a unitless measure of the dimension's relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

`staffgroup-staff-spacing` (alist, with symbols as keys)
: The spacing alist controlling the distance between the last staff of the current staff-group and the staff just below it in the same system, even if one or more non-staff lines exist between the two staves. If the `staff-staff-spacing` property of the staff's `VerticalAxisGroup` grob is set, that is used instead. See `staff-staff-spacing` for a description of the alist structure.

This grob interface is used in the following graphical object(s): `StaffGrouper` (page 725).

3.2.145 staff-highlight-interface

A colored span to highlight a music passage.

User-settable properties:

`bound-prefatory-paddings` (pair of numbers)
: For a highlight, the amount of padding to insert at a bound from a prefatory item that is not a bar line.

`shorten-pair` (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

Internal properties:

`columns` (array of grobs)
: An array of grobs, typically containing `PaperColumn` or `NoteColumn` objects.

`elements` (array of grobs)
: An array of grobs; the type is depending on the grob where this is set in.

This grob interface is used in the following graphical object(s): `StaffHighlight` (page 726).

3.2.146 staff-spacing-interface

This object calculates spacing details from a breakable symbol (left) to another object. For example, it takes care of optical spacing from a bar line to a note.

User-settable properties:

`stem-spacing-correction` (number)
: Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

This grob interface is used in the following graphical object(s): `StaffSpacing` (page 727).

3.2.147 staff-symbol-interface

This spanner draws the lines of a staff. A staff symbol defines a vertical unit, the *staff space*. Quantities that go by a half staff space are called *positions*. The center (i.e., middle line or space) is position 0. The length of the symbol may be set by hand through the `width` property.

User-settable properties:

`break-align-symbols` (list)
: A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to `break-visibility`, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

`ledger-extra` (dimension, in staff space)
: A distance relative to a note head's vertical position to modify the range where ledger lines are drawn, depending on the actually used ledger line positions. If positive, this range gets extended, possibly adding extra ledger lines. If negative, the range gets reduced, possibly removing ledger lines.

`ledger-line-thickness` (pair of numbers)
: The thickness of ledger lines. It is the sum of two numbers: The first is the factor for line thickness, and the second for staff space. Both contributions are added.

`ledger-positions` (list)
: A list of vertical positions of ledger lines. Its exact behavior depends on the grob; see `StaffSymbol` (page 727), `NoteHead` (page 684), `Custos` (page 608), and `Script` (page 705).

`ledger-positions-function` (any type)
: A quoted Scheme procedure that takes a `StaffSymbol` grob and the vertical position of a note head as arguments and returns a list of ledger line positions.

`line-count` (integer)
: The number of staff lines.

`line-positions` (list)
: Vertical positions of staff lines.

`staff-space` (dimension, in staff space)
: Amount of space between staff lines, expressed in global `staff-space`.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is

expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*.StaffSymbol.thickness).

widened-extent (pair of numbers)
: The vertical extent that a bar line on a certain staff symbol should have. If the staff symbol is small (e.g., has just one line, as in a RhythmicStaff, this is wider than the staff symbol's Y extent.

width (dimension, in staff space)
: The width of a grob measured in staff space.

This grob interface is used in the following graphical object(s): StaffSymbol (page 727).

3.2.148 staff-symbol-referencer-interface

An object whose Y position is meant relative to a staff symbol. These usually have Staff_symbol_referencer::callback in their Y-offset-callbacks.

User-settable properties:

staff-position (number)
: Vertical position, measured in half staff spaces, counted from the middle line.

  For ties, there is a distinction between exact and inexact values: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

This grob interface is used in the following graphical object(s): AmbitusNoteHead (page 554), ApproximatePitchNoteHead (page 555), Arpeggio (page 557), Beam (page 570), ChordBracket (page 585), ChordSlur (page 587), Clef (page 590), CueClef (page 602), CueEndClef (page 605), Custos (page 608), Dots (page 614), KeyCancellation (page 648), KeySignature (page 651), MultiMeasureRest (page 674), NoteHead (page 684), Rest (page 704), TabNoteHead (page 744), and TrillPitchHead (page 759).

3.2.149 stanza-number-interface

A stanza number, to be put in from of a lyrics line.

Internal properties:

begin-of-line-visible (boolean)
: Set to make ChordName or FretBoard be visible only at beginning of line or at chord changes; also used for stanza reminders in lyrics.

is-reminder (boolean)
: Is this stanza number a stanza reminder?

This grob interface is used in the following graphical object(s): StanzaNumber (page 728).

3.2.150 stem-interface

The stem represents the graphical stem. In addition, it internally connects note heads, beams, and tremolos. Rests and whole notes have invisible stems.

The following properties may be set in the details list.

beamed-extreme-minimum-free-lengths
: List of extreme minimum free stem lengths (chord to beams) given beam multiplicity.

beamed-lengths
: List of stem lengths given beam multiplicity.

`beamed-minimum-free-lengths`
List of normal minimum free stem lengths (chord to beams) given beam multiplicity.

`lengths`
Default stem lengths. The list gives a length for each flag count. If a list entry is a pair, it gives the stem length for the specific up and down stem, respectively.

`stem-shorten`
How much a stem in a forced direction should be shortened. The list gives an amount depending on the number of flags and beams.

User-settable properties:

`avoid-note-head` (boolean)
If set, the stem of a chord does not pass through all note heads, but starts at the last note head.

`beaming` (pair)
Pair of number lists. Each number list specifies which beams to make. `0` is the central beam, `1` is the next beam toward the note, etc. This information is used to determine how to connect the beaming patterns from stem to stem inside a beam.

`beamlet-default-length` (pair)
A pair of numbers. The first number specifies the default length of a beamlet that sticks out of the left hand side of this stem; the second number specifies the default length of the beamlet to the right. The actual length of a beamlet is determined by taking either the default length or the length specified by `beamlet-max-length-proportion`, whichever is smaller.

`beamlet-max-length-proportion` (pair)
The maximum length of a beamlet, as a proportion of the distance between two adjacent stems.

`default-direction` (direction)
Direction determined by note head positions.

`details` (alist, with symbols as keys)
An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction)
If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP`=`1`, `DOWN`=`-1`, `LEFT`=`-1`, `RIGHT`=`1`, `CENTER`=`0`.

`double-stem-separation` (number)
The distance between the two stems of a half note in tablature when using `\tabFullNotation`, not counting the width of the stems themselves, expressed as a multiple of the default height of a staff-space in the traditional five-line staff.

`duration-log` (integer)
The 2-log of the note head duration, i.e., `0` = whole note, `1` = half note, etc.

`french-beaming` (boolean)
Use French beaming style for this stem. The stem stops at the innermost beams.

`length` (dimension, in staff space)
: User override for the stem length of unbeamed stems (each unit represents half a `staff-space`).

`length-fraction` (number)
: Multiplier for lengths. Used for determining ledger lines and stem lengths.

`max-beam-connect` (integer)
: Maximum number of beams to connect to beams from this stem. Further beams are typeset as beamlets.

`neutral-direction` (direction)
: Which direction to take in the center of the staff.

`no-stem-extend` (boolean)
: If set, notes with ledger lines do not get stems extending to the middle staff line.

`note-collision-threshold` (dimension, in staff space)
: Simultaneous notes that are this close or closer in units of `staff-space` will be identified as vertically colliding. Used by `Stem` grobs for notes in the same voice, and `NoteCollision` grobs for notes in different voices. Default value 1.

`stem-begin-position` (number)
: User override for the begin position of a stem.

`stemlet-length` (number)
: How long should be a stem over a rest?

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`beam` (graphical (layout) object)
: A pointer to the beam, if applicable.

`flag` (graphical (layout) object)
: A pointer to a `Flag` object.

`french-beaming-stem-adjustment` (dimension, in staff space)
: Stem will be shortened by this amount of space in case of French beaming style.

`melody-spanner` (graphical (layout) object)
: The `MelodyItem` object for a stem.

`note-heads` (array of grobs)
: An array of note head grobs.

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

`rests` (array of grobs)
: An array of rest objects.

`stem-info` (pair)
: A cache of stem parameters.

`tremolo-flag` (graphical (layout) object)
: The tremolo object on a stem.

This grob interface is used in the following graphical object(s): `Stem` (page 729).

3.2.151 stem-tremolo-interface

A beam slashing a stem to indicate a tremolo. The property `shape` can be `beam-like` or `rectangle`.

User-settable properties:

`beam-thickness` (dimension, in staff space)
: Beam thickness, measured in `staff-space` units.

`beam-width` (dimension, in staff space)
: Width of the tremolo sign.

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`flag-count` (number)
: The number of tremolo beams.

`length-fraction` (number)
: Multiplier for lengths. Used for determining ledger lines and stem lengths.

`shape` (symbol)
: This setting determines what shape a grob has. Valid choices depend on the `stencil` callback reading this property.

`slope` (number)
: The slope of this object.

`style` (symbol)
: This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

Internal properties:

`stem` (graphical (layout) object)
: A pointer to a `Stem` object.

This grob interface is used in the following graphical object(s): `StemTremolo` (page 732).

3.2.152 sticky-grob-interface

A grob that is attached to another grob. Grobs type having this interface can be either items or spanners, depending on the class of their host. Sticky spanners implicitly take their bounds from the host.

Internal properties:

`sticky-host` (graphical (layout) object)
: The grob that a sticky grob attaches to.

This grob interface is used in the following graphical object(s): `BalloonText` (page 559), `ControlPoint` (page 600), `ControlPolygon` (page 601), `Footnote` (page 632), and `Parentheses` (page 692).

3.2.153 string-number-interface

A string number instruction.

This grob interface is used in the following graphical object(s): StringNumber (page 733).

3.2.154 stroke-finger-interface

A right hand finger instruction.

User-settable properties:

digit-names (vector)
: Names for string finger digits.

This grob interface is used in the following graphical object(s): StrokeFinger (page 735).

3.2.155 system-interface

This is the top-level object: Each object in a score ultimately has a System object as its X and Y parent.

The system-interface implies the spanner-interface (page 855).

User-settable properties:

labels (list)
: List of labels (symbols) placed on a column.

page-number (number)
: Page number on which this system ends up.

rank-on-page (number)
: 0-based index of the system on a page.

Internal properties:

all-elements (array of grobs)
: An array of all grobs in this line. Its function is to protect objects from being garbage collected.

columns (array of grobs)
: An array of grobs, typically containing PaperColumn or NoteColumn objects.

footnote-stencil (stencil)
: The stencil of a system's footnotes.

footnotes-after-line-breaking (array of grobs)
: Footnote grobs of a broken system.

footnotes-before-line-breaking (array of grobs)
: Footnote grobs of a whole system.

in-note-direction (direction)
: Direction to place in-notes above a system.

in-note-stencil (stencil)
: The stencil of a system's in-notes.

in-note-system-padding (number)
: Padding between in-note and its associated system.

pure-Y-extent (pair of numbers)
: The estimated height of a system.

`vertical-alignment` (graphical (layout) object)
The `VerticalAlignment` in a `System`.

This grob interface is used in the following graphical object(s): `System` (page 739).

3.2.156 system-start-delimiter-interface

The brace, bracket or bar in front of the system. The following values for `style` are recognized:

`bracket`
A thick bracket, normally used to group similar instruments in a score. Default for `StaffGroup`. `SystemStartBracket` uses this style.

`brace`
A 'piano style' brace normally used for an instrument that uses two staves. The default style for `GrandStaff`. `SystemStartBrace` uses this style.

`bar-line`
A simple line between the staves in a score. Default for staves enclosed in << and >>. `SystemStartBar` uses this style.

`line-bracket`
A simple square, normally used for subgrouping instruments in a score. `SystemStartSquare` uses this style.

See also `input/regression/system-start-nesting.ly`.

User-settable properties:

`collapse-first-height` (dimension, in staff space)
When set, this overrides `collapse-height` for the first system of the score.

`collapse-height` (dimension, in staff space)
Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed. See also `collapse-first-height`.

`style` (symbol)
This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`thickness` (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

This grob interface is used in the following graphical object(s): `SystemStartBar` (page 740), `SystemStartBrace` (page 741), `SystemStartBracket` (page 742), and `SystemStartSquare` (page 743).

3.2.157 system-start-text-interface

Text in front of the system.

User-settable properties:

`long-text` (markup)
Text markup. See Section "Formatting text" in *Notation Reference*.

`self-alignment-X` (number)
: Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`self-alignment-Y` (number)
: Like `self-alignment-X` but for the Y axis.

`text` (markup)
: Text markup. See Section "Formatting text" in *Notation Reference*.

This grob interface is used in the following graphical object(s): `InstrumentName` (page 644).

3.2.158 tab-note-head-interface

A note head in tablature.

The following properties may be set in the `details` list.

`cautionary-properties`
: An alist to format cautionaries (usually parentheses enclosing the number) with the following elements.

  `angularity`
  : How much the parentheses should become angular.

  `half-thickness`
  : The maximum thickness of a parenthesis.

  `padding`
  : The padding between the parentheses and the enclosed number.

  `procedure`
  : A function to handle cautionaries, taking the other four elements of the `cautionary-properties` alist as arguments.

  `width`
  : The maximum horizontal extent of a parenthesis.

`harmonic-properties`
: An alist to format harmonics (usually parentheses enclosing the number) with the following elements.

  `angularity`
  : How much the parentheses should become angular.

  `half-thickness`
  : The maximum thickness of a parenthesis.

  `padding`
  : The padding between the parentheses and the enclosed number.

  `procedure`
  : A function to handle harmonics, taking the other four elements of the `harmonic-properties` alist as arguments.

  `width`
  : The maximum horizontal extent of a parenthesis.

`head-offset`
: Move all tablature numbers horizontally. The value is given as a multiple of a single-digit number width.

`tied-properties`
An alist with the following elements.

`tied`
Keep track whether a `Tie` ends at this note.

`repeat-tied`
Does this note hold a `RepeatTie`? `'repeat-tied` is also set if the note is part of a chord with set `RepeatTie`.

`note-head-visible`
If set to `#t`, show a number for a note with `\repeatTie` or a note ending a `Tie`.

`parenthesize`
If set to `#t`, parenthesize the number for a tied note after a line break.

User-settable properties:

`details` (alist, with symbols as keys)
An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`parenthesized` (boolean)
Parenthesize this grob.

Internal properties:

`span-start` (boolean)
Is the note head at the start of a spanner?

This grob interface is used in the following graphical object(s): `TabNoteHead` (page 744).

3.2.159 `text-interface`

A Scheme markup text, see Section "Formatting text" in *Notation Reference* and Section "New markup command definition" in *Extending*.

There are two important commands: `ly:text-interface::print`, which is a grob callback, and `ly:text-interface::interpret-markup`.

User-settable properties:

`baseline-skip` (dimension, in staff space)
Distance between base lines of multiple lines of text.

`flag-style` (symbol)
The style of flags to be displayed within markups (via `\note-by-number`). Available are `'modern-straight-flag`, `'old-straight-flag`, `'flat-flag`, `'mensural`, `'stacked`, and `'default`.

`replacement-alist` (association list (list of pairs))
Alist of strings. The key is a string of the pattern to be replaced. The value is a string of what should be displayed. Useful for ligatures.

`text` (markup)
Text markup. See Section "Formatting text" in *Notation Reference*.

`text-direction` (direction)
: This controls the ordering of the words. The default `RIGHT` is for roman text. Arabic or Hebrew should use `LEFT`.

`word-space` (dimension, in staff space)
: Space to insert between words in texts.

This grob interface is used in the following graphical object(s): `BalloonText` (page 559), `BarNumber` (page 564), `BassFigure` (page 566), `BendSpanner` (page 574), `BreathingSign` (page 578), `CenteredBarNumber` (page 583), `ChordName` (page 586), `ClefModifier` (page 593), `CodaMark` (page 596), `CombineTextScript` (page 598), `ControlPoint` (page 600), `ControlPolygon` (page 601), `Divisio` (page 610), `DoublePercentRepeatCounter` (page 616), `DynamicText` (page 622), `DynamicTextSpanner` (page 624), `Fingering` (page 629), `Footnote` (page 632), `GridChordName` (page 637), `HorizontalBracketText` (page 642), `InstrumentName` (page 644), `InstrumentSwitch` (page 645), `JumpScript` (page 646), `LyricRepeatCount` (page 663), `LyricText` (page 665), `MeasureCounter` (page 667), `MeasureSpanner` (page 670), `MetronomeMark` (page 672), `MultiMeasureRestNumber` (page 676), `MultiMeasureRestText` (page 679), `NoteName` (page 685), `OttavaBracket` (page 690), `PercentRepeatCounter` (page 694), `RehearsalMark` (page 699), `SectionLabel` (page 707), `SegnoMark` (page 709), `SostenutoPedal` (page 717), `StaffEllipsis` (page 722), `StanzaNumber` (page 728), `StringNumber` (page 733), `StrokeFinger` (page 735), `SustainPedal` (page 737), `TabNoteHead` (page 744), `TextMark` (page 746), `TextScript` (page 748), `TupletNumber` (page 765), `UnaCordaPedal` (page 766), and `VoltaBracket` (page 772).

3.2.160 `text-mark-interface`

A textual mark.

This grob interface is used in the following graphical object(s): `TextMark` (page 746).

3.2.161 `text-script-interface`

An object that is put above or below a note.

User-settable properties:

`avoid-slur` (symbol)
: Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`script-priority` (number)
: A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

Internal properties:

`slur` (graphical (layout) object)
: A pointer to a `Slur` object.

This grob interface is used in the following graphical object(s): `BendSpanner` (page 574), `CombineTextScript` (page 598), `Fingering` (page 629), `StringNumber` (page 733), `StrokeFinger` (page 735), and `TextScript` (page 748).

3.2.162 tie-column-interface

Object that sets directions of multiple ties in a tied chord.

User-settable properties:

`tie-configuration` (list)
: List of (*position* . *dir*) pairs, indicating a desired tie configuration that overrides the default. *position* is the offset from the center of the staff in half staff-space units, and *dir* indicates the direction of the tie (`1`=>up, `-1`=>down, `0`=>center). A non-pair entry in the list causes the corresponding tie to be formatted automatically.

  There is a distinction between exact and inexact values for *position*: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

Internal properties:

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

`ties` (array of grobs)
: A grob array of `Tie` objects.

This grob interface is used in the following graphical object(s): `TieColumn` (page 754).

3.2.163 tie-interface

A tie – a horizontal curve connecting two noteheads.

The following properties may be set in the `details` list.

`between-length-limit`
: This detail is currently unused.

`center-staff-line-clearance`
: If the center of the tie is closer to a staff line than this amount, an increasingly large staff line collision penalty is incurred.

`dot-collision-clearance`
: If the tie comes closer to a dot than this amount, an increasingly large dot collision penalty is incurred.

`dot-collision-penalty`
: Demerit factor for ties which come close to dots.

`height-limit`
: The maximum height allowed for this tie.

`horizontal-distance-penalty-factor`
: Demerit factor for ties in the set being considered which are horizontally distant from the note heads.

`intra-space-threshold`
: If the tie's height (in half staff-spaces) is less than this it is positioned between two adjacent staff lines; otherwise it is positioned to straddle a staff line further from the note heads.

`min-length`
: If the tie is shorter than this amount (in staff-spaces) an increasingly large length penalty is incurred.

`min-length-penalty-factor`
: Demerit factor for tie lengths shorter than `min-length`.

`multi-tie-region-size`
: The number of variations that are tried for the extremal ties in a chord. Variations differ in their initial vertical position by half a staff-space.

`note-head-gap`
: The distance (in staff-spaces) by which the ends of the tie are offset horizontally from the center line through the note head.

`outer-tie-length-symmetry-penalty-factor`
: Demerit factor for ties horizontally positioned unsymmetrically with respect to the two note heads.

`outer-tie-vertical-distance-symmetry-penalty-factor`
: Demerit factor for ties vertically positioned unsymmetrically with respect to the two note heads.

`outer-tie-vertical-gap`
: Amount (in half staff-spaces) by which a tie is moved away from the note heads if it is closer to either of them than 0.25 half staff-spaces.

`ratio`
: Parameter for tie shape. The higher this number, the quicker the slur attains its height limit.

`same-dir-as-stem-penalty`
: Demerit if tie is on the same side as a stem or on the opposite side to the one specified.

`single-tie-region-size`
: The number of candidate ties to generate when only a single tie is required. Successive candidates differ in their initial vertical position by half a staff-space.

`skyline-padding`
: Padding of the skylines around note heads in chords.

`staff-line-collision-penalty`
: Demerit factor for ties whose tips or center come close to staff lines.

`stem-gap`
: The distance (in staff-spaces) by which the ends of the tie are offset horizontally from a stem which is on the same side of the note head as the tie.

`tie-column-monotonicity-penalty`
: Demerit if the Y-position of this tie in the set of ties being considered is less than the Y-position of the previous tie.

`tie-tie-collision-distance`
: If this tie is closer than this amount to the previous tie in the set being considered, an increasingly large tie-tie collision penalty is incurred.

`tie-tie-collision-penalty`
: Demerit factor for a tie in the set being considered which is close to the previous one.

`tip-staff-line-clearance`
: If the tips of the tie are closer to a staff line than this amount, an increasingly large staff-line collision penalty is incurred.

`vertical-distance-penalty-factor`
: Demerit factor for ties in the set being considered which are vertically distant from the note heads.

`wrong-direction-offset-penalty`
Demerit for ties that are offset in the wrong direction.

User-settable properties:

`avoid-slur` (symbol)
Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`control-points` (list of number pairs)
List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

`dash-definition` (pair)
List of `dash-elements` defining the dash structure. Each `dash-element` has a starting t value, an ending t-value, a `dash-fraction`, and a `dash-period`.

`details` (alist, with symbols as keys)
An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776, for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`direction` (direction)
If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`head-direction` (direction)
Are the note heads left or right in a semitie?

`line-thickness` (number)
For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`neutral-direction` (direction)
Which direction to take in the center of the staff.

`staff-position` (number)
Vertical position, measured in half staff spaces, counted from the middle line.

For ties, there is a distinction between exact and inexact values: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

`thickness` (number)
For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`annotation` (string)
: Annotate a grob for debug purposes.

This grob interface is used in the following graphical object(s): `LaissezVibrerTie` (page 654), `RepeatTie` (page 702), and `Tie` (page 752).

3.2.164 `time-signature-interface`

A time signature, in different styles. The following values of `style` are recognized:

`C`
: 4/4 and 2/2 are typeset as C and cut-C signs, respectively. Alternating time signatures involving just these fractions (e.g., 2/2 + 2/2) are typeset with multiple of these signs without intervening plus signs. All other time signatures are written as numbers.

`default`
: Equivalent to `C`.

`mensural`
: 2/2, 3/2, 2/4, 3/4, 4/4, 6/4, 9/4, 4/8, 6/8, and 9/8 are typeset with mensuration signs. All other time signatures are written as numbers.

`neomensural`
: 2/2, 3/2, 2/4, 3/4, 4/4, 6/4, 9/4, 4/8, 6/8, and 9/8 are typeset with mensuration signs in the neomensural style. All other time signatures are written as numbers.

`numbered`
: All time signatures are typeset as numbers.

`single-number`
: Basic time signatures, n/d, are written as only n. Subdivided or alternating time signatures are written in full.

When `style` allows printing denominators, `denominator-style` can alter them. The following values are recognized:

`none`
: Do not print denominators.

`note`
: Print denominators as a note and dots when exact representation is possible; otherwise print them as numbers.

`number`
: Print denominators as numbers. This is the default.

When the denominator is a note, `note-flag-style` and `note-head-style` control its appearance, and `note-dots-direction` and `note-staff-position` control its placement.

The `fraction` property has been superseded by `time-signature`. By default, getting `fraction` returns the value of `time-signature` reduced to a fraction. Setting `fraction` has no effect.

User-settable properties:

`denominator-style` (symbol)
: The style of denominators in a time signature.

`fraction` (pair of numbers)
: A fraction.

`nested-fraction-mixed` (boolean)
: Whether a fractional term of a time signature is printed as a mixed number (e.g., '2 1/2') or as a common fraction (e.g., '5/2').

`nested-fraction-orientation` (symbol)
: A symbol describing the orientation of a fractional part of a time signature.

`nested-fraction-relative-font-size` (number)
: The font size of a numeral in a fractional term of a time signature, relative to size of the whole numbers.

`note-dots-direction` (direction)
: Whether the augmentation dots are shifted up or down (or not shifted) relative to the note head in a number-over-note time signature.

`note-flag-style` (symbol)
: The style of the flags in a number-over-note time signature. See `flag-style`.

`note-head-style` (symbol)
: The style of the note head in a number-over-note time signature. See Section "Note head styles" in *Notation Reference*.

`note-staff-position` (number)
: The position of the note in a number-over-note time signature. See `staff-position`.

`senza-misura-stencil` (stencil)
: The symbol to print when `TimeSignature.time-signature` is not set. Overriding `TimeSignature.stencil` circumvents this.

`style` (symbol)
: This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`time-signature` (time signature)
: A time-signature specification. See the `\time` command.

This grob interface is used in the following graphical object(s): `TimeSignature` (page 754).

3.2.165 `trill-pitch-accidental-interface`

An accidental for trill pitch.

This grob interface is used in the following graphical object(s): `TrillPitchAccidental` (page 757).

3.2.166 `trill-spanner-interface`

A trill spanner.

This grob interface is used in the following graphical object(s): `TrillSpanner` (page 761).

3.2.167 `tuplet-bracket-interface`

A bracket with a number in the middle, used for tuplets. When the bracket spans a line break, the value of `break-overshoot` determines how far it extends beyond the staff. At a line break, the markups in the `edge-text` are printed at the edges.

User-settable properties:

`avoid-scripts` (boolean)
: If set, a tuplet bracket avoids the scripts associated with the note heads it encompasses.

`bracket-flare` (pair of numbers)
: A pair of numbers specifying how much edges of brackets should slant outward. Value `0.0` means straight edges.

`bracket-visibility` (boolean or symbol)
: This controls the visibility of the tuplet bracket. Setting it to `#f` prevents printing of the bracket. Setting the property to `if-no-beam` makes it print only if there is no beam associated with this tuplet bracket.

`break-overshoot` (pair of numbers)
: A pair of numbers specifying how much a broken spanner sticks out of its bounds horizontally on the broken side(s). For broken beams and broken tuplet brackets, the bounds are given by the prefatory matter on the left and/or the rightmost column on the right. For broken horizontal brackets, the bounds are the leftmost and/or rightmost column; for broken measure spanners, the left and/or right edge of the staff.

`connect-to-neighbor` (pair)
: Pair of booleans, indicating whether this grob looks as a continued break.

`dash-definition` (pair)
: List of `dash-elements` defining the dash structure. Each `dash-element` has a starting t value, an ending t-value, a `dash-fraction`, and a `dash-period`.

`dashed-edge` (boolean)
: If set, the bracket edges are dashed like the rest of the bracket.

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`edge-height` (pair)
: A pair of numbers specifying the heights of the vertical edges: `(`*`left-height`* `.` *`right-height`*`)`.

`edge-text` (pair)
: A pair specifying the texts to be set at the edges: `(`*`left-text`* `.` *`right-text`*`)`.

`full-length-padding` (number)
: How much padding to use at the right side of a full-length tuplet bracket.

`full-length-to-extent` (boolean)
: Run to the extent of the column for a full-length tuplet bracket.

`gap` (dimension, in staff space)
: Size of a gap in a variable symbol.

`max-slope-factor` (non-negative number)
: Factor for calculating the maximum tuplet bracket slope. Notice that there exists a homonymous property for slurs.

`padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other.

`positions` (pair of numbers)
: Pair of staff coordinates `(`*`start` `.` `end`*`)`, where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`shorten-pair` (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

`span-all-note-heads` (boolean)
: If true, tuplet brackets are printed spanning horizontally from the first to the last note head instead of covering only the stems.

`staff-padding` (dimension, in staff space)
: Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`tuplet-slur` (boolean)
: Draw a slur instead of a bracket for tuplets.

`visible-over-note-heads` (boolean)
: This prints a tuplet bracket when the bracket is set to be over the note heads. This option can be combined with the default tuplet bracket visibility style and with `#'if-no-beam`.

`X-positions` (pair of numbers)
: Pair of X staff coordinates of a spanner in the form (*`left . right`*), where both *left* and *right* are in `staff-space` units of the current staff.

Internal properties:

`beam` (graphical (layout) object)
: A pointer to the beam, if applicable.

`note-columns` (array of grobs)
: An array of `NoteColumn` grobs.

`potential-beam` (graphical (layout) object)
: For tuplet brackets, a grob to use as parallel beam unless the tuplet is broken.

`scripts` (array of grobs)
: An array of `Script` objects.

`tuplet-number` (graphical (layout) object)
: The number for a bracket.

`tuplets` (array of grobs)
: An array of smaller tuplet brackets.

This grob interface is used in the following graphical object(s): `LigatureBracket` (page 659) and `TupletBracket` (page 763).

3.2.168 `tuplet-number-interface`

The number for a bracket.

User-settable properties:

`avoid-slur` (symbol)
: Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`direction` (direction)
: If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`knee-to-beam` (boolean)
: Determines whether a tuplet number will be positioned next to a kneed beam.

Internal properties:

`bracket` (graphical (layout) object)
: The bracket for a number.

This grob interface is used in the following graphical object(s): `TupletNumber` (page 765).

3.2.169 unbreakable-spanner-interface

A spanner that should not be broken across line breaks. Override with `breakable=##t`.

User-settable properties:

`breakable` (boolean)
: Allow breaks here.

This grob interface is used in the following graphical object(s): `Beam` (page 570), `DurationLine` (page 619), and `Glissando` (page 635).

3.2.170 vaticana-ligature-interface

A vaticana style Gregorian ligature.

User-settable properties:

`glyph-name` (string)
: The glyph name within the font.

  In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

Internal properties:

`add-cauda` (boolean)
: Does this flexa require an additional cauda on the left side?

`add-join` (boolean)
: Is this ligature head-joined with the next one by a vertical line?

`add-stem` (boolean)
: Is this ligature head a virga and therefore needs an additional stem on the right side?

`delta-position` (number)
: The vertical position difference.

`flexa-height` (dimension, in staff space)
: The height of a flexa shape in a ligature grob (in `staff-space` units).

`flexa-width` (dimension, in staff space)
: The width of a flexa shape in a ligature grob (in `staff-space` units).

`head-x-offset` (dimension, in staff space)
: Extra horizontal offset for ligature heads.

This grob interface is used in the following graphical object(s): `ApproximatePitchNoteHead` (page 555), `NoteHead` (page 684), and `VaticanaLigature` (page 768).

3.2.171 `volta-bracket-interface`

Volta bracket with number.

User-settable properties:

`dashed-edge` (boolean)
: If set, the bracket edges are dashed like the rest of the bracket.

`height` (dimension, in staff space)
: Height of an object in `staff-space` units.

`musical-length` (non-negative moment with no grace part)
: Musical length.

`range-collapse-threshold` (non-negative, exact integer)
: If the length of a volta range is greater than or equal to this threshold, print it with a dash. For example, if this is 3, a `\volta 1,2,3` is printed as '`1.-3.`', but if it is 4, it is printed as '`1.2.3.`'.

`shorten-pair` (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`volta-number-offset` (pair of numbers)
: The offset of the volta number relative to the upper left corner of the volta bracket.

Internal properties:

`bars-left` (array of grobs)
: An array of bar line pointers for the left side of a volta bracket.

`bars-right` (array of grobs)
: An array of bar line pointers for the right side of a volta bracket.

`volta-numbers` (number list)
: List of volta numbers.

This grob interface is used in the following graphical object(s): `VoltaBracket` (page 772).

3.2.172 `volta-interface`

A volta repeat.

This grob interface is used in the following graphical object(s): `VoltaBracket` (page 772) and `VoltaBracketSpanner` (page 774).

3.3 User backend properties

`accidental-padding` (number)
: Property used by Beam to avoid accidentals in whole-note tremolos.

`add-stem-support` (boolean)
: If set, the `Stem` object is included in this script's support.

`after-line-breaking` (boolean)
: Dummy property, used to trigger callback for `after-line-breaking`.

`align-dir` (direction)
: Which side to align? `-1`: left side, `0`: around center of width, `1`: right side.

`allow-loose-spacing` (boolean)
: If set, column can be detached from main spacing.

`allow-span-bar` (boolean)
: If false, no inter-staff bar line will be created below this bar line.

`alteration` (number)
: Alteration numbers for accidental.

`alteration-alist` (association list (list of pairs))
: List of (*`pitch`* . *`accidental`*) pairs for key signature.

`alteration-glyph-name-alist` (association list (list of pairs))
: An alist of key-string pairs.

`annotation-balloon` (boolean)
: Print the balloon around an annotation.

`annotation-line` (boolean)
: Print the line from an annotation to the grob that it annotates.

`arpeggio-direction` (direction)
: If set, put an arrow on the arpeggio squiggly line.

`arrow-length` (number)
: Arrow length.

`arrow-width` (number)
: Arrow width.

`auto-knee-gap` (dimension, in staff space)
: If a gap is found between note heads where a horizontal beam fits and it is larger than this number, make a kneed beam.

`automatically-numbered` (boolean)
: If set, footnotes are automatically numbered.

`average-spacing-wishes` (boolean)
: If set, the spacing wishes are averaged over staves.

`avoid-note-head` (boolean)
: If set, the stem of a chord does not pass through all note heads, but starts at the last note head.

`avoid-scripts` (boolean)
: If set, a tuplet bracket avoids the scripts associated with the note heads it encompasses.

`avoid-slur` (symbol)
: Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`axes` (list)
: List of axis numbers. In the case of alignment grobs, this should contain only one number.

`bar-extent` (pair of numbers)
: The Y-extent of the actual bar line. This may differ from `Y-extent` because it does not include the dots in a repeat bar line.

`base-shortest-duration` (moment)
: Spacing is based on the shortest notes in a piece. Normally, pieces are spaced as if notes at least as short as this are present.

`baseline-skip` (dimension, in staff space)
: Distance between base lines of multiple lines of text.

`beam-thickness` (dimension, in staff space)
: Beam thickness, measured in `staff-space` units.

`beam-width` (dimension, in staff space)
: Width of the tremolo sign.

`beamed-stem-shorten` (list)
: How much to shorten beamed stems, when their direction is forced. It is a list, since the value is different depending on the number of flags and beams.

`beaming` (pair)
: Pair of number lists. Each number list specifies which beams to make. `0` is the central beam, `1` is the next beam toward the note, etc. This information is used to determine how to connect the beaming patterns from stem to stem inside a beam.

`beamlet-default-length` (pair)
: A pair of numbers. The first number specifies the default length of a beamlet that sticks out of the left hand side of this stem; the second number specifies the default length of the beamlet to the right. The actual length of a beamlet is determined by taking either the default length or the length specified by `beamlet-max-length-proportion`, whichever is smaller.

`beamlet-max-length-proportion` (pair)
: The maximum length of a beamlet, as a proportion of the distance between two adjacent stems.

`before-line-breaking` (boolean)
: Dummy property, used to trigger a callback function.

`bend-me` (boolean)
: Decide whether this grob is bent.

`between-cols` (pair)
: Where to attach a loose column to.

`bound-details` (alist, with symbols as keys)
: An alist of properties for determining attachments of spanners to edges.

`bound-padding` (number)
: The amount of padding to insert around spanner bounds.

`bound-prefatory-paddings` (pair of numbers)
: For a highlight, the amount of padding to insert at a bound from a prefatory item that is not a bar line.

`bracket-flare` (pair of numbers)
: A pair of numbers specifying how much edges of brackets should slant outward. Value `0.0` means straight edges.

`bracket-visibility` (boolean or symbol)
: This controls the visibility of the tuplet bracket. Setting it to `#f` prevents printing of the bracket. Setting the property to `if-no-beam` makes it print only if there is no beam associated with this tuplet bracket.

`break-align-anchor` (number)
: Grobs aligned to this breakable item will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

`break-align-anchor-alignment` (number)
: Read by `ly:break-aligned-interface::calc-extent-aligned-anchor` for aligning an anchor to a grob's extent.

`break-align-orders` (vector)
: This is a vector of 3 lists: `#(`*`end-of-line unbroken start-of-line`*`)`. Each list contains *break-align symbols* that specify an order of breakable items (see Section "Grobs and their break-align symbols" in *Notation Reference* and Section "break-alignment-interface" in *Internals Reference*).

  For example, this places time signatures before clefs:

```
\override Score.BreakAlignment.break-align-orders =
  #(make-vector 3 '(left-edge
                    cue-end-clef
                    ambitus
                    breathing-sign
                    time-signature
                    clef
                    cue-clef
                    staff-bar
                    key-cancellation
                    key-signature
```

```
custos))
```

The same result can be achieved more conveniently by:

```
\breakAlignInsert time-signature before clef
```

`break-align-symbol` (symbol)
: This key is used for aligning, ordering, and spacing breakable items. See Section "break-alignment-interface" in *Internals Reference*.

`break-align-symbols` (list)
: A list of *break-align symbols* that determines which breakable items to align this to. If the grob selected by the first symbol in the list is invisible due to `break-visibility`, we will align to the next grob (and so on). Choices are listed in Section "Grobs and their break-align symbols" in *Notation Reference*.

`break-overshoot` (pair of numbers)
: A pair of numbers specifying how much a broken spanner sticks out of its bounds horizontally on the broken side(s). For broken beams and broken tuplet brackets, the bounds are given by the prefatory matter on the left and/or the rightmost column on the right. For broken horizontal brackets, the bounds are the leftmost and/or rightmost column; for broken measure spanners, the left and/or right edge of the staff.

`break-visibility` (vector)
: A vector of 3 booleans, `#(`*`end-of-line unbroken begin-of-line`*`)`. `#t` means visible, `#f` means killed.

`break-visibility-passage-default` (vector)
: The value to use for `break-visibility` when the item does not specifically mark the start or end of a passage. (It might be both or neither, depending on the type of item.)

`break-visibility-passage-end` (vector)
: The value to use for `break-visibility` when the item marks the end of a passage.

`break-visibility-passage-start` (vector)
: The value to use for `break-visibility` when the item marks the start of a passage.

`breakable` (boolean)
: Allow breaks here.

`broken-bound-padding` (number)
: The amount of padding to insert when a spanner is broken at a line break.

`chord-dots-limit` (integer)
: Limits the column of dots on each chord to the height of the chord plus `chord-dots-limit` staff positions.

`circled-tip` (boolean)
: Put a circle at start/end of hairpins (al/del niente).

`clef-alignments` (alist, with symbols as keys)
: An alist of parent-alignments that should be used for clef modifiers with various clefs

`clip-edges` (boolean)
: Allow outward pointing beamlets at the edges of beams?

`collapse-first-height` (dimension, in staff space)
: When set, this overrides `collapse-height` for the first system of the score.

`collapse-height` (dimension, in staff space)
: Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed. See also `collapse-first-height`.

`collision-interfaces` (list)
A list of interfaces for which automatic beam-collision resolution is run.

`collision-voice-only` (boolean)
Avoid beam collisions only with grobs of the voice in which the beam was created.

`color` (color)
The color of this grob.

`common-shortest-duration` (moment)
The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

`concaveness` (number)
A beam is concave if its inner stems are closer to the beam than the two outside stems. This number is a measure of the closeness of the inner stems. It is used for damping the slope of the beam.

`connect-to-neighbor` (pair)
Pair of booleans, indicating whether this grob looks as a continued break.

`control-points` (list of number pairs)
List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

`count-from` (integer)
The first measure in a measure count receives this number. The following measures are numbered in increments from this initial value.

`damping` (number)
Amount of beam slope damping.

`dash-definition` (pair)
List of `dash-elements` defining the dash structure. Each `dash-element` has a starting t value, an ending t-value, a `dash-fraction`, and a `dash-period`.

`dash-fraction` (number)
Size of the dashes, relative to `dash-period`. Should be between `0.1` and `1.0` (continuous line). If set to `0.0`, a dotted line is produced

`dash-period` (number)
The length of one dash together with whitespace. If negative, no line is drawn at all.

`dashed-edge` (boolean)
If set, the bracket edges are dashed like the rest of the bracket.

`default-direction` (direction)
Direction determined by note head positions.

`default-staff-staff-spacing` (list)
The settings to use for `staff-staff-spacing` when it is unset, for ungrouped staves and for grouped staves that do not have the relevant `StaffGrouper` property set (`staff-staff-spacing` or `staffgroup-staff-spacing`).

`denominator-style` (symbol)
The style of denominators in a time signature.

`details` (alist, with symbols as keys)
An alist of parameters for detailed grob behavior. See Section 3.1 [All layout objects], page 546, for more information on the available parameters and their default values of a particular grob's `details` property. See Section 3.2 [Graphical Object Interfaces], page 776,

for documentation of the available parameters. Supporting interfaces can be found at the bottom of a grob's description section.

`digit-names` (vector)
Names for string finger digits.

`direction` (direction)
If `side-axis` is `0` (or `X`), then this property determines whether the object is placed `LEFT`, `CENTER` or `RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `UP`, `CENTER` or `DOWN`. Numerical values may also be used: `UP=1`, `DOWN=-1`, `LEFT=-1`, `RIGHT=1`, `CENTER=0`.

`dot-count` (integer)
The number of dots.

`dot-negative-kern` (number)
The space to remove between a dot and a slash in percent repeat glyphs. Larger values bring the two elements closer together.

`dot-placement-list` (list)
List consisting of `(`*`description string-number fret-number finger-number`*`)` entries used to define fret diagrams.

`double-stem-separation` (number)
The distance between the two stems of a half note in tablature when using `\tabFullNotation`, not counting the width of the stems themselves, expressed as a multiple of the default height of a staff-space in the traditional five-line staff.

`duration-log` (integer)
The 2-log of the note head duration, i.e., `0` = whole note, `1` = half note, etc.

`eccentricity` (number)
How asymmetrical to make a slur. Positive means move the center to the right.

`edge-height` (pair)
A pair of numbers specifying the heights of the vertical edges: `(`*`left-height`*` . `*`right-height`*`)`.

`edge-text` (pair)
A pair specifying the texts to be set at the edges: `(`*`left-text`*` . `*`right-text`*`)`.

`endpoint-alignments` (pair of numbers)
A pair of numbers representing the alignments of an object's endpoints. E.g., the ends of a hairpin relative to `NoteColumn` grobs.

`expand-limit` (integer)
Maximum number of measures expanded in church rests.

`extra-dy` (number)
Slope glissandi this much extra.

`extra-offset` (pair of numbers)
A pair representing an offset. This offset is added just before outputting the symbol, so the typesetting engine is completely oblivious to it. The values are measured in `staff-space` units of the staff's `StaffSymbol`.

`extra-spacing-height` (pair of numbers)
In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`extra-spacing-width` (pair of numbers)
: In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`extroversion` (number)
: For polygons, how the thickness of the line is spread on each side of the exact polygon with ideal zero thickness. If this is 0, the middle of line is on the polygon. If 1, the line sticks out of the polygon. If -1, the outer side of the line is exactly on the polygon. Other numeric values are interpolated.

`fa-merge-direction` (direction)
: If two 'fa' shape note heads get merged that are both listed in the `fa-styles` property but have different stem directions, enforce this note head direction for display.

`filled` (boolean)
: Whether an object is filled with ink.

`flag-count` (number)
: The number of tremolo beams.

`flag-style` (symbol)
: The style of flags to be displayed within markups (via `\note-by-number`). Available are `'modern-straight-flag`, `'old-straight-flag`, `'flat-flag`, `'mensural`, `'stacked`, and `'default`.

`flat-positions` (list)
: Flats in key signatures are placed within the specified ranges of staff positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff position at which each clef places C: `(alto treble tenor soprano baritone mezzosoprano bass)`. If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff position.

`font-encoding` (symbol)
: The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`font-family` (symbol)
: The font family is the broadest category for selecting text fonts. Options include `serif`, `sans` and `typewriter`.

`font-features` (list)
: Opentype features.

`font-name` (string)
: This property is kept for backwards compatibility only. Use the `fonts` property instead.

`font-series` (symbol)
: Select the series of a font. Common choices are `normal` and `bold`. The full list of symbols that can be used is: `thin`, `ultralight` (or `extralight`), `light`, `semilight` (or `demilight`), `book`, `normal` (or `regular`), `medium`, `semibold` (or `demibold`), `bold`, `ultrabold` (or `extrabold`), `heavy` (or `black`), and `ultraheavy` (or `ultrablack` or `extrablack`).

`font-shape` (symbol)
: Select the shape of a font. Possible values are `upright`, `italic`, `oblique`, and `slanted` (which is the same as `oblique`).

`font-size` (number)
: The font size, compared to the 'normal' size. `0` is style-sheet's normal size, `-1` is smaller, `+1` is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. If the context property `fontSize` is set, its value is added to this before the glyph is printed. Fractional values are allowed.

`font-stretch` (symbol)
: Select a condensed or expanded font, if available in the font family. Possible values are `ultra-condensed`, `extra-condensed`, `condensed`, `semi-condensed`, `normal`, `semi-expanded`, `expanded`, `extra-expanded`, and `ultra-expanded`.

`font-variant` (symbol)
: Select the variant of a font. Choices include `normal` and `small-caps`.

`fonts` (alist, with symbols as keys)
: An alist mapping font families to font names. The standard font families are `music`, `serif`, `sans` and `typewriter`.

`footnote` (boolean)
: Should this be a footnote or in-note?

`footnote-music` (music)
: Music creating a footnote.

`footnote-text` (markup)
: A footnote for the grob.

`force-hshift` (number)
: This specifies a manual shift for notes in collisions. The unit is the note head width of the first down-stem voice note; if there are no down-stem voices, the width of the first up-stem voice note is taken instead. This is used by Section "note-collision-interface" in *Internals Reference*.

`forced-spacing` (number)
: Spacing forced between grobs, used in various ligature engravers.

`fraction` (pair of numbers)
: A fraction.

`french-beaming` (boolean)
: Use French beaming style for this stem. The stem stops at the innermost beams.

`fret-diagram-details` (alist, with symbols as keys)
: An alist of detailed grob properties for fret diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in `fret-diagram-details` include the following:

  - `barre-type` – Type of barre indication used. Choices include `curved`, `straight`, and `none`. Default `curved`.
    - `barre-thickness` – Thickness of barre line, in multiples of `dot-radius`. Only defined for `barre-type=straight`. Default value 1.
  - `capo-thickness` – Thickness of capo indicator, in multiples of fret-space. Default value 0.5.
  - `dot-color` – Color of dots. Options include `black` and `white`. Default `black`.
  - `dot-label-font-mag` – Magnification for font used to label fret dots. Default value 1.
  - `dot-position` – Location of dot in fret space. Default 0.6 for dots without labels, 0.95-`dot-radius` for dots with labels.

- `dot-radius` – Radius of dots, in terms of fret spaces. Default value 0.425 for labeled dots, 0.25 for unlabeled dots.
- `finger-code` – Code for the type of fingering indication used. Options include `none`, `in-dot`, and `below-string`. Default `none` for markup fret diagrams, `below-string` for `FretBoards` fret diagrams.
- `fret-count` – The number of frets. Default 4.
- `fret-distance` – Multiplier to adjust the distance between frets. Default 1.0.
- `fret-label-custom-format` – The format string to be used label the lowest fret number, when `number-type` equals to `custom`. Default `"~a"`.
- `fret-label-font-mag` – The magnification of the font used to label the lowest fret number. Default 0.5.
- `fret-label-vertical-offset` – The offset of the fret label from the center of the fret in direction parallel to strings. Default 0.
- `fret-label-horizontal-offset` – The offset of the fret label from the center of the fret in direction orthogonal to strings. Default 0.
- `handedness` – Print the fret-diagram left- or right-handed. `-1`, `LEFT` for left ; `1`, `RIGHT` for right. Default `RIGHT`.
- `paren-padding` – The padding for the parenthesis. Default 0.05.
- `label-dir` – Side to which the fret label is attached. `-1`, `LEFT`, or `DOWN` for left or down; `1`, `RIGHT`, or `UP` for right or up. Default `RIGHT`.
- `mute-string` – Character string to be used to indicate muted string. Default `"x"`.
- `number-type` – Type of numbers to use in fret label. Choices include `arabic`, `roman-ij-lower`, `roman-ij-upper`, `roman-lower`, `roman-upper`, `arabic` and `custom`. In the last case, the format string is supplied by the `fret-label-custom-format` property. Default `roman-lower`.
- `open-string` – Character string to be used to indicate open string. Default `"o"`.
- `orientation` – Orientation of fret-diagram. Options include `normal`, `landscape`, and `opposing-landscape`. Default `normal`.
- `string-count` – The number of strings. Default 6.
- `string-distance` – Multiplier to adjust the distance between strings. Default 1.0.
- `string-label-font-mag` – The magnification of the font used to label fingerings at the string, rather than in the dot. Default value 0.6 for `normal` orientation, 0.5 for `landscape` and `opposing-landscape`.
- `string-overhang` – Extension of string lines beyond last fret line, in multiples of `fret-distance`. Default value 1.
- `string-thickness-factor` – Factor for changing thickness of each string in the fret diagram. Thickness of string *k* is given by `thickness` * (1+`string-thickness-factor`) ^ (*k*-1). Default 0.
- `top-fret-thickness` – The thickness of the top fret line, as a multiple of the standard thickness. Default value 3.
- `xo-font-magnification` – Magnification used for mute and open string indicators. Default value 0.5.
- `xo-padding` – Padding for open and mute indicators from top fret. Default value 0.25.

`full-length-padding` (number)
: How much padding to use at the right side of a full-length tuplet bracket.

`full-length-to-extent` (boolean)
: Run to the extent of the column for a full-length tuplet bracket.

`full-measure-extra-space` (number)
Extra space that is allocated at the beginning of a measure with only one note. This property is read from the NonMusicalPaperColumn that begins the measure.

`full-size-change` (boolean)
Don't make a change clef smaller.

`gap` (dimension, in staff space)
Size of a gap in a variable symbol.

`gap-count` (integer)
Number of 'floating' beams in a two-stem tremolo.

`glissando-skip` (boolean)
Should this `NoteHead` be skipped by glissandi?

`glyph` (string)
A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.

In combination with (span) bar lines, it is a string resembling the bar line appearance in ASCII form.

`glyph-left` (string)
The `glyph` value to use at the end of the line when the line is broken. `#f` indicates that no glyph should be visible; otherwise the value must be a string.

`glyph-name` (string)
The glyph name within the font.

In the context of (span) bar lines or clefs, *glyph-name* represents a processed form of `glyph`, where decisions about line breaking, etc., are already taken.

`glyph-right` (string)
The `glyph` value to use at the beginning of the line when the line is broken. `#f` indicates that no glyph should be visible; otherwise the value must be a string.

`graphical` (boolean)
Display in graphical (vs. text) form.

`grow-direction` (direction)
Crescendo or decrescendo?

`hair-thickness` (number)
Thickness of the thin line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`harp-pedal-details` (alist, with symbols as keys)
An alist of detailed grob properties for harp pedal diagrams. Each alist entry consists of a (*`property`* . *`value`*) pair. The properties which can be included in harp-pedal-details include the following:

- `box-offset` – Vertical shift of the center of flat/sharp pedal boxes above/below the horizontal line. Default value 0.8.
- `box-width` – Width of each pedal box. Default value 0.4.
- `box-height` – Height of each pedal box. Default value 1.0.
- `space-before-divider` – Space between boxes before the first divider (so that the diagram can be made symmetric). Default value 0.8.
- `space-after-divider` – Space between boxes after the first divider. Default value 0.8.

- `circle-thickness` – Thickness (in unit of the line-thickness) of the ellipse around circled pedals. Default value 0.5.
- `circle-x-padding` – Padding in X direction of the ellipse around circled pedals. Default value 0.15.
- `circle-y-padding` – Padding in Y direction of the ellipse around circled pedals. Default value 0.2.

`head-direction` (direction)
Are the note heads left or right in a semitie?

`height` (dimension, in staff space)
Height of an object in `staff-space` units.

`height-limit` (dimension, in staff space)
Maximum slur height: The longer the slur, the closer it is to this height.

`hide-tied-accidental-after-break` (boolean)
If set, an accidental that appears on a tied note after a line break will not be displayed.

`horizon-padding` (number)
The amount to pad the axis along which a `Skyline` is built for the `side-position-interface`.

`horizontal-shift` (integer)
An integer that identifies ranking of `NoteColumns` for horizontal shifting. This is used by Section "note-collision-interface" in *Internals Reference*.

`horizontal-skylines` (pair of skylines)
Two skylines, one to the left and one to the right of this grob.

`id` (string)
An id string for the grob.

`ignore-ambitus` (boolean)
If set, don't consider this note head for ambitus calculation.

`ignore-collision` (boolean)
If set, don't do note collision resolution on this `NoteColumn`.

`implicit` (boolean)
Is this an implicit bass figure?

`inspect-quants` (pair of numbers)
If debugging is set, set beam and slur position to a (quantized) position that is as close as possible to this value, and print the demerits for the inspected position in the output.

`keep-inside-line` (boolean)
If set, this column cannot have objects sticking into the margin.

`kern` (dimension, in staff space)
The space between individual elements in any compound bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`knee` (boolean)
Is this beam kneed?

`knee-spacing-correction` (number)
Factor for the optical correction amount for kneed beams. Set between `0` for no correction and `1` for full correction.

`knee-to-beam` (boolean)
Determines whether a tuplet number will be positioned next to a kneed beam.

`labels` (list)
List of labels (symbols) placed on a column.

`layer` (integer)
An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

`ledger-extra` (dimension, in staff space)
A distance relative to a note head's vertical position to modify the range where ledger lines are drawn, depending on the actually used ledger line positions. If positive, this range gets extended, possibly adding extra ledger lines. If negative, the range gets reduced, possibly removing ledger lines.

`ledger-line-thickness` (pair of numbers)
The thickness of ledger lines. It is the sum of two numbers: The first is the factor for line thickness, and the second for staff space. Both contributions are added.

`ledger-positions` (list)
A list of vertical positions of ledger lines. Its exact behavior depends on the grob; see `StaffSymbol` (page 727), `NoteHead` (page 684), `Custos` (page 608), and `Script` (page 705).

`ledger-positions-function` (any type)
A quoted Scheme procedure that takes a `StaffSymbol` grob and the vertical position of a note head as arguments and returns a list of ledger line positions.

`left-bound-info` (alist, with symbols as keys)
An alist of properties for determining attachments of spanners to edges.

`left-number-text` (markup)
For a measure counter, this is the formatted measure count. When the measure counter extends over several measures (like with compressed multi-measure rests), it is the text on the left side of the dash.

`left-padding` (dimension, in staff space)
The amount of space that is put left to an object (e.g., a lyric extender).

`length` (dimension, in staff space)
User override for the stem length of unbeamed stems (each unit represents half a `staff-space`).

`length-fraction` (number)
Multiplier for lengths. Used for determining ledger lines and stem lengths.

`line-break-penalty` (number)
Penalty for a line break at this column. This affects the choices of the line breaker; it avoids a line break at a column with a positive penalty and prefers a line break at a column with a negative penalty.

`line-break-permission` (symbol)
Instructs the line breaker on whether to put a line break at this column. Can be `force` or `allow`.

`line-break-system-details` (alist, with symbols as keys)
An alist of subproperties to use if this column is the start of a system.

- `alignment-distances` – A list of vertical distances between the staves of a system.

- `bottom-padding` – If set for the lowest staff of the bottommost system on a page, it specifies the distance between the bottom of the page and the lowest staff.
- `extra-offset` – A pair of horizontal and vertical offsets for the current staff, relative to either the default layout positions or the positions given with the `X-offset` and `Y-offset` subproperties.
- `X-offset` – Horizontal (absolute) starting point of the current staff.
- `Y-offset` – Vertical (absolute) starting point of the current staff.

`line-count` (integer)
The number of staff lines.

`line-positions` (list)
Vertical positions of staff lines.

`line-thickness` (number)
For slurs and ties, this is the diameter of the virtual "pen" that draws the two arcs of the curve's outline, which intersect at the endpoints. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *Staff*`.StaffSymbol.thickness`).

`long-text` (markup)
Text markup. See Section "Formatting text" in *Notation Reference*.

`main-extent` (pair of numbers)
The horizontal extent of a `NoteColumn` grob without taking suspended `NoteHead` grobs into account (i.e., `NoteHeads` forced into the unnatural direction of the `Stem` because of a chromatic clash).

`max-beam-connect` (integer)
Maximum number of beams to connect to beams from this stem. Further beams are typeset as beamlets.

`max-slope-factor` (non-negative number)
Factor for calculating the maximum tuplet bracket slope. Notice that there exists a homonymous property for slurs.

`max-symbol-separation` (number)
The maximum distance between symbols making up a church rest.

`maximum-gap` (number)
Maximum value allowed for gap property.

`measure-count` (integer)
The number of measures for a multi-measure rest.

`measure-division` (number list)
A list representing what fraction of the measure length each chord name takes in a chord square. The list is made of exact numbers between 0 and 1, which should add up to 1. Example: a measure `c2 g4 g4` results in `'(1/2 1/4 1/4)`.

`measure-division-chord-placement-alist` (association list (list of pairs))
An alist mapping measure divisions (see the `measure-division` property) to lists of coordinates (number pairs) applied to the chord names of a chord square. Coordinates are normalized between -1 and 1 within the square.

`measure-division-lines-alist` (association list (list of pairs))
An alist mapping measure divisions (see the `measure-division` property) to lists of lines to draw in the square, given as 4-element lists: `(`*`x-start y-start x-end y-end`*`)`.

`measure-length` (positive moment with no grace part)
Length of a measure. Used in some spacing situations.

`merge-differently-dotted` (boolean)
Merge note heads in collisions, even if they have a different number of dots. This is normal notation for some types of polyphonic music.

`merge-differently-dotted` only applies to opposing stem directions (i.e., voice 1 & 2).

`merge-differently-headed` (boolean)
Merge note heads in collisions, even if they have different note heads. The smaller of the two heads is rendered invisible. This is used in polyphonic guitar notation. The value of this setting is used by Section "note-collision-interface" in *Internals Reference*.

`merge-differently-headed` only applies to opposing stem directions (i.e., voice 1 & 2).

`minimum-distance` (dimension, in staff space)
Minimum distance between rest and notes or beam.

`minimum-length` (dimension, in staff space)
Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between note heads.

`minimum-length-after-break` (dimension, in staff space)
If set, try to make a broken spanner starting a line this long. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance to the note head.

`minimum-length-fraction` (number)
Minimum length of ledger line as fraction of note head size.

`minimum-space` (dimension, in staff space)
Minimum distance that the victim should move (after padding).

`minimum-X-extent` (pair of numbers)
Minimum size of an object in X dimension, measured in `staff-space` units.

`minimum-X-space` (dimension, in staff space)
Minimum distance that the victim should move horizontally (after padding), overriding the `minimum-space` property value.

`minimum-Y-extent` (pair of numbers)
Minimum size of an object in Y dimension, measured in `staff-space` units.

`musical-length` (non-negative moment with no grace part)
Musical length.

`nested-fraction-mixed` (boolean)
Whether a fractional term of a time signature is printed as a mixed number (e.g., '2 1/2') or as a common fraction (e.g., '5/2').

`nested-fraction-orientation` (symbol)
A symbol describing the orientation of a fractional part of a time signature.

`nested-fraction-relative-font-size` (number)
The font size of a numeral in a fractional term of a time signature, relative to size of the whole numbers.

`neutral-direction` (direction)
Which direction to take in the center of the staff.

`neutral-position` (number)
: Position (in half staff spaces) where to flip the direction of custos stem.

`next` (graphical (layout) object)
: Object that is next relation (e.g., the lyric syllable following an extender).

`no-ledgers` (boolean)
: If set, don't draw ledger lines on this object.

`no-stem-extend` (boolean)
: If set, notes with ledger lines do not get stems extending to the middle staff line.

`non-break-align-symbols` (list)
: A list of symbols that determine which NON-break-aligned interfaces to align this to.

`non-default` (boolean)
: Set for manually specified clefs and keys.

`non-musical` (boolean)
: True if the grob belongs to a `NonMusicalPaperColumn`.

`nonstaff-nonstaff-spacing` (alist, with symbols as keys)
: The spacing alist controlling the distance between the current non-staff line and the next non-staff line in the direction of `staff-affinity`, if both are on the same side of the related staff, and `staff-affinity` is either `UP` or `DOWN`. See `staff-staff-spacing` for a description of the alist structure.

`nonstaff-relatedstaff-spacing` (alist, with symbols as keys)
: The spacing alist controlling the distance between the current non-staff line and the nearest staff in the direction of `staff-affinity`, if there are no non-staff lines between the two, and `staff-affinity` is either `UP` or `DOWN`. If `staff-affinity` is `CENTER`, then `nonstaff-relatedstaff-spacing` is used for the nearest staves on *both* sides, even if other non-staff lines appear between the current one and either of the staves. See `staff-staff-spacing` for a description of the alist structure.

`nonstaff-unrelatedstaff-spacing` (alist, with symbols as keys)
: The spacing alist controlling the distance between the current non-staff line and the nearest staff in the opposite direction from `staff-affinity`, if there are no other non-staff lines between the two, and `staff-affinity` is either `UP` or `DOWN`. See `staff-staff-spacing` for a description of the alist structure.

`normalized-endpoints` (pair)
: Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

`note-collision-threshold` (dimension, in staff space)
: Simultaneous notes that are this close or closer in units of `staff-space` will be identified as vertically colliding. Used by `Stem` grobs for notes in the same voice, and `NoteCollision` grobs for notes in different voices. Default value 1.

`note-dots-direction` (direction)
: Whether the augmentation dots are shifted up or down (or not shifted) relative to the note head in a number-over-note time signature.

`note-flag-style` (symbol)
: The style of the flags in a number-over-note time signature. See `flag-style`.

`note-head-style` (symbol)
: The style of the note head in a number-over-note time signature. See Section "Note head styles" in *Notation Reference*.

`note-names` (vector)
Vector of strings containing names for easy-notation note heads.

`note-staff-position` (number)
The position of the note in a number-over-note time signature. See `staff-position`.

`number-range-separator` (markup)
For a measure counter extending over several measures (like with compressed multi-measure rests), this is the separator between the two printed numbers.

`number-type` (symbol)
Numbering style. Choices include `arabic`, `roman-ij-lower`, `roman-ij-upper`, `roman-lower`, and `roman-upper`.

`output-attributes` (association list (list of pairs))
An alist of attributes for the grob, to be included in output files. When the SVG typesetting backend is used, the attributes are assigned to a group (<g>) containing all of the stencils that comprise a given grob. For example,

```
'((id . 123) (class . foo) (data-whatever . "bar"))
```

produces

```
<g id="123" class="foo" data-whatever="bar"> ... </g>
```

In the PostScript backend, where there is no way to group items, the setting of the `output-attributes` property has no effect.

`outside-staff-horizontal-padding` (number)
By default, an outside-staff-object can be placed so that is it very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

`outside-staff-padding` (number)
The padding to place between grobs when spacing according to `outside-staff-priority`. Two grobs with different `outside-staff-padding` values have the larger value of padding between them.

`outside-staff-placement-directive` (symbol)
One of four directives telling how outside staff objects should be placed.

- `left-to-right-greedy` – Place each successive grob from left to right.
- `left-to-right-polite` – Place a grob from left to right only if it does not potentially overlap with another grob that has been placed on a pass through a grob array. If there is overlap, do another pass to determine placement.
- `right-to-left-greedy` – Same as `left-to-right-greedy`, but from right to left.
- `right-to-left-polite` – Same as `left-to-right-polite`, but from right to left.

`outside-staff-priority` (number)
If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`packed-spacing` (boolean)
If set, the notes are spaced as tightly as possible.

`padding` (dimension, in staff space)
Add this much extra space between objects that are next to each other.

`padding-pairs` (association list (list of pairs))
An alist of padding pairs for key signatures (and key cancellations). Each alist entry has the form

```
((left-glyph-name . right-glyph-name) . dist)
```

specifying the padding *dist* between two adjacent key signature elements. If there is no entry in the alist for a given pair, the padding value given by the `padding` property of the `KeySignature` (or `KeyCancellation`) grob is used instead.

A special feature is the handling of adjacent naturals (to be more precise, the handling of glyph `accidentals.natural`): If there is no 'natural-natural' entry in `padding-pairs` explicitly overriding it, LilyPond adds some extra padding (in addition to the grob's `padding` value) to avoid collisions.

`page-break-penalty` (number)
Penalty for page break at this column. This affects the choices of the page breaker; it avoids a page break at a column with a positive penalty and prefers a page break at a column with a negative penalty.

`page-break-permission` (symbol)
Instructs the page breaker on whether to put a page break at this column. Can be `force` or `allow`.

`page-number` (number)
Page number on which this system ends up.

`page-turn-penalty` (number)
Penalty for a page turn at this column. This affects the choices of the page breaker; it avoids a page turn at a column with a positive penalty and prefers a page turn at a column with a negative penalty.

`page-turn-permission` (symbol)
Instructs the page breaker on whether to put a page turn at this column. Can be `force` or `allow`.

`parent-alignment-X` (number)
Specify on which point of the parent the object is aligned. The value `-1` means aligned on parent's left edge, `0` on center, and `1` right edge, in X direction. Other numerical values may also be specified - the unit is half the parent's width. If not a number, align on the parent's reference point. If unset, the value from `self-alignment-X` property will be used.

`parent-alignment-Y` (number)
Like `parent-alignment-X` but for the Y axis.

`parenthesis-friends` (list)
A list of Grob types, as symbols. When parentheses enclose a Grob that has 'parenthesis-friends, the parentheses widen to include any child Grobs with type among 'parenthesis-friends.

`parenthesis-id` (symbol)
When parenthesized grobs created in the same time step have this property, there is one set of parentheses for each group of grobs having the same value.

`parenthesized` (boolean)
Parenthesize this grob.

`positions` (pair of numbers)
Pair of staff coordinates (*start* . *end*), where *start* and *end* are vertical positions in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

`prefer-dotted-right` (boolean)
For note collisions, prefer to shift dotted up-note to the right, rather than shifting just the dot.

`protrusion` (number)
In a bracket indicating non-arpeggio or optional material, the length of the horizontal edges.

`range-collapse-threshold` (non-negative, exact integer)
If the length of a volta range is greater than or equal to this threshold, print it with a dash. For example, if this is 3, a `\volta 1,2,3` is printed as '`1.-3.`', but if it is 4, it is printed as '`1.2.3.`'.

`rank-on-page` (number)
0-based index of the system on a page.

`ratio` (number)
Parameter for slur shape. The higher this number, the quicker the slur attains its `height-limit`.

`remove-empty` (boolean)
If set, remove group if it contains no interesting items.

`remove-first` (boolean)
Remove the first staff of an orchestral score?

`remove-layer` (index or symbol)
When set as a positive integer, the `Keep_alive_together_engraver` removes all `VerticalAxisGroup` grobs with a `remove-layer` larger than the smallest retained `remove-layer`. Set to `#f` to make a layer independent of the `Keep_alive_together_engraver`. Set to `'()`, the layer does not participate in the layering decisions. The property can also be set as a symbol for common behaviors: `#'any` to keep the layer alive with any other layer in the group; `#'above` or `#'below` to keep the layer alive with the context immediately before or after it, respectively.

`remove-short-autoextender` (boolean)
If set, auto-generated unbroken lyric extenders are removed if the lyric syllable stretches up to the last contained note head.

`replacement-alist` (association list (list of pairs))
Alist of strings. The key is a string of the pattern to be replaced. The value is a string of what should be displayed. Useful for ligatures.

`restore-first` (boolean)
Print a natural before the accidental.

`rhythmic-location` (rhythmic location)
Where (bar number, measure position) in the score.

`right-bound-info` (alist, with symbols as keys)
An alist of properties for determining attachments of spanners to edges.

`right-justified` (boolean)
Used for `BarLines` to right-align them. Usually the extent of a `BarLine` has some positive value to the right. If this property is set to `#t`, `BarLine.stencil` is translated to the left by this value. Needs to be set at `Score` or `StaffGroup` level. As a result all `BarLines` of said `Score` or `StaffGroup` are right-justified.

`right-number-text` (markup)
When the measure counter extends over several measures (like with compressed multi-measure rests), this is the text on the right side of the dash. Usually unset.

`right-padding` (dimension, in staff space)
Space to insert on the right side of an object (e.g., between note and its accidentals).

`rotation` (list)
: Number of degrees to rotate this object, and what point to rotate around. For example, `'(45 0 0)` rotates by 45 degrees around the center of this object.

`round-up-exceptions` (list)
: A list of pairs where car is the numerator and cdr the denominator of a moment. Each pair in this list means that the multi-measure rests of the corresponding length will be rounded up to the longer rest. See *round-up-to-longer-rest*.

`round-up-to-longer-rest` (boolean)
: Displays the longer multi-measure rest when the length of a measure is between two values of `usable-duration-logs`. For example, displays a breve instead of a whole in a 3/2 measure.

`rounded` (boolean)
: Decide whether lines should be drawn rounded or not.

`same-direction-correction` (number)
: Optical correction amount for stems that are placed in tight configurations. This amount is used for stems with the same direction to compensate for note head to stem distance.

`script-priority` (number)
: A key for determining the order of scripts in a stack, by being added to the position of the script in the user input, the sum being the overall priority. Smaller means closer to the head.

`segno-kern` (number)
: The space between the two thin lines of the segno bar line symbol, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`self-alignment-X` (number)
: Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified - the unit is half the object width. If not a number, align on the object's reference point.

`self-alignment-Y` (number)
: Like `self-alignment-X` but for the Y axis.

`senza-misura-stencil` (stencil)
: The symbol to print when `TimeSignature.time-signature` is not set. Overriding `TimeSignature.stencil` circumvents this.

`shape` (symbol)
: This setting determines what shape a grob has. Valid choices depend on the `stencil` callback reading this property.

`sharp-positions` (list)
: Sharps in key signatures are placed within the specified ranges of staff positions. The general form is a list of pairs, with one pair for each type of clef, in order of the staff position at which each clef places C: `(alto treble tenor soprano baritone mezzosoprano bass)`. If the list contains a single element it applies for all clefs. A single number in place of a pair sets accidentals within the octave ending at that staff position.

`short-bar-extent` (pair of numbers)
: The Y-extent of a short bar line. The default is half the normal bar extent, rounded up to an integer number of staff spaces.

`shorten-pair` (pair of numbers)
: The lengths to shorten on both sides a hairpin or text-spanner such as a pedal bracket. Positive values shorten the hairpin or text-spanner, while negative values lengthen it.

`shortest-duration-space` (number)
: Start with this multiple of `spacing-increment` space for the shortest duration. See also Section "spacing-spanner-interface" in *Internals Reference*.

`show-control-points` (boolean)
: For grobs printing Bézier curves, setting this property to `#t` causes the control points and control polygon to be drawn on the page for ease of tweaking.

`show-horizontal-skylines` (boolean)
: If true, print this grob's horizontal skylines. This is meant for debugging purposes.

`show-vertical-skylines` (boolean)
: If true, print this grob's vertical skylines. This is meant for debugging purposes.

`side-axis` (number)
: If the value is `X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `Y` or `1`, it is placed vertically.

`side-relative-direction` (direction)
: Multiply direction of `direction-source` with this to get the direction of this object.

`size` (number)
: The ratio of the size of the object to its default size.

`skip-quanting` (boolean)
: Should beam quanting be skipped?

`skyline-horizontal-padding` (number)
: For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

`skyline-vertical-padding` (number)
: The amount by which the left and right skylines of a column are padded vertically, beyond the `Y-extents` and `extra-spacing-heights` of the constituent grobs in the column. Increase this to prevent interleaving of grobs from adjacent columns.

`slash-negative-kern` (number)
: The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

`slope` (number)
: The slope of this object.

`slur-padding` (number)
: Extra distance between slur and script.

`snap-radius` (number)
: The maximum distance between two objects that will cause them to snap to alignment along an axis.

`space-alist` (alist, with symbols as keys)
: An alist that specifies distances from this grob to other breakable items, using the format:

```
'((break-align-symbol . (spacing-style . space))
  (break-align-symbol . (spacing-style . space))
```

...)

Standard choices for *break-align-symbol* are listed in Section "Grobs and their break-align symbols" in *Notation Reference*. Additionally, three special break-align symbols available to space-alist are:

first-note
: used when the grob is just left of the first note on a line

next-note
: used when the grob is just left of any other note; if not set, the value of first-note gets used

right-edge
: used when the grob is the last item on the line (only compatible with the extra-space spacing style)

If space-alist is defined for a grob that gets spaced in a staff, an entry for first-note must be present. If there is no next-note entry, the value of first-note is used instead.

Choices for *spacing-style* are:

extra-space
: Put this much space between the two grobs. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed.

minimum-space
: Put at least this much space between the left sides of both grobs, without allowing them to collide. The space is stretchable and shrinkable when paired with first-note or next-note; otherwise it is fixed. Not compatible with right-edge.

fixed-space
: Only compatible with first-note and next-note. Put this much fixed space between the grob and the note.

minimum-fixed-space
: Only compatible with first-note and next-note. Put at least this much fixed space between the left side of the grob and the left side of the note, without allowing them to collide.

semi-fixed-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is stretchable and shrinkable.

shrink-space
: Only compatible with first-note and next-note. Put this much space between the two grobs. The space is only shrinkable.

semi-shrink-space
: Only compatible with first-note and next-note. Put this much space between the grob and the note, such that half of the space is fixed and half is shrinkable.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

space-increment (dimension, in staff space)
: The amount by which the total duration of a multi-measure rest affects horizontal spacing. Each doubling of the duration adds space-increment to the length of the bar.

space-to-barline (boolean)
: If set, the distance between a note and the following non-musical column will be measured to the bar line instead of to the beginning of the non-musical column. If there is a clef change followed by a bar line, for example, this means that we will try to space the non-musical column as though the clef is not there.

spacing-increment (dimension, in staff space)
: The unit of length for note-spacing. Typically, the width of a note head. See also Section "spacing-spanner-interface" in *Internals Reference*.

spacing-pair (pair)
: A pair of alignment symbols which set an object's spacing relative to its left and right BreakAlignments.

  For example, a MultiMeasureRest will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest.spacing-pair =
              #'(staff-bar . staff-bar)
```

span-all-note-heads (boolean)
: If true, tuplet brackets are printed spanning horizontally from the first to the last note head instead of covering only the stems.

spanner-id (index or symbol)
: An identifier to distinguish concurrent spanners.

springs-and-rods (boolean)
: Dummy variable for triggering spacing routines.

stacking-dir (direction)
: Stack objects in which direction?

staff-affinity (direction)
: The direction of the staff to use for spacing the current non-staff line. Choices are UP, DOWN, and CENTER. If CENTER, the non-staff line will be placed equidistant between the two nearest staves on either side, unless collisions or other spacing constraints prevent this. Setting staff-affinity for a staff causes it to be treated as a non-staff line. Setting staff-affinity to #f causes a non-staff line to be treated as a staff.

staff-padding (dimension, in staff space)
: Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

staff-position (number)
: Vertical position, measured in half staff spaces, counted from the middle line.

  For ties, there is a distinction between exact and inexact values: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

staff-space (dimension, in staff space)
: Amount of space between staff lines, expressed in global staff-space.

staff-staff-spacing (alist, with symbols as keys)
: When applied to a staff-group's StaffGrouper grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's VerticalAxisGroup grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the StaffGrouper grob

of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- `basic-distance` – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
- `minimum-distance` – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- `padding` – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- `stretchability` – a unitless measure of the dimension's relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

`staffgroup-staff-spacing` (alist, with symbols as keys)
The spacing alist controlling the distance between the last staff of the current staff-group and the staff just below it in the same system, even if one or more non-staff lines exist between the two staves. If the `staff-staff-spacing` property of the staff's `VerticalAxisGroup` grob is set, that is used instead. See `staff-staff-spacing` for a description of the alist structure.

`stem-attachment` (pair of numbers)
An `(x . y)` pair where the stem attaches to the note head. Each component is measured in a -1 to 1 scale so that -1 is the left/bottom edge of the note's bounding box and 1 is the right/top edge.

`stem-begin-position` (number)
User override for the begin position of a stem.

`stem-spacing-correction` (number)
Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

`stemlet-length` (number)
How long should be a stem over a rest?

`stencil` (stencil)
The symbol to print.

`stencils` (list)
Multiple stencils, used as intermediate value.

`strict-grace-spacing` (boolean)
If set, main notes are spaced normally, then grace notes are put left of the musical columns for the main notes.

`strict-note-spacing` (boolean)
If set, unbroken columns with non-musical material (clefs, bar lines, etc.) are not spaced separately, but put before musical columns.

`stroke-style` (string)
Set to `"grace"` to turn stroke through flag on.

`style` (symbol)
This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`text` (markup)
Text markup. See Section "Formatting text" in *Notation Reference*.

`text-alignment-X` (number)
: How to align an annotation horizontally.

`text-alignment-Y` (number)
: How to align an annotation vertically.

`text-direction` (direction)
: This controls the ordering of the words. The default `RIGHT` is for roman text. Arabic or Hebrew should use `LEFT`.

`thick-thickness` (number)
: Thickness of the thick line in a bar line, expressed as a multiple of the default staff-line thickness (i.e., the visual output is *not* influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`thickness` (number)
: For grobs made up of lines, this is the thickness of the line. For slurs and ties, this is the distance between the two arcs of the curve's outline at its thickest point, not counting the diameter of the virtual "pen" that draws the arcs. This property is expressed as a multiple of the current staff-line thickness (i.e., the visual output is influenced by changes to *`Staff`*`.StaffSymbol.thickness`).

`tie-configuration` (list)
: List of (*`position`* . *`dir`*) pairs, indicating a desired tie configuration that overrides the default. *position* is the offset from the center of the staff in half staff-space units, and *dir* indicates the direction of the tie (`1`=>up, `-1`=>down, `0`=>center). A non-pair entry in the list causes the corresponding tie to be formatted automatically.

  There is a distinction between exact and inexact values for *position*: an exact value serves as a rough vertical offset that gets further tuned to make the tie avoid staff lines. An inexact value is taken as the precise vertical offset without further adjustments.

`time-signature` (time signature)
: A time-signature specification. See the `\time` command.

`to-barline` (boolean)
: If true, the spanner will stop at the bar line just before it would otherwise stop.

`toward-stem-shift` (number)
: Amount by which scripts are shifted toward the stem if their direction coincides with the stem direction. `0.0` means centered on the note head (the default position of most scripts); `1.0` means centered on the stem. Interpolated values are possible.

`toward-stem-shift-in-column` (number)
: Amount by which a script is shifted toward the stem if its direction coincides with the stem direction and it is associated with a `ScriptColumn` object. `0.0` means centered on the note head (the default position of most scripts); `1.0` means centered on the stem. Interpolated values are possible.

`transparent` (boolean)
: This makes the grob invisible.

`tuplet-slur` (boolean)
: Draw a slur instead of a bracket for tuplets.

`uniform-stretching` (boolean)
: If set, items stretch proportionally to their natural separation based on durations. This looks better in complex polyphonic patterns.

`usable-duration-logs` (list)
: List of `duration-log`s that can be used in typesetting the grob.

`used` (boolean)
: If set, this spacing column is kept in the spacing problem.

`vertical-skylines` (pair of skylines)
: Two skylines, one above and one below this grob.

`visible-over-note-heads` (boolean)
: This prints a tuplet bracket when the bracket is set to be over the note heads. This option can be combined with the default tuplet bracket visibility style and with `#'if-no-beam`.

`voiced-position` (number)
: The staff position of a voiced `Rest`, negative if the rest has `direction DOWN`.

`volta-number-offset` (pair of numbers)
: The offset of the volta number relative to the upper left corner of the volta bracket.

`when` (moment)
: Global time step associated with this column.

`whiteout` (boolean-or-number)
: If a number or true, the grob is printed over a white background to white-out underlying material, if the grob is visible. A number indicates how far the white background extends beyond the bounding box of the grob as a multiple of the staff-line thickness. The `LyricHyphen` grob uses a special implementation of whiteout: A positive number indicates how far the white background extends beyond the bounding box in multiples of `line-thickness`. The shape of the background is determined by `whiteout-style`.

  Usually `#f` by default. If `whiteout-color` is set, use this color instead of white for the background.

`whiteout-color` (color)
: The background color used if property `whiteout` is set.

`whiteout-style` (symbol)
: Determines the shape of the `whiteout` background. Available are `'outline`, `'rounded-box`, and the default `'box`. There is one exception: Use `'special` for `LyricHyphen`.

`widened-extent` (pair of numbers)
: The vertical extent that a bar line on a certain staff symbol should have. If the staff symbol is small (e.g., has just one line, as in a `RhythmicStaff`, this is wider than the staff symbol's Y extent.

`width` (dimension, in staff space)
: The width of a grob measured in staff space.

`woodwind-diagram-details` (alist, with symbols as keys)
: An alist of detailed grob properties for woodwind diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in woodwind-diagram-details include the following:

  - `fill-angle` – Rotation angle of a partially filled key from horizontal. Default value 0.
  - `text-trill-circled` – In non-graphical mode, for keys shown as text, indicate a trill by circling the text if true, or by shading the text if false. Default value #t.

`word-space` (dimension, in staff space)
: Space to insert between words in texts.

`X-align-on-main-noteheads` (boolean)
: If true, this grob will ignore suspended note heads when aligning itself on NoteColumn.

`X-alignment-extent` (pair of numbers)
: If a grob wants to align itself on a `PaperColumn` grob that doesn't contain note heads, use this horizontal extent as a placeholder.

`X-attachment` (number)
: Horizontal attachment of a line on a frame, typically between -1 (left) and 1 (right).

`X-extent` (pair of numbers)
: Extent (size) in the X direction, measured in staff-space units, relative to object's reference point.

`X-offset` (number)
: The horizontal amount that this object is moved relative to its X-parent.

  Note that many objects have special positioning considerations, which cause any setting of `X-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`X-padding` (dimension, in staff space)
: Add this much extra space between objects that are next to each other horizontally, overriding the `padding` property value.

`X-positions` (pair of numbers)
: Pair of X staff coordinates of a spanner in the form `(`*`left`*` . `*`right`*`)`, where both *left* and *right* are in `staff-space` units of the current staff.

`Y-attachment` (number)
: Vertical attachment of a line on a frame, typically between -1 (down) and 1 (up).

`Y-extent` (pair of numbers)
: Extent (size) in the Y direction, measured in staff-space units, relative to object's reference point.

`Y-offset` (number)
: The vertical amount that this object is moved relative to its Y-parent.

  Note that many objects have special positioning considerations, which cause any setting of `Y-offset` to be ignored or modified, even though the object supports the `self-alignment-interface` (page 844).

`zigzag-length` (dimension, in staff space)
: The length of the lines of a zigzag, relative to `zigzag-width`. A value of `1` gives 60-degree zigzags.

`zigzag-width` (dimension, in staff space)
: The width of one zigzag squiggle. This number is adjusted slightly so that the spanner line can be constructed from a whole number of squiggles.

3.4 Internal backend properties

`accidental-grob` (graphical (layout) object)
: The accidental for this note.

`accidental-grobs` (association list (list of pairs))
: An alist with `(`*`notename`*` . `*`groblist`*`)` entries.

`add-cauda` (boolean)
: Does this flexa require an additional cauda on the left side?

`add-join` (boolean)
: Is this ligature head-joined with the next one by a vertical line?

`add-stem` (boolean)
: Is this ligature head a virga and therefore needs an additional stem on the right side?

`adjacent-pure-heights` (pair)
: A pair of vectors. Used by a `VerticalAxisGroup` to cache the `Y-extents` of different column ranges.

`adjacent-spanners` (array of grobs)
: An array of directly neighboring dynamic spanners.

`all-elements` (array of grobs)
: An array of all grobs in this line. Its function is to protect objects from being garbage collected.

`allow-span-bar-above` (boolean)
: If false, no inter-staff bar line will be created above this item.

`annotation` (string)
: Annotate a grob for debug purposes.

`ascendens` (boolean)
: Is this neume of ascending type?

`auctum` (boolean)
: Is this neume liquescentically augmented?

`auto-generated` (boolean)
: True if the grob was created by an automatic mechanism as opposed to an explicit event. Used for lyric extenders.

`axis-group-parent-X` (graphical (layout) object)
: Containing X axis group.

`axis-group-parent-Y` (graphical (layout) object)
: Containing Y axis group.

`bars-left` (array of grobs)
: An array of bar line pointers for the left side of a volta bracket.

`bars-right` (array of grobs)
: An array of bar line pointers for the right side of a volta bracket.

`beam` (graphical (layout) object)
: A pointer to the beam, if applicable.

`beam-segments` (list)
: Internal representation of beam segments.

`begin-of-line-visible` (boolean)
: Set to make `ChordName` or `FretBoard` be visible only at beginning of line or at chord changes; also used for stanza reminders in lyrics.

`bezier` (graphical (layout) object)
: A pointer to a Bézier curve, for use by control points and polygons.

`bound-alignment-interfaces` (list)
: Interfaces to be used for positioning elements that align with a column.

`bounded-by-me` (array of grobs)
: An array of spanners that have this column as start/begin point. Only columns that have grobs or act as bounds are spaced.

`bracket` (graphical (layout) object)
: The bracket for a number.

`bracket-text` (graphical (layout) object)
: A pointer to the text grob of an analysis bracket.

`break-alignment` (graphical (layout) object)
: The `BreakAlignment` (page 577) in a `NonMusicalPaperColumn` (page 681).

`c0-position` (integer)
: An integer indicating the position of middle C.

`cause` (any type)
: Any kind of causation objects (i.e., music, or perhaps translator) that was the cause for this grob.

`cavum` (boolean)
: Is this neume outlined?

`chord-names` (array of grobs)
: Array of chord names.

`columns` (array of grobs)
: An array of grobs, typically containing `PaperColumn` or `NoteColumn` objects.

`concurrent-hairpins` (array of grobs)
: All concurrent hairpins.

`conditional-elements` (array of grobs)
: Internal use only.

`context-info` (integer)
: Within a ligature, the final glyph or shape of a head may be affected by the left and/or right neighbor head. `context-info` holds for each head such information about the left and right neighbor, encoded as a bit mask.

`covered-grobs` (array of grobs)
: Grobs that could potentially collide with a beam.

`cross-staff` (boolean)
: True for grobs whose `Y-extent` depends on inter-staff spacing. The extent is measured relative to the grobs's parent staff (more generally, its `VerticalAxisGroup`) so this boolean flags grobs that are not rigidly fixed to their parent staff. Beams that join notes from two staves are `cross-staff`. Grobs that are positioned around such beams are also `cross-staff`. Grobs that are grouping objects, however, like `VerticalAxisGroups` will not in general be marked `cross-staff` when some of the members of the group are `cross-staff`.

`delta-position` (number)
: The vertical position difference.

`deminutum` (boolean)
: Is this neume diminished?

`descendens` (boolean)
: Is this neume of descendant type?

`direction-source` (graphical (layout) object)
: In case `side-relative-direction` is set, which grob to get the direction from.

`dot` (graphical (layout) object)
: A reference to a `Dots` object.

`dot-stencil` (stencil)
: The stencil for an individual dot, as opposed to a group of several dots.

`dots` (array of grobs)
: Multiple `Dots` objects.

`elements` (array of grobs)
: An array of grobs; the type is depending on the grob where this is set in.

`encompass-objects` (array of grobs)
: Objects that a slur should avoid in addition to notes and stems.

`fa-styles` (symbol list)
: List of note head styles that identify 'fa' shape note heads.

`figures` (array of grobs)
: Figured bass objects for continuation line.

`flag` (graphical (layout) object)
: A pointer to a `Flag` object.

`flexa-height` (dimension, in staff space)
: The height of a flexa shape in a ligature grob (in `staff-space` units).

`flexa-interval` (integer)
: The interval spanned by the two notes of a flexa shape (1 is a second, 7 is an octave).

`flexa-width` (dimension, in staff space)
: The width of a flexa shape in a ligature grob (in `staff-space` units).

`font` (font metric)
: A cached font metric object.

`footnote-stencil` (stencil)
: The stencil of a system's footnotes.

`footnotes-after-line-breaking` (array of grobs)
: Footnote grobs of a broken system.

`footnotes-before-line-breaking` (array of grobs)
: Footnote grobs of a whole system.

`forced` (boolean)
: Manually forced accidental.

`french-beaming-stem-adjustment` (dimension, in staff space)
: Stem will be shortened by this amount of space in case of French beaming style.

`glissando-index` (integer)
: The index of a glissando in its note column.

`glyph-info` (pair)
: A (*`string . stencil`*) pair consisting of a glyph name and a stencil. Usually the latter will be the glyph referenced by the former in a certain font.

`grace-spacing` (graphical (layout) object)
: A run of grace notes.

`has-span-bar` (pair)
: A pair of grobs containing the span bars to be drawn below and above the staff. If no span bar is in a position, the respective element is set to `#f`.

`head-width` (dimension, in staff space)
: The width of this ligature head.

`head-x-offset` (dimension, in staff space)
Extra horizontal offset for ligature heads.

`heads` (array of grobs)
An array of note heads.

`ideal-distances` (list)
(*obj* . (*dist* . *strength*)) pairs.

`important-column-ranks` (vector)
A cache of columns that contain `items-worth-living` data.

`in-note-direction` (direction)
Direction to place in-notes above a system.

`in-note-stencil` (stencil)
The stencil of a system's in-notes.

`in-note-system-padding` (number)
Padding between in-note and its associated system.

`inclinatum` (boolean)
Is this neume an inclinatum?

`index` (non-negative, exact integer)
For some grobs in a group, this is a number associated with the grob.

`interfaces` (list)
A list of symbols indicating the interfaces supported by this object. It is initialized from the `meta` field.

`is-reminder` (boolean)
Is this stanza number a stanza reminder?

`items-worth-living` (array of grobs)
An array of interesting items. If empty in a particular staff, then that staff is erased.

`keep-alive-with` (array of grobs)
An array of other `VerticalAxisGroups`. If any of them are alive, then we will stay alive.

`least-squares-dy` (number)
The ideal beam slope, without damping.

`left-down-stem` (boolean)
Request a downward left stem for an initial breve in a ligature.

`left-items` (array of grobs)
Grobs organized on the left by a spacing object.

`left-neighbor` (graphical (layout) object)
A grob similar to this one, on its left. For columns, the right-most column that has a spacing wish for this column.

`ligature-flexa` (boolean)
Request joining note to the previous one in a flexa.

`ligature-pes` (boolean)
Request drawing a final longa of a ligature turning backwards.

`linea` (boolean)
Attach vertical lines to this neume?

`make-dead-when` (array of grobs)
An array of other `VerticalAxisGroups`. If any of them are alive, then we will turn dead.

`maybe-loose` (boolean)
: Used to mark a breakable column that is loose if and only if it is in the middle of a line.

`melody-spanner` (graphical (layout) object)
: The `MelodyItem` object for a stem.

`meta` (alist, with symbols as keys)
: Provide meta information. It is an alist with the entries `name` and `interfaces`.

`minimum-distances` (list)
: A list of rods that have the format `(obj . dist)`.

`minimum-translations-alist` (association list (list of pairs))
: An list of translations for a given start and end point.

`neighbors` (array of grobs)
: The X-axis neighbors of a grob. Used by the pure-from-neighbor-interface to determine various grob heights.

`normal-stems` (array of grobs)
: An array of visible stems.

`note-collision` (graphical (layout) object)
: The `NoteCollision` object of a dot column.

`note-columns` (array of grobs)
: An array of `NoteColumn` grobs.

`note-head` (graphical (layout) object)
: A single note head.

`note-heads` (array of grobs)
: An array of note head grobs.

`numbering-assertion-function` (any type)
: The function used to assert that footnotes are receiving correct automatic numbers.

`oriscus` (boolean)
: Is this neume an oriscus?

`passage-direction` (direction)
: The placement of a `passage-delimiter-interface` item with respect to its passage: `START` at the start, `END` at the end, or `CENTER` otherwise.

`pedal-text` (graphical (layout) object)
: A pointer to the text grob of a mixed-style piano pedal.

`pes-or-flexa` (boolean)
: Shall this neume be joined with the previous head?

`positioning-done` (boolean)
: Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

`potential-beam` (graphical (layout) object)
: For tuplet brackets, a grob to use as parallel beam unless the tuplet is broken.

`prefix-set` (number)
: A bit mask that holds all Gregorian head prefixes, such as `\virga` or `\quilisma`.

`primitive` (integer)
: A pointer to a ligature primitive, i.e., an item similar to a note head that is part of a ligature.

`pure-relevant-grobs` (array of grobs)
: All the grobs (items and spanners) that are relevant for finding the `pure-Y-extent`

`pure-relevant-items` (array of grobs)
: A subset of elements that are relevant for finding the `pure-Y-extent`.

`pure-relevant-spanners` (array of grobs)
: A subset of elements that are relevant for finding the `pure-Y-extent`.

`pure-Y-common` (graphical (layout) object)
: A cache of the `common_refpoint_of_array` of the `elements` grob set.

`pure-Y-extent` (pair of numbers)
: The estimated height of a system.

`pure-Y-offset-in-progress` (boolean)
: A debugging aid for catching cyclic dependencies.

`quantize-position` (boolean)
: If set, a vertical alignment is aligned to be within staff spaces.

`quantized-positions` (pair of numbers)
: The beam positions after quanting.

`quilisma` (boolean)
: Is this neume a quilisma?

`rest` (graphical (layout) object)
: A pointer to a `Rest` object.

`rest-collision` (graphical (layout) object)
: A rest collision that a rest is in.

`rests` (array of grobs)
: An array of rest objects.

`right-down-stem` (boolean)
: Request a downward right stem for a maxima in a ligature.

`right-items` (array of grobs)
: Grobs organized on the right by a spacing object.

`right-neighbor` (graphical (layout) object)
: See `left-neighbor`.

`right-up-stem` (boolean)
: Request an upward right stem for a final longa or maxima in a ligature.

`script-column` (graphical (layout) object)
: A `ScriptColumn` associated with a `Script` object.

`script-stencil` (pair)
: A pair (*type* . *arg*) which acts as an index for looking up a `Stencil` object.

`scripts` (array of grobs)
: An array of `Script` objects.

`shorten` (dimension, in staff space)
: The amount of space that a stem is shortened. Internally used to distribute beam shortening over stems.

`shortest-playing-duration` (positive exact rational or +inf.0)
: The duration of the shortest note playing here.

`shortest-starter-duration` (positive exact rational or +inf.0)
The duration of the shortest note that starts here.

`side-support-elements` (array of grobs)
The side support, an array of grobs.

`slur` (graphical (layout) object)
A pointer to a `Slur` object.

`spacing` (graphical (layout) object)
The spacing spanner governing this section.

`spacing-wishes` (array of grobs)
An array of note spacing or staff spacing objects.

`span-start` (boolean)
Is the note head at the start of a spanner?

`spanner-broken` (boolean)
Indicates whether spanner alignment should be broken after the current spanner.

`spanner-placement` (direction)
The place of an annotation on a spanner. `LEFT` is for the first spanner, and `RIGHT` is for the last. `CENTER` will place it on the broken spanner that falls closest to the center of the length of the entire spanner, although this behavior is unpredictable in situations with lots of rhythmic diversity. For predictable results, use `LEFT` and `RIGHT`.

`staff-grouper` (graphical (layout) object)
The staff grouper we belong to.

`staff-symbol` (graphical (layout) object)
The staff symbol grob that we are in.

`stem` (graphical (layout) object)
A pointer to a `Stem` object.

`stem-info` (pair)
A cache of stem parameters.

`stems` (array of grobs)
An array of stem objects.

`sticky-host` (graphical (layout) object)
The grob that a sticky grob attaches to.

`stropha` (boolean)
Is this neume a stropha?

`system-Y-offset` (number)
The Y-offset (relative to the bottom of the top-margin of the page) of the system to which this staff belongs.

`tie` (graphical (layout) object)
A pointer to a `Tie` object.

`ties` (array of grobs)
A grob array of `Tie` objects.

`toe-heel-style` (symbol)
The style used for toe and heel glyphs of a `Script` grob.

`tremolo-flag` (graphical (layout) object)
The tremolo object on a stem.

`tuplet-number` (graphical (layout) object)
: The number for a bracket.

`tuplets` (array of grobs)
: An array of smaller tuplet brackets.

`vertical-alignment` (graphical (layout) object)
: The `VerticalAlignment` in a `System`.

`vertical-skyline-elements` (array of grobs)
: An array of grobs used to create vertical skylines.

`vertically-spanning-surrogate` (graphical (layout) object)
: When an engraver hides a shorter instance of a vertically spanning grob (e.g., an arpeggio sign) to allow a taller instance to appear, this property may be set in the shorter instance to allow navigation to the taller instance.

`virga` (boolean)
: Is this neume a virga?

`volta-numbers` (number list)
: List of volta numbers.

`X-common` (graphical (layout) object)
: Common reference point for axis group.

`Y-common` (graphical (layout) object)
: See `X-common`.

4 Scheme functions

`accidental->text-markup` *alteration* [Function]
Return accidental glyph markup for *alteration*, to be used in text.

This is a simple wrapper around the `\text-accidental` markup function, providing smaller glyphs.

`add-bar-glyph-print-procedure` *glyph proc* [Function]
Specify the single glyph *glyph* that calls print procedure *proc*.

The procedure *proc* has to be defined in the form `(make-...-bar-line is-span grob extent)` even if the arguments *is-span* and *extent* are not used within the routine.

`ly:add-context-mod` *contextmods modification* [Function]
Adds the given context *modification* to the list *contextmods* of context modifications.

`add-grace-property` *context-name grob sym val* [Function]
Set *sym*=*val* for *grob* in *context-name*.

`ly:add-interface` *iface desc props* [Function]
Add a new grob interface. *iface* is the interface name, *desc* is the interface description, and *props* is the list of user-settable properties for the interface.

`ly:add-listener` *callback disp cl* [Function]
Add the single-argument procedure *callback* as listener to the dispatcher *disp*. Whenever *disp* hears an event of class *cl*, it calls *callback* with it.

`add-new-clef` *clef-name clef-glyph clef-position transposition c0-position* [Function]
Add a new clef to the list of supported clefs.

The arguments *clef-name*, *clef-glyph*, *clef-position*, and *transposition* are used to add an entry to the `supported-clefs` alist. Arguments *clef-glyph* and *c0-position* extend `c0-pitch-alist`.

`ly:add-option` *sym val description rest* [Function]
Add program option *sym* with default value *val* and docstring *description*.

LilyPond uses this function to define Scheme options available on the command line (given by `-d` or `--define-default`).

After start-up, command-line Scheme options are provided to LilyPond by function `ly:command-line-options`, which returns a key-value alist where all values are Scheme strings. Use the optional argument `#:type` to specify how such a value string for key *sym* should be processed by `ly:set-option`.

- If set to symbol `string`, don't do any further conversion and accept the value as a string. This is also necessary if a potentially fitting type predicate gets defined after LilyPond's command-line option handling (for example, `ly:duration?`). In such cases, type checking should be performed manually later on.
- If set to symbol `string-or-boolean`, do the same as with `string` but convert strings `"#f"` and `"#t"` to Boolean values.
- If set to symbol `string-or-false`, do the same as with `string` but convert a string value `"#f"` to Boolean value `#f`.
- If set to a procedure, handle the value as a Scheme expression and use the procedure as a predicate to check whether the value fits. This is also the default behaviour if `#:type` is not set, using `boolean?` as the procedure.

- If set to a list, handle the value as a Scheme expression and check whether it is one of the list's elements (using `equal?` for the comparison test).

'Handling as a Scheme expression' means that the string gets passed to the `read` Scheme function, which stops reading after the first complete Scheme expression has been parsed. As a consequence, both strings `"foo"` and `"foo bar"` get converted to symbol `foo`, while a string `"(foo"` causes an error because the Scheme expression is not complete.

Passing `#:internal? #t` makes the option an internal option, not displayed in the `lilypond -dhelp` output (but displayed in `lilypond -dhelp-internal`.

Passing `#:accumulative? #t` makes the option accumulative, which gathers `-d` values in a list instead of letting the last `-d` flag overwrite the others.

`add-simple-time-signature-style` *style proc* [Function]
Specify the procedure *proc* returning markup for a time signature style *style*. The procedure is called with one argument, the pair (*numerator* . *denominator*).

`add-stroke-glyph` *stencil grob dir stroke-style flag-style* [Function]
Add a stroke glyph (from the music font) to the given flag stencil.

This is an auxiliary function for `create-glyph-flag`.

`add-stroke-straight` *stencil grob dir log stroke-style offset length thickness stroke-thickness* [Function]
Add an acciaccatura stroke to the given flag stencil.

This is an auxiliary function for `straight-flag`.

`add-to-tag-group` *tag-group tags* [Function]
Add the given *tags* to the existing *tag-group* symbol list.

Returns `#f` if successful, and an error message if the *tag-group* does not exist or if there is a conflicting tag group definition for one of the symbols in *tags*.

`alist->hash-table` *lst* [Function]
Convert alist *lst* to a table.

Warning: The resulting hash table is hashed by identity. This actually corresponds to the `alist->hashq-table` function of Guile's `(ice-9 hash-table)` module, **not** `alist->hash-table`.

`alist-keys` *alist* [Function]
Get the keys of *alist*, not necessarily sorted or unique.

`ly:all-grob-interfaces` [Function]
Return the hash table with all grob interface descriptions.

`ly:all-options` [Function]
Get all option settings in an alist.

`ly:all-output-backend-commands` [Function]
Return the list of extra output backend commands that are used internally in file `lily/stencil-interpret.cc`.

`ly:all-stencil-commands` [Function]
Return the list of stencil commands that can be defined in the output modules (in files `output-*.scm`).

`ly:all-stencil-expressions` [Function]
Return all symbols recognized as stencil expressions.

`allow-volta-hook` *bar-glyph* [Function]
Allow the volta bracket hook being drawn over bar line *bar-glyph*.

`alterations-in-key` *pitch-list* [Function]
Count number of sharps minus number of flats.

`ly:angle` *x y* [Function]
Calculate angle in degrees of given vector. With one argument, *x* is a number pair indicating the vector. With two arguments, *x* and *y* specify the respective coordinates.

`angle-0-2pi` *angle* [Function]
Take *angle* (in radians) and map it between 0 and 2pi.

`angle-0-360` *angle* [Function]
Take *angle* (in degrees) and map it between 0 and 360 degrees.

`ly:append-to-option` *var val* [Function]
Add value *val* to an accumulative program option *var*.

See also function `ly:add-option`.

`apply-tag-operating-markup` *prop-val-modificator music* [Function]
Apply *prop-val-modificator* to tag markup in *music*.

Iterate over `music` to find markups that use the `\tag`-command. Markups are recognized in the music properties `text` and `value` of the iterated music objects. If the value of the property contains tag markups, the `prop-val-modificator` is applied to it and the modified value is updated accordingly.

`approximate-pitch-note-head::calc-direction` *grob* [Function]
Choose a direction for arrow note heads.

This function assumes that the head style is set to `arrow`. When the head is at the end of the stem, which is the expected case, point the head in the opposite direction of the stem. Otherwise, point the head away from the center of the staff.

`array-copy/subarray!` *src dst offsets ...* [Function]
Similar to `array-copy`, but takes extra parameters for the start of a subarray where to copy. For example:

```
(let ((arr (make-array 'a 4 4))
      (to-copy (make-array 'b 2 2)))
  (array-copy/subarray! to-copy arr 2 1)
  arr)
⇒
#2((a a a a)
   (a a a a)
   (a b b a)
   (a b b a))
```

`arrow-stencil` *x y thick staff-space grob* [Function]
Return a right-pointing, filled arrow-head, where *x* determines the basic horizontal position and *y* determines the basic vertical position. Both values are adjusted using *staff-space*, which is `StaffSymbol`'s staff space. *thick* is the used line thickness.

`arrow-stencil-maker` *start? end?* [Function]
Return a function drawing a line from current point to `destination`, with optional arrows of `max-size` on start and end controlled by *start?* and *end?*.

`ascend-to-context` *m context* [*id* [*mods*]] [Function]
Like `context-spec-music`, but only ascending.

`assert ...` [Macro]
Use (`assert` *condition*) or (`assert` *condition extra-failure-message*) to check that *condition* is true, and raise an error otherwise. Use this for conditions that should always be true, barring bugs; raise a more informative error if protecting against a user error.

`ly:assoc-get` *key alist default-value strict-checking* [Function]
Return value if *key* in *alist*, else *default-value* (or `#f` if not specified). If *strict-checking* is set to `#t` and *key* is not in *alist*, a programming error is output.

`assoc-get` _ _ [_ [_]] [Function]
- LilyPond procedure: ly:assoc-get (SCM key, SCM alist, SCM default_value, SCM strict_checking)

Return value if *key* in *alist*, else *default-value* (or `#f` if not specified). If *strict-checking* is set to `#t` and *key* is not in *alist*, a programming error is output.

`at-bar-line-substitute-caesura-type` *substitute-type* [Function]
At a bar line, create the caesura using *substitute-type* rather than the value of `caesuraType`.

`ly:axis-group-interface::add-element` *grob grob-element* [Function]
Add *grob-element* to the axis group *grob*. In particular, *grob* becomes parent to *grob-element* on all axes supported by *grob*, unless the parents are already set.

`ly:bar-line::calc-anchor` *grob* [Function]
Calculate the anchor position of a bar line. The anchor is used for the correct placement of bar numbers, etc.

`bar-line::calc-break-visibility` *grob* [Function]
Calculate the visibility of a bar line at line breaks.

`bar-line::calc-glyph-name` *grob* [Function]
Return the name of the bar line glyph printed by *grob* for the actual break direction.

`bar-line::calc-glyph-name-for-direction` *glyphs dir* [Function]
Find the glyph name for a bar line. `glyphs` is the list of bar-line types to consider in order. Each must have been defined with `define-bar-line`. *dir* is the break direction to consider: `LEFT` = end of line, `CENTER` = middle of line, `RIGHT` = start of line.

`bar-line::compound-bar-line` *grob bar-glyph extent* [Function]
Build the bar line stencil.

`bar-line::draw-filled-box` *x-ext y-ext thickness extent grob* [Function]
Return a straight bar line created by `ly:round-filled-box` looking at *x-ext*, *y-ext*, and *thickness*. The blot is calculated from *extent* and *grob*. *y-ext* is not necessarily equal to *extent*.

`ly:bar-line::print` *grob* [Function]
The print routine for bar lines.

`bar-line::widen-bar-extent-on-span` *grob extent* [Function]
Widen the bar line *extent* towards span bars adjacent to grob *grob*.

`ly:base64-encode` *bv* [Function]
Encode the given bytevector as a base 64 string.

`ly:basic-progress` *str rest* [Function]
A Scheme callable function to issue a basic progress message *str*. The message is formatted with `format`; *rest* holds the formatting arguments (if any).

`beam-exceptions` *time-sig time-signature-settings* [Function]
Get the `beamExceptions` value for *time-sig* from *time-signature-settings*.

time-sig must be a sane, canonical time signature.

`beat-base` *time-sig time-signature-settings* [Function]
Get the `beatBase` value for *time-sig* from *time-signature-settings*.

time-sig must be a sane, canonical time signature.

If there is no entry, derive a value from *time-sig*.

`beat-structure` *base time-sig time-signature-settings* [Function]
Get the `beatStructure` value for *time-sig* from *time-signature-settings*, scaled to *base* units.

time-sig must be a sane, canonical time signature.

If there is no entry, derive a structure from *time-sig*.

`bend::arrow-head-stencil` *thickness x-y-coords height width dir* [Function]
Return an arrow head stencil, calculated from the given dimensions *height* and *width*, and translated to *x-y-coords*, the end of the bend-spanners (curved) line.

`bend::calc-bend-x-begin` *bend-spanner bounding-noteheads factor quarter-tone-diffs* [Function]
Calculate the starting values in x direction of the bend. After a line break, the values from the right bound are taken minus 1.5 staff spaces. For bends-down or if grob property `'style` equals to `'pre-bend`, `'hold` or `'pre-bend-hold`, `interval-center` is applied the topmost note head of the starting note heads. In any other case the right edge of the starting note head is used. The value of `BendSpanner.details.horizontal-left-padding` is added, which may be changed by an appropriate override. Returns a list of the same length as the amount of bend-starting note heads.

`bend::calc-bend-x-end` *bend-spanner top-left-tab-nhd top-right-tab-nhd* [Function]
Calculate the ending x coordinate of *bend-spanner*. At the line end, take the items of `BreakAlignGroup` into account and a little bit of padding. Ends an unbroken spanner or the last of a broken one in the middle of the topmost note head of its bounding note column.

`bend::target-cautionary` *spanner* [Function]
Set `'parenthesized` of all relevant note heads of spanners right bound to `#t`. This procedure is the default value of `'before-line-breaking`.

`bend::text-string` *spanner* [Function]
Take a spanner grob and calculate a list with the quarter tone diffs between the pitches of starting and ending bound. Because bending to different amounts is very unlikely, only the first element of this list is returned as a string.

`bend-spanner::print` *grob* [Function]
Return the final stencil. A line and curve, an arrow head and a text representing the amount a string is bent.

`ly:bezier-extent` *control-points axis* [Function]
Compute the extent of the Bézier curve defined by *control-points* along *axis*.

`ly:bezier-extract` *control-points t-min t-max* [Function]
Return a sub-curve of the Bézier curve defined by *control-points*. The sub-curve is delimited by the curve points indexed by *t-min* and *t-max* (between 0 and 1, 0 = first control point, 1 = last control point). A sub-curve of a Bézier curve is in turn a Bézier curve.

`bit-list->byte-list` *bit-list* [Function]
Convert the given list of bits (booleans), whose length must be a multiple of 8, into a list of bytes (integers between 0 and 255).

`bit-list->int` *bit-list* [Function]
Convert the given list of booleans to the number that it represents in binary.

`ly:book?` *book* [Function]
Is *book* a book?

`ly:book-add-bookpart!` *book book-part* [Function]
Add *book-part* to *book* book part list.

`ly:book-add-score!` *book-or-bookpart score* [Function]
Add *score* to *book-or-bookpart* score list.

`ly:book-book-parts` *book* [Function]
Return book parts in *book*.

`book-first-page` *layout props* [Function]
Return the `'first-page-number` of the entire book.

`ly:book-header` *book-or-bookpart* [Function]
Return header in *book_or_bookpart*.

`ly:book-lookup` *book-or-bookpart symbol fallback* [Function]
Look up the variable *symbol* in *book_or_bookpart* and return its value. If it is undefined, return *fallback* if given, else '().

`ly:book-or-bookpart?` *x* [Function]
Is *x* a smob of class `Book_or_bookpart`?

`ly:book-paper` *book-or-bookpart* [Function]
Return paper in *book_or_bookpart*.

`ly:book-process` *book-smob default-paper default-layout output* [Function]
Print book. *output* is passed to the backend unchanged. For example, it may be a string (for file based outputs) or a socket (for network based output).

`ly:book-process-to-systems` *book-smob default-paper default-layout output* [Function]
Print book. *output* is passed to the backend unchanged. For example, it may be a string (for file based outputs) or a socket (for network based output).

`ly:book-scope` *book-or-bookpart* [Function]
Return the module containing the variables local to *book_or_bookpart*.

`ly:book-scores` *book-or-bookpart* [Function]
Return scores in *book_or_bookpart*.

`ly:book-set-header!` *book-or-bookpart module* [Function]
Set the book header.

`ly:book-set-variable!` *book-or-bookpart symbol value* [Function]
In the local variables of *book_or_bookpart*, set the variable given by *symbol* to *value*.

`ly:bookpart?` *bookpart* [Function]
Is *bookpart* a bookpart?

`box-grob-stencil` *grob* [Function]
Make a box of exactly the extents of the grob. The box precisely encloses the contents.

`box-stencil` *stencil thickness padding* [Function]
Add a box around *stencil*, producing a new stencil.

The spacing characteristics are preserved if either a `\hspace` or a `\vspace` command (with either positive or negative values) gets boxed. This means that *padding* and *thickness* added to an empty extent will not participate in spacing and is not recognized by skylines.

`ly:bp` *num* [Function]
num bigpoints (1/72th inch).

`ly:bracket` *a iv t p* [Function]
Make a bracket in direction *a*. The extent of the bracket is given by *iv*. The wings protrude by an amount of *p*, which may be negative. The thickness is given by *t*.

`bracketify-stencil` *stil axis thick protrusion padding* [*widen*] [Function]
Add brackets around *stil*, producing a new stencil.

The brackets are constructed using function `ly:bracket` in direction *axis*. They have a thickness given by *thick*, the wing's lengths are given by *protrusion*, and the padding between the brackets and *stil* is set to *padding*.

Optional argument *widen* increases the length of the brackets by the the given amount at the top and at the bottom (i.e., the amount gets applied twice).

`break-alignable-interface::self-alignment-of-anchor` *g* [Function]
Return a value for *g*'s `self-alignment-X` that will place *g* on the same side of the reference point defined by a `break-aligned` item such as a `Clef`.

`break-alignable-interface::self-alignment-opposite-of-anchor` *g* [Function]
Return a value for *g*'s `self-alignment-X` that will place *g* on the opposite side of the reference point defined by a `break-aligned` item such as a `Clef`.

`ly:break-alignment-interface::find-nonempty-break-align-group` [Function]
Find the `BreakAlignGroup` with the given break-align-symbol in this `BreakAlignment`. Return `#f` if there is no such group. Also return `#f` if the group has empty `X-extent`, which can happen if it contains only omitted items.

`break-alignment-list` *end-of-line middle begin-of-line* [Function]
Return a callback that calculates a value based on a grob's break direction.

`ly:broadcast` *disp ev* [Function]
Send the stream event *ev* to the dispatcher *disp*.

`byte-list->bit-list` *byte-list* [Function]
Convert a list of bytes (integers between 0 and 255) into a list of bits (booleans).

`caesura-script-interface::before-line-breaking` *script* [Function]
Callback for `CaesuraScript` grob. Eliminate scripts aligned to bar lines if they might collide with a span bar. Some types of bar lines have visible span bars and some don't. For consistent notation, we don't check whether particular `SpanBar` grobs are actually visible, just that they exist.

`caesura-to-bar-line-or-divisio` *context caesura-type observations* [Function]
`caesuraTypeTransform` callback to print articulated caesurae as chant breath marks using the infrastructure for modern bar lines when possible.

`caesura-to-divisio` *context caesura-type observations* [Function]
`caesuraTypeTransform` callback to print articulated caesurae as chant breath marks.

`ly:cairo-output-stencil` *basename stencil paper formats* [Function]
dump a single stencil through the Cairo backend

`ly:cairo-output-stencils` *basename stencils header paper formats* [Function]
dump book through cairo backend

`calc-harmonic-pitch` *pitch music* [Function]
Calculate the harmonic pitches in *music* given *pitch* as the non-harmonic pitch.

`calc-measure-length` *time-sig* [Function]
Calculate the measure length for *time-sig*.

time-sig must be a sane, canonical time signature.

`calc-pattern-element` *pattern-list factor* [Function]
First and last relevant value of the probably nested number list *pattern-list*, supposed to be a sorted list, are used to determine how to scale. *factor* is the multiplier for the found value. The returned new list drops the first element of *pattern-list*.

`calc-submeasure-structure` *base time-sig time-signature-settings* [Function]
Get the `submeasureStructure` value for *time-sig*.

Look up the value in *time-signature-settings* and scale it to *base* units. If there is no entry, derive a structure from *time-sig*.

time-sig must be a sane, canonical time signature.

`ly:camel-case->lisp-identifier` *name-sym* [Function]
Convert `FooBar_Bla` to `foo-bar-bla` style symbol.

`centered-spanner-interface::calc-x-offset` *grob* [Function]
Compute the shift from this spanner's reference point to a point centered between two non-musical columns, according to the `spacing-pair` property. This also takes `self-alignment-X` into account. The default for `spacing-pair` is `'(break-alignment . break-alignment)`.

`centered-stencil` *stencil* [Function]
Center stencil *stencil* in both the x and y directions.

`ly:chain-assoc-get` *key achain default-value strict-checking* [Function]
Return value for *key* from a list of alists *achain*. If no entry is found, return *default-value* or `#f` if *default-value* is not specified. With *strict-checking* set to `#t`, a programming error is output in such cases.

`chain-assoc-get` _ _ [_ [_]] [Function]
- LilyPond procedure: ly:chain-assoc-get (SCM key, SCM achain, SCM default_value, SCM strict_checking)

Return value for *key* from a list of alists *achain*. If no entry is found, return *default-value* or `#f` if *default-value* is not specified. With *strict-checking* set to `#t`, a programming error is output in such cases.

`change-pitches` *music converter* [Function]
Recurse through *music*, applying *converter* to pitches. *converter* is typically a transposer or an inverter (see file `scm/modal-transforms.scm`), but may be user-defined. The converter function must take a single pitch as its argument and return a new pitch. These are LilyPond Scheme pitches, e.g., `(ly:make-pitch 0 2 0)`.

`check-context-path` *path* [*location*] *#:default default* [Function]
Check a context property path specification *path*, a symbol list (or a single symbol), for validity and possibly complete it. Returns the completed specification, or `#f` when rising an error (using optionally *location*).

The `#:default` *default* option specifies the context name to return when *path* does not include one. The default is `'Bottom`.

`ly:check-expected-warnings` [Function]
Check whether all expected warnings have really been triggered.

`check-grob-path` *path rest ...* [Function]
Check a grob path specification *path*, a symbol list (or a single symbol), for validity and possibly complete it. Returns the completed specification, or `#f` if invalid, optionally using *location* for an error message. If an optional keyword argument `#:start` *start* is given, the parsing starts at the given index in the sequence '`Context.Grob.property.sub-property...`', with the default of '`0`' implying the full path.

If there is no valid first element of *path* fitting at the given path location, an optionally given `#:default` *default* is used as the respective element instead without checking it for validity at this position.

The resulting path after possibly prepending *default* can be constrained in length by optional arguments `#:min` *min* and `#:max` *max*, defaulting to '`1`' and unlimited, respectively.

`check-music-path` *path rest ...* [Function]
Check a music property path specification *path*, a symbol list (or a single symbol), for validity and possibly complete it. Returns the completed specification, or `#f` when rising an error (using optionally *location*).

`chord-name:german-lowercase-name-markup` *pitch lowercase?* [Function]
Return German lowercase note name markup for *pitch*.

Argument *lowercase?* is ignored.

`chord-name:german-markup` *german?* [Function]
Return German note name markup with accidental glyphs for *pitch*.

This function displays pitch B as letter H. If *german?* is not `#f`, display pitch B-flat as letter B. If equal to `#f`, display this pitch as letter B with a flat.

If *lowercase?* is not `#f`, a lowercase note name is returned, otherwise the first character gets capitalized.

This is a callback function for either the `chordRootNamer` or the `chordNoteNamer` context property.

`chord-name:italian-markup` *french?* [Function]
Return Italian note name markup with accidental glyphs for *pitch*.

If *french?* is not `#f`, French note names are returned (for example, 'ré' instead of 're' for pitch D).

If *lowercase?* is not `#f`, a lowercase note name is returned, otherwise the first character gets capitalized.

This is a callback function for either the `chordRootNamer` or the `chordNoteNamer` context property.

`chord-name:markup` *language* [Function]
Return note name markup with accidental glyphs for *pitch*.

Argument *language* sets the language used to display the pitch name (see file `define-note-names.scm` for available values); if this symbol is missing or set to `#f`, the current input language is used.

If *lowercase?* is not `#f`, a lowercase note name is returned, otherwise the first character gets capitalized.

This is a callback function for either the `chordRootNamer` or the `chordNoteNamer` context property.

`chord-name:name-markup` *language* [Function]
Return note name markup for *pitch*.

If *lowercase?* is not `#f`, a lowercase note name is returned, otherwise the first character gets capitalized.

Use function `pitch->name` to get a pitch name without accidentals.

Argument *language* sets the language used to display the pitch name; if this symbol is missing or set to `#f`, the current input language is used.

This is a callback function for either the `chordRootNamer` or the `chordNoteNamer` context property.

`circle-stencil` *stencil thickness padding* [*bbox*] [Function]
Add a circle around *stencil*, producing a new stencil.

If optional argument *bbox* is set to `#t`, use the bounding box of *stencil* as the circle's diameter. Otherwise, use either the width or height of *stencil* (whatever is larger).

`clef-modifier::print` *grob* [Function]
Callback for `ClefModifier` grob.

`clef-transposition-markup` *oct style* [Function]
The transposition sign formatting function. *oct* is supposed to be a string holding the transposition number, *style* determines the way the transposition number is displayed.

`closest-staff-line` *staff-symbol nhd-staff-pos* [Function]
Return the line-position of *staff-symbol* which is closest to *nhd-staff-pos*.

`ly:cm` *num* [Function]
num cm.

`collect-book-music-for-book` *book music* [Function]
Book music handler.

`collect-bookpart-for-book` *book-part* [Function]
Top-level book-part handler.

`collect-music-aux` *score-handler music* [Function]
Pass *music* to *score-handler*, with preprocessing for page layout instructions.

`collect-music-for-book` *music* [Function]
Top-level music handler.

`ly:command-line-code` [Function]
The Scheme code specified on the command line with option `-e`.

`ly:command-line-options` [Function]
The Scheme options specified on the command line with option `-d`.

Return a key-value alist, with keys being symbols and values being strings.

`comparator-from-key` *key cmp* [Function]
Return a comparator function that applies *key* to the two elements and compares the results using *cmp*. Especially useful for sorting.

`ly:connect-dispatchers` *to from* [Function]
Make the dispatcher *to* listen to events from *from*.

`construct-chord-elements` *root duration modifications* [Function]
Build a chord on *root* using modifiers in *modifications*. `NoteEvents` have duration *duration*.

Notes: Natural 11 is left from chord if not explicitly specified.

Entry point for the parser.

`ly:context?` *x* [Function]
Is *x* a smob of class `Context`?

`ly:context-alias?` *context name* [Function]
Is *name* the name or an alias of *context*?

`ly:context-children` *context* [Function]
Return a list with the children contexts of *context*.

`ly:context-current-moment` *context* [Function]
Return the current moment of *context*.

`ly:context-def?` *x* [Function]
Is *x* a smob of class `Context_def`?

`ly:context-def-lookup` *def sym val* [Function]
Return the value of *sym* in context definition *def* (e.g., `\Voice`). If no value is found, return *val* or `'()` if *val* is undefined. *sym* can be any of ‘`default-child`’, ‘`consists`’, ‘`description`’, ‘`aliases`’, ‘`accepts`’, ‘`property-ops`’, ‘`context-name`’, ‘`group-type`’.

`ly:context-def-modify` *def mod* [Function]
Return the result of applying the context-mod *mod* to the context definition *def*. Does not change *def*.

`ly:context-event-source` *context* [Function]
Return `event-source` of *context*.

`ly:context-events-below` *context* [Function]
Return a `stream-distributor` that distributes all events from *context* and all its subcontexts.

`ly:context-find` *context name* [Function]
Find a context with name or alias *name*, first considering *context* and then searching its ancestors. Return `#f` if not found.

`ly:context-grob-definition` *context name* [Function]
Return the definition of *name* (a symbol) within *context* as an alist.

`ly:context-id` *context* [Function]
Return the ID string of *context*, i.e., for `\context Voice = "one" ...` return the string `one`.

`ly:context-matched-pop-property` *context grob cell* [Function]
This undoes a particular `\override`, `\once \override` or `\once \revert` when given the specific alist pair to undo.

`ly:context-mod?` *x* [Function]
Is *x* a smob of class `Context_mod`?

`ly:context-mod-apply!` *context mod* [Function]
Apply the context modification *mod* to *context*.

`ly:context-name` *context* [Function]
Return the name of *context*, i.e., for `\context Voice = "one" ...` return the symbol `Voice`.

`ly:context-output-def` *context* [Function]
Return the output definition of *context*.

`ly:context-parent` *context* [Function]
Return the parent of *context*, `#f` if none.

`ly:context-property` *context name rest* [Function]
Get the value of property *name* visible in *context*. The first *rest* argument may optionally be an alternative value to return when the property value is `'()`. Following that, there may appear keyword options:

`#:default`
The value to return when the property is not set. When this option is absent, the same value is returned as when the property value is `'()`.

`#:search-ancestors?`
`#f` limits the search to *context*. The default is `#t`.

`ly:context-property-pop` *context name* [Function]
Remove the top entry from the stack for property *name* in context *context* and set or unset the property. If the stack is empty, throw `ly:context-property-stack-underflow` and do not change the property.

`ly:context-property-push` *context name* [Function]
Add the current value (or lack thereof) of property *name* in context *context* to a context-specific stack. The state should be restored later with a paired `ly:context-property-pop` for the same context and property.

`ly:context-property-where-defined` *context name def* [Function]
Return the context above *context* where property *name* is defined, or *def* (defaulting to `'()`) if no such context is found.

`ly:context-pushpop-property` *context grob eltprop val* [Function]
Do `\temporary \override` or `\revert` operation in *context*. The grob definition *grob* is extended with *eltprop* (if *val* is specified) or reverted (if unspecified).

`ly:context-schedule-moment` *context moment* [Function]
Add *moment* (which must lie in the future) to the list of moments to process for the global context governing *context*. This makes it possible for translators (engravers, performers) to act at moments not directly created by user input.

`ly:context-set-property!` *context name val* [Function]
Set value of property *name* in *context* to *val*.

`context-spec-music` *m context* [*id* [*mods*]] [Function]
Add `\context` *context* `=` *id* `\with` *mods* to *m*.

`ly:context-unset-property` *context name* [Function]
Unset value of property *name* in *context*.

`copy-repeat-chord` *original-chord repeat-chord duration event-types* [Function]
Copy all events in *event-types* (be sure to include `rhythmic-events`) from *original-chord* over to *repeat-chord* with their articulations filtered as well. Any duration is replaced with the specified *duration*.

`count-list` *lst* [Function]
Given *lst* as `(E1 E2 . . )`, return `((E1 . 1) (E2 . 2) . . . )`.

`create-glyph-flag` *flag-style dir-modifier grob* [Function]
Create a flag stencil by looking up the glyph from the music font.

This is an auxiliary function for `mensural-flag`, `glyph-flag`, and `normal-flag`.

`cross-staff-connect` *stem* [Function]
Set cross-staff property of the stem to this function to connect it to other stems automatically

`cue-substitute` *quote-music* [Function]
Must happen after `quote-substitute`.

`cyclic-base-value` *value cycle* [Function]
Take *value* (for example, an angle) and modulo-maps it between 0 and base *cycle*.

`ly:debug` *str rest* [Function]
A Scheme callable function to issue a debug message *str*. The message is formatted with `format`; *rest* holds the formatting arguments (if any).

`default-flag` *grob* [Function]
Create a flag stencil for the stem.

The flag style is derived from the `style` property of *grob* (which must be of type `Flag`).

By default, LilyPond uses a C++ function (which is slightly faster) to do exactly the same as this function. However, if you want to modify the default flags this function can be used to obtain the default flag stencil, which can then be modified at will.

The available, predefined values for `style` are `""` (empty, for normal flags), `"mensural"`, and `"no-flag"`. Other values are used to construct glyph names for flags; see function `glyph-flag` for details.

Example:

```
\override Flag.stencil = #default-flag
\override Flag.style = #'mensural
```

`ly:default-scale` [Function]
Get the global default scale.

`define-bar-line` *bar-glyph eol-glyph bol-glyph span-glyph* [Function]
Define a bar glyph *bar-glyph* and its substitutes at the end of a line (*eol-glyph*), at the beginning of a line (*bol-glyph*) and as a span bar (*span-glyph*).

After definition, *bar-glyph* is accepted as an argument to the `\bar` command. To distinguish bar lines with the same unbroken glyph, *bar-glyph* may be annotated with text after a hyphen, as in the predefined `\bar ".|:-|"` and `\bar ".|:-||"`.

The substitute glyphs may be either strings or booleans.

The value `#f` or the string `"x"` call for no glyph. Unlike `#f`, `"x"` may be annotated and may be used in *bar-glyph*, as in the predefined `\bar "x-."`. The empty string, `""`, calls for a zero-width stencil; it also may be annotated, as in the predefined `\bar "-span|"`.

The value `#t` calls for the same value as *bar-glyph*. Note that this includes any annotations, which can affect things like which span bar is chosen or whether a volta bracket closes.

See Section "List of bar lines" in *Notation Reference*.

`define-deprecated-property` *category-type-symbol deprecated-symbol deprecated-type? #:new-symbol new-symbol #:new->old new->old #:old->new old->new #:warning warning* [Function]
If warning is #f, a default warning will be generated.

`define-event-class` *class parent* [Function]
Defines a new event `class` derived from `parent`, a previously defined event class.

`define-event-function ...` [Macro]
Like `define-music-function`, but the return value must be a post-event.

`define-fonts` *paper define-font define-pango-pf* [Function]
Return a string of all fonts used in *paper*, invoking the functions *define-font* and *define-pango-pf* for producing the actual font definition.

`define-markup-command ...` [Macro]
Define a markup function. Syntax:

```
(define-markup-command (command layout props arg1 arg2 ...)
                       (type1? type2? ...)
                       [ #:properties ((property1 default1)
                                       (property2 default2)
                                       ...) ]
    [ #:category category ]
    [ #:as-string expression ]
    [ "doc-string" ]
    command-body)
```

This macro defines the markup function *command*`-markup`. When this function is applied as

```
(command-markup layout props arg1 arg2 ...)
```

it executes *command-body*, a sequence of S-expression similar to the body of a `define` form. The body should return a stencil.

type1?, *type2?*, etc., are type predicates for the arguments *arg1*, *arg2*, etc. *doc-string* is an optional description of the command; this can be retrieved using `procedure-documentation` on *command*`-markup`, and is used for built-in markup commands to generate the documentation.

Moreover, this macro defines a helper function `make-`*command*`-markup`, which can be applied as

```
(make-command-markup arg1 arg2 ...)
```

(without `layout` and `props` arguments). This yields a markup. Interpreting it, using `(interpret-markup` *`markup`* `layout props)`, invokes *`command`*`-markup` as above.

The specified properties are available as `let`-bound variables in the command body, using the respective default value as fallback in case the property is not found in `props`, or `#f` if no default was given. `props` itself is left unchanged: if you want defaults specified in that manner passed down into other markup functions, you need to adjust `props` yourself.

If the `as-string` named argument is given, it should be an expression, which is evaluated by `markup->string` when lossily converting markups to strings. The expression can use all variables available in the main body, namely `layout`, `props`, the arguments, and the properties. However, in many cases `layout` will be `#f` because such an output definition is not available (such as for MIDI output). This case must be accounted for. The expression can recursively call `markup->string`, passing it `#:layout layout #:props props`.

The auto-generated documentation makes use of some optional specifications that are otherwise ignored:

- *category* is either a symbol or a symbol list specifying the categories for this markup command in the docs.
- As an element of the 'properties' list, you may directly use *`command`*`-markup` instead of a (*`property default`*) to indicate that this markup command is called by the newly defined command, adding its properties to the documented properties of the new command. There is no protection against circular definitions.

Some object properties are attached to the resulting *`command`*`-markup` function according to the parameters of the definition: `markup-command-signature`, `markup-function-category`, `markup-function-properties`.

`define-markup-list-command ...` [Macro]

Same as `define-markup-command`, but defines a command that, when interpreted, returns a list of stencils instead of a single one.

Markup list commands are recognizable programmatically by having the `markup-list-function?` object property to `#t`.

`define-music-function ...` [Macro]

Define and return a music function. Syntax:

```
(define-music-function (arg1 arg2 ...)
                       (type1? type2? ...)
    function-body)
```

type1?, *type2?*, etc., can take one of the forms `predicate?` for mandatory arguments satisfying the predicate, `(predicate?)` for optional parameters of that type defaulting to `#f`, `(predicate? value)` for optional parameters with a specified default value (evaluated at definition time). An optional parameter can be omitted in a call only when it cannot get confused with a following parameter of different type.

A music function must return a music expression.

`define-scheme-function ...` [Macro]

Like `define-music-function`, but the return type is not restricted to music.

`define-syntax-function ...` [Macro]

Helper macro for `ly:make-music-function`. Syntax:

```
(define-syntax-function result-type?
                        (arg1 arg2 ...)
                        (type1? type2? ...)
```

function-body)

See `define-music-function` for information on type predicates. `result-type?` can specify a default in the same manner as predicates, to be used in case of a type error in arguments or result.

`define-tag-group` *tags* [Function]
Define a tag group consisting of the given *tags*, a list of symbols. Returns `#f` if successful, and an error message if there is a conflicting tag group definition.

`define-void-function` ... [Macro]
Like `define-music-function`, but the return value must be the special '`*unspecified*`' value (i.e., what most Guile functions with "unspecified" value return). Use this when defining functions for executing actions rather than returning values, to keep LilyPond from trying to interpret the return value.

`degrees->radians` *angle-degrees* [Function]
Convert the given angle from degrees to radians.

`ly:deprecation-warning` *str rest* [Function]
Issue the warning *str* about the use of a deprecated feature.

The message is formatted with `format`; *rest* holds the formatting arguments (if any).

Duplicate warnings are suppressed. Duplicates are recognized by the formatted message, not by the format string alone. Including highly variable information in the message (e.g., the arguments passed to a deprecated function) will defeat this check and consume more memory. This function returns `#f` if it did not log the message.

Do not use this function merely as a rate-limited warning. There may be program options affecting the handling of deprecation warnings that are not appropriate for warnings in general.

`descend-to-context` *m context* [*id* [*mods*]] [Function]
Like `context-spec-music`, but only descending.

`determine-split-list` *evl1 evl2 chord-range* [Function]
Event lists *evl1* and *evl2* should be ascending. *chord-range* is a pair of numbers `(min . max)` defining the distance in steps between notes that may be combined into a chord or unison.

`determine-string-fret-finger` *context notes specified-info rest* [Function]
Determine string numbers and frets for playing *notes* as a chord, given specified information *specified-info*. *specified-info* is a list with two list elements, specified strings `defined-strings` and specified fingerings `defined-fingers`. Only a fingering of 0 will affect the fret selection, as it specifies an open string. If `defined-strings` is `'()`, the context property `defaultStrings` is used as a list of defined strings. Looks for predefined fretboards if `predefinedFretboardTable` is not `#f`. If *rest* is present, it contains the `FretBoard` grob, and a fretboard gets created. Otherwise, a list of `(string fret finger)` lists is returned.

If the context-property `supportNonIntegerFret` is set `#t`, micro-tones are supported for `TabStaff`, but not not for `FretBoards`.

`ly:dimension?` *d* [Function]
Is *d* a dimension? Used to distinguish length variables from normal numbers.

`ly:dir?` *s* [Function]
Is *s* a direction? Valid directions are `-1`, `0`, or `1`, where `-1` represents left or down, `1` represents right or up, and `0` represents a neutral direction.

`dir-basename` *file rest ...* [Function]
Strip suffixes in *rest*, but leave directory component for *file*.

`ly:directed` *direction magnitude* [Function]
Calculate an `(x . y)` pair with optional *magnitude* (defaulting to `1.0`) and *direction* specified either as an angle in degrees or a coordinate pair giving the direction. If *magnitude* is a pair, the respective coordinates are scaled independently, useful for ellipse drawings.

`direction-scaled` *val* [Function]
Returns *val*, scaled by `'direction` of *grob*. The return value is used for `extra-spacing-height` to push note columns right in `markLengthOn`.

`ly:disconnect-dispatchers` *to from* [Function]
Stop the dispatcher *to* listening to events from *from*.

`ly:dispatcher?` *x* [Function]
Is *x* a smob of class `Dispatcher`?

`display-lily-music` *expr* [*port*] [Function]
Display the music expression *expr* using LilyPond syntax.

`display-music` *music* [*port*] [Function]
Display *music*, not done with `music-map` for clarity of presentation.

`display-scheme-music` *obj* [*port*] [Function]
Display *obj*, typically a music expression, in a friendly fashion, which often can be read back in order to generate an equivalent expression.

`dodecaphonic-no-repeat-rule` *context pitch barnum* [Function]
An accidental rule that typesets an accidental before every note (just as in the dodecaphonic accidental style) *except* if the note is immediately preceded by a note with the same pitch. This is a common accidental style in contemporary notation.

`ly:duration?` *x* [Function]
Is *x* a smob of class `Duration`?

`ly:duration<?` *p1 p2* [Function]
Is *p1* shorter than *p2*?

`ly:duration->moment` *dur* [Function]
Convert *dur* to a `moment` with no grace part.

`ly:duration->number` *dur* [Function]
Convert *dur* to the equivalent number of whole notes.

`ly:duration->string` *dur* [Function]
Convert *dur* to a string.

`ly:duration-compress` *dur factor* [Function]
Compress *dur* by rational *factor*.

`ly:duration-dot-count` *dur* [Function]
Extract the dot count from *dur*.

`duration-dot-factor` *dotcount* [Function]
Given a count of the dots used to extend a musical duration, return the numeric factor by which they increase the duration.

`ly:duration-factor` *dur* [Function]
Extract the compression factor from *dur*. Return it as a pair.

`duration-line::calc` *grob* [Function]
Return list of values needed to print a stencil for `DurationLine`.

`duration-line::print` *grob* [Function]
Return the stencil of `DurationLine`.

`ly:duration-log` *dur* [Function]
Extract the duration log from *dur*.

`duration-log-factor` *lognum* [Function]
Given a logarithmic duration number, return the length of the duration, as a number of whole notes.

`ly:duration-scale` *dur* [Function]
Extract the compression factor from *dur*. Return it as a rational.

`duration-visual` *dur* [Function]
Given a duration object, return the visual part of the duration (base note length and dot count), in the form of a duration object with non-visual scale factor 1.

`duration-visual-length` *dur* [Function]
Given a duration object, return the length of the visual part of the duration (base note length and dot count), as a number of whole notes.

`dynamic-text-spanner::before-line-breaking` *grob* [Function]
Monitor left bound of `DynamicTextSpanner` for absolute dynamics. If found, ensure `DynamicText` does not collide with spanner text by changing `'attach-dir` and `'padding`. Reads the `'right-padding` property of `DynamicText` to fine-tune space between the two text elements.

`ly:effective-prefix` [Function]
Return the top-level directory of LilyPond's data tree.

For example, if LilyPond Scheme files are stored in directory `/foo/bar/scm` and PS files in `/foo/bar/ps`, the effective prefix is `/foo/bar`.

`elbowed-hairpin` *coords mirrored?* [Function]
Create hairpin based on a list of *coords* in `(cons x y)` form. `x` is the portion of the width consumed for a given line and `y` is the portion of the height. For example, `'((0 . 0) (0.3 . 0.7) (0.8 . 0.9) (1.0 . 1.0))` means that at the point where the hairpin has consumed 30% of its width, it must be at 70% of its height. Once it is to 80% width, it must be at 90% height. It finishes at 100% width and 100% height. If *coords* does not begin with `'(0 . 0)` the final hairpin may have an open tip. For example '(0 . 0.5) will cause an open end of 50% of the usual height.

mirrored? indicates if the hairpin is mirrored over the y axis or if just the upper part is drawn.

Returns a function that accepts a hairpin grob as an argument and draws the stencil based on its coordinates.

```
#(define simple-hairpin
  (elbowed-hairpin '((0 . 0)(1.0 . 1.0)) #t))

\relative c' {
```

```
  \override Hairpin #'stencil = #simple-hairpin
  a\p\< a a a\f
}
```

`ellipse-stencil` *stencil thickness x-padding y-padding* [Function]
Add an ellipse around *stencil*, padded by the padding pair, producing a new stencil.

`end-broken-spanner?` *spanner* [Function]
Is *spanner* broken *and* the last of its broken siblings? See also `unbroken-or-last-broken-spanner?`.

`ly:engraver-announce-end-grob` *engraver grob cause* [Function]
Announce the end of a grob (i.e., the end of a spanner) originating from given *engraver* instance, with *grob* being a grob. *cause* should either be another grob or a music event.

`ly:engraver-make-grob` *engraver grob-name cause* [Function]
Create a grob originating from given *engraver* instance, with given *grob-name*, a symbol. *cause* should either be another grob or a music event.

`ly:engraver-make-item` *engraver grob-name cause* [Function]
Same as `ly:engraver-make-grob`, but always create a grob with the `Item` class. This is useful when the same grob definition is used to create grobs of differing classes.

`ly:engraver-make-spanner` *engraver grob-name cause* [Function]
Same as `ly:engraver-make-grob`, but always create a grob with the `Spanner` class. This is useful when the same grob definition is used to create grobs of differing classes.

`ly:engraver-make-sticky` *engraver grob-name host cause* [Function]
Utility function to create a grob sticking to another grob. This acts like either `ly:engraver-make-item` or `ly:engraver-make-spanner`, depending on the class of the host. Additionally, the host is made the parent of the newly created sticky grob on the y axis and, for items, on the x axis. Sticky spanners take their bounds from their host and their end is announced with the end of the host.

Sticky grobs must have the `sticky-grob-interface` interface, see Section "sticky-grob-interface" in *Internals Reference*.

`ensure-list` *item-or-list-of-items* [Function]
Ensure the argument is a list. If it is not put it in one.

`ly:error` *str rest* [Function]
A Scheme callable function to issue the error *str*. The error is formatted with `format`; *rest* holds the formatting arguments (if any).

`eval-carefully` *symbol module default . . .* [Function]
Check whether all symbols in expression *symbol* are reachable in module *module*. In that case evaluate, otherwise print a warning and set an optional *default*.

`ly:event?` *obj* [Function]
Is *obj* a proper (non-rhythmic) `Event` object?

`event-chord-notes` *event-chord* [Function]
Return a list of all notes from *event-chord*.

`event-chord-pitches` *event-chord* [Function]
Return a list of all pitches from *event-chord*.

`event-chord-reduce` *music* [Function]
Reduce event chords in *music* to their first note event, retaining only the chord articulations. Returns the modified music.

`event-chord-wrap!` *music* [Function]
Wrap isolated rhythmic events and non-postevent events in *music* inside of an `EventChord`. Chord repeats 'q' are expanded using the default settings of the parser.

`ly:event-deep-copy` *m* [Function]
Copy *m* and all sub-expressions of *m*.

`event-has-articulation?` *event-type stream-event* [Function]
Is *event-type* in the `articulations` list of the music causing *stream-event*?

`ly:event-length` *event moment* [Function]
Return the length of a stream event. If `moment` is not given, this is just the event's `length` property. If `moment` is given and is an in-grace moment (i.e. having non-zero, usually negative, grace part), then the length of the stream event is returned as a grace-only moment. In any case, thus, the effective length of the stream event when happening at `moment` is returned.

`ly:event-property` *sev sym val* [Function]
Get the property *sym* of stream event *sev*. If *sym* is undefined, return *val* or `'()` if *val* is not specified.

`ly:event-set-property!` *ev sym val* [Function]
Set property *sym* in event *ev* to *val*.

`expand-repeat-chords!` *event-types music* [Function]
Walk through *music* and fill repeated chords (notable by having a duration in `duration`) with the notes from their respective predecessor chord.

`expand-repeat-notes!` *music* [Function]
Walk through *music* and give pitchless notes (not having a pitch in `pitch` or a drum type in `drum-type`) the pitch(es) from the predecessor note/chord if available.

`ly:expect-warning` *str rest* [Function]
Register *str* as an expected warning that should be suppressed.

If this Scheme-callable function does not encounter the given warning, a warning about the missing warning is shown. If the same warning occurs multiple times, this function must be called multiple times, too.

str should usually be tagged as being translated with `(G_ ...)`, and *rest* holds the expected parameter values.

Example:

```
(ly:expect-warning (G_ "Bar number is ~a; expected ~a") 3 15)
```

It is also possible to use a truncated version of the expected warning as the value for *str* (i.e., the beginning of the two strings must match). However, it is recommended to compare *str* with the full message to avoid potential hits with other, almost identical warnings.

`extract-beam-exceptions` *music* [Function]
Create a value useful for setting `beamExceptions` from *music*.

`extract-music` *music pred?* [Function]
Return a flat list of all music matching *pred?* inside of *music*, not recursing into matches themselves.

`extract-named-music` *music music-name* [Function]
Return a flat list of all music named *music-name* (either a single event symbol or a list of alternatives) inside of *music*, not recursing into matches themselves.

`ly:extract-subfont-from-collection` *collection-file-name idx subfont-file-name* [Function]
Extract the subfont of index *idx* in TrueType collection (TTC) or OpenType/CFF collection (OTC) file *collection-file-name* and write it to file *subfont-file-name*.

`extract-typed-music` *music type* [Function]
Return a flat list of all music with *type* (either a single type symbol or a list of alternatives) inside of *music*, not recursing into matches themselves.

`figured-bass-continuation::print` *grob* [Function]
Callback for `BassFigureContinuation` grobs.

`fill-integer-interval` *iv* [Function]
Return a new list based upon *iv*, supposed to be an ordered interval of numbers. This new list contains the interval bounds and every integer between them.

`ly:find-file` *name strict* [Function]
Return the absolute file name of *name*. By default, if the file is not found, return `#f`. If the optional parameter *strict* is passed as `#t`, raise an error in this case instead.

`find-leading-partial` *music #:recurse-simultaneous? recurse-simultaneous?* [Function]
Find and return the `PartialSet` music object at the start of *music*, or `#f` if none is found.

Recurses into `SequentialMusic` elements (stopping at the first element with non-zero duration), music wrapper types (`ContextSpeccedMusic`, `RelativeOctaveMusic`, `TransposedMusic`, and similar), and, unless *recurse-simultaneous?* is set to `#f`, `SimultaneousMusic` elements. This detects a `\partial` command preceded by `\clef`, `\key`, or `\time`, but not one after actual notes.

`find-named-props` *prop-name grob-descriptions* [Function]
Used by `\magnifyMusic` and `\magnifyStaff`. If *grob-descriptions* is equal to the `all-grob-descriptions` alist (defined in `scm/define-grobs.scm`), this finds all grobs that can have a value for the *prop-name* property, and return them as a list in the following format:

```
'((grob prop-name)
  (grob prop-name)
  ...)
```

`find-pitch-entry` *keysig pitch accept-global accept-local* [Function]
Return the first entry in *keysig* that matches *pitch* by note name and octave. Alteration is not considered. *accept-global* states whether key signature entries should be included. *accept-local* states whether local accidentals should be included. If no matching entry is found, `#f` is returned.

`finger-glide::print` *grob* [Function]
The stencil printing procedure for grob `FingerGlideSpanner`. Depending on the grob property `style` several forms of appearance are printed. Possible settings for grob property `style` are `zigzag`, `trill`, `dashed-line`, `dotted-line`, `stub-left`, `stub-right`, `stub-both`, `bow`, `none` and `line`, which is the default.

`first-assoc` *keys lst* [Function]
Return first successful assoc of key from *keys* in *lst*.

`first-broken-spanner?` *spanner* [Function]
Is *spanner* broken *and* the first of its broken siblings? See also `unbroken-or-first-broken-spanner?`.

`first-member` *members lst* [Function]
Return first successful member (of member) from *members* in *lst*.

`flat-flag` *grob* [Function]
A callback function for `Flag.stencil` to get a flat flag.

The up-stem and down-stem angles of the flags are both 0 degrees. If the caller sets the `stroke-style` property of *grob* to the string `"grace"`, add a slash through the flag.

This function returns a stencil.

`flat-zip-longest` *lsts ...* [Function]
Return a list made of the first element from the first list, then the first element from the second list, ..., the second element from the first list, ..., until all lists are exhausted. For example:

```
(flat-zip-longest '(a b c d) '(e f) '(g h i)) ⇒ '(a e g b f h c i d)
```

`flatten-list` *x* [Function]
Unnest list.

`flip-stencil` *axis stil* [Function]
Flip stencil *stil* in the direction of *axis*. Value `X` (or `0`) for *axis* flips it horizontally. Value `Y` (or `1`) flips it vertically. *stil* is flipped in place; its position, the coordinates of its bounding box, remains the same.

`fold-some-music` *pred? proc init music* [Function]
This works recursively on music like `fold` does on a list, calling '(*pred?* `music`)' on every music element. If `#f` is returned for an element, it is processed recursively with the same initial value of '`previous`', otherwise '(*proc* `music previous`)' replaces '`previous`' and no recursion happens. The top *music* is processed using *init* for '`previous`'.

`fold-values` *proc lst inits ...* [Function]
A variant of `fold` that works on one list only, but allows *proc* to return multiple values, and can itself return multiple values. The calls to *proc* are (*proc list-elem previous1 previous2* ...). Note that the *inits* arguments are given after *lst* in the signature, unlike `fold`.

`ly:font-config-add-directory` *dir* [Function]
Add directory *dir* to FontConfig.

`ly:font-config-add-font` *font* [Function]
Add font *font* to FontConfig.

`ly:font-config-display-fonts` *port* [Function]
List all fonts visible to FontConfig, together with directory information.

Optional argument *port* selects the output port; the default is `(current-error-port)`.

`ly:font-config-get-font-file` *name* [Function]
Get the file for font *name*, as found by FontConfig.

`ly:font-design-size` *font* [Function]
Given the font metric *font*, return the design size, relative to the current `output-scale`.

`ly:font-file-name` *font* [Function]
Given the font metric *font*, return the corresponding file name.

`ly:font-get-glyph` *font name* [Function]
Return a stencil from *font* for the glyph named *name*. If the glyph is not available, return an empty stencil.

Note that this command can only be used to access glyphs from fonts loaded with `ly:system-font-load`; currently, this means either the Emmentaler or Emmentaler-Brace fonts, corresponding to the font encodings `fetaMusic` and `fetaBraces`, respectively.

`ly:font-glyph-name-to-index` *font name* [Function]
Return the index for *name* in *font*.

Note that this command can only be used to access glyphs from fonts loaded with `ly:system-font-load`; currently, this means either the Emmentaler or Emmentaler-Brace fonts, corresponding to the font encodings `fetaMusic` and `fetaBraces`, respectively.

`ly:font-index-to-charcode` *font index* [Function]
Return the character code for *index* in *font*.

Note that this command can only be used to access glyphs from fonts loaded with `ly:system-font-load`; currently, this means either the Emmentaler or Emmentaler-Brace fonts, corresponding to the font encodings `fetaMusic` and `fetaBraces`, respectively.

`ly:font-magnification` *font* [Function]
Given the font metric *font*, return the magnification, relative to the current `output-scale`.

`ly:font-metric?` *x* [Function]
Is *x* a smob of class `Font_metric`?

`ly:font-name` *font* [Function]
Given the font metric *font*, return the corresponding name.

`font-name-split` *font-name* [Function]
Return (*`font-name` . `design-size`*) from *font-name* string or `#f`.

`for-some-music` *stop? music* [Function]
Walk through *music*, process all elements calling *stop?* and only recurse if this returns `#f`.

`ly:format` *str rest* [Function]
LilyPond specific format function, supporting `~a` and `~[0-9]f`. Basic support for `~s` is also provided.

`ly:format-output` *context* [Function]
Given a global context in its final state, process it and return the `Music_output` object in its final state.

`format-segno-mark-considering-bar-lines` *segno-number context* [Function]
When bar lines incorporate segni, print no mark for the first segno because that would be redundant. Print the usual marks for later segni to avoid ambiguity.

`fret->pitch` *fret* [Function]
Calculate a pitch given *fret* for the harmonic.

`fret-parse-terse-definition-string` *props definition-string* [Function]
Parse a fret diagram string that uses terse syntax; return a pair containing *props*, modified to include the string-count determined by *definition-string*, and a fret indication list with the appropriate values.

`function-chain` *arg function-list* [Function]
Apply a list of functions in *function-list* to *arg*. Each element of *function-list* is structured `(cons function '(arg2 arg3 ...))`. If function takes arguments besides *arg*, they are provided in *function-list*. Example:

```
(function-chain 1 `((,+ 1) (,- 2) (,+ 3) (,/)))
   ⇒ 1/3
```

`generate-crop-stencil` *paper-book* [Function]
Returns a stencil for the cropped output of the given Paper_book

`generate-preview-stencil` *paper-book* [Function]
Returns a stencil for a preview of given Paper_book

`ly:generic-bound-extent` *grob common* [Function]
Determine the extent of *grob* relative to *common* along the x axis, finding its extent as a bound when it a has `bound-alignment-interfaces` property list set and otherwise the full extent.

`ly:get-all-function-documentation` [Function]
Get a hash table with all LilyPond Scheme extension functions.

`ly:get-all-translators` [Function]
Return a list of all translator objects that may be instantiated.

`get-bound-note-heads` *spanner* [Function]
Take a spanner grob and return a pair containing all note heads of the initial starting and the final `NoteColumn`.

`ly:get-cff-offset` *font-file-name idx* [Function]
Get the offset of the 'CFF' table for *font-file-name*, returning it as an integer. The optional *idx* argument is useful for OpenType/CFF collections (OTC) only; it specifies the font index within the OTC. The default value of *idx* is 0.

`get-chord-shape` *shape-code tuning base-chord-shapes* [Function]
Return the chord shape associated with *shape-code* and *tuning* in the hash-table *base-chord-shapes*.

`ly:get-context-mods` *contextmod* [Function]
Returns the list of context modifications stored in *contextmod*.

`ly:get-font-format` *font-file-name idx* [Function]
Get the font format for *font-file-name*, returning it as a symbol. The optional *idx* argument is useful for TrueType Collections (TTC) and OpenType/CFF collections (OTC) only; it specifies the font index within the TTC/OTC. The default value of *idx* is 0.

`ly:get-option` *var* [Function]
Get a global option setting.

`get-postscript-bbox` *string* [Function]
Extract the bounding box from *string*, or return `#f` if not present.

`ly:get-spacing-spec` *from-scm to-scm* [Function]
Return the spacing spec going between the two given grobs, *from-scm* and *to-scm*.

`get-tweakable-music` *mus* [Function]
When tweaking music, return a list of music expressions where the tweaks should be applied. Relevant for music wrappers and event chords.

`glyph-flag` *flag-style* [Function]
A callback for function `default-flag` to get a flag glyph.

This function actually constructs a function returning a stencil, expecting a single argument, *grob*.

It looks up glyph `flags.`*StyleDirLog* in the music font and uses it for the flag stencil. *Style* is the flag style based on *flag-style* (which can be empty), *Dir* is the flag direction (either '`u`' or '`d`'), and *Log* the duration log (an integer in the range 3 to 10) from which the number of flags attached to the stem is derived. Both *Dir* and *Log* are taken from *grob*. Example: `flags.u3`.

If `grob` has the `stroke-style` property set, add a second glyph with the same glyph name components but use its value instead for *log*. Example: `flags.ugrace`.

Not to be used with mensural flags, which have a slightly different naming scheme (see function `mensural-flag`).

`ly:grob?` *x* [Function]
Is *x* a smob of class `Grob`?

`grob::all-objects` *grob* [Function]
Return a list of the names and contents of all properties having type `ly:grob?` or `ly:grob-array?` for all interfaces supported by grob *grob*.

`grob::compose-function` *func data* [Function]
Create a callback entity *func* to be stored in a grob property, based on the grob property data *data* (which can be plain data, a callback itself, or an unpure-pure container).

Function or unpure-pure container *func* accepts a grob and a value and returns another value. Depending on the type of *data*, *func* is used for building a grob callback or an unpure-pure container.

`grob::directional-value` *value-when-negative value-when-positive* [Function]
#:controlling-property controlling-property #:default default
grob callback generator for returning a value depending on the sign of the numeric property identified by the `#:controlling-property` argument.

Values for negative and positive cases are required. The `#:default` argument specifies the return value when the controlling property is zero.

The three possible return values of the callback are stored as a list in the callback's `callback-range` object property from where they can be retrieved for documentation purposes.

`grob::display-objects` *grob* [Function]
Display all objects stored in properties of grob *grob*.

`grob::inherit-parent-property` *axis property default . . .* [Function]
grob callback generator for inheriting a *property* from an *axis* parent, defaulting to *default* if there is no parent or the parent has no setting.

`grob::name` *grob* [Function]
Return the name of the grob *grob* as a symbol.

`grob::offset-function` *func data rest ...* [Function]
Create a callback entity *func* to be stored in a grob property, based on the grob property data *data* (which can be plain data, a callback itself, or an unpure-pure container).

Function *func* accepts a grob and returns a value that is added to the value resulting from *data*. Optional argument *plus* defaults to '+' but may be changed to allow for using a different underlying accumulation.

If *data* is `#f` or `'()`, it is not included in the sum.

`grob::relay-directional-property` *negative-property* [Function]
positive-property #:controlling-property controlling-property #:default default #:default-property default-property
grob callback generator for returning the value of another property depending on the sign of the numeric property identified by the `#:controlling-property` argument.

The `#:default` argument specifies the value to return when any lookup fails.

Property names for negative and positive cases are required. The optional `#:default-property` argument identifies a property to relay when the controlling value is zero; if none is provided, the default value is returned.

`grob::relay-other-property` *property* [Function]
grob callback generator for returning the value of another property, which is identified by the symbol *property*.

`grob::rhythmic-location` *grob* [Function]
Return a pair consisting of the measure number and moment within the measure of grob *grob*.

`grob::unpure-Y-extent-from-stencil` *pure-function* [Function]
The unpure height will come from a stencil whereas the pure height will come from `pure-function`.

`grob::when` *grob* [Function]
Return the global timestep (a `Moment`) of grob *grob*.

`ly:grob-alist-chain` *grob global* [Function]
Get an alist chain for grob *grob*, with *global* as the global default. If unspecified, there is no global default.

`ly:grob-array?` *x* [Function]
Is *x* a smob of class `Grob_array`?

`ly:grob-array->list` *grob-arr* [Function]
Return the elements of *grob-arr* as a Scheme list.

`ly:grob-array-filter` *predicate grob-arr* [Function]
Like `filter`, return a new grob array containing the elements of *grob-arr* that satisfy *predicate*. Order is preserved.

`ly:grob-array-length` *grob-arr* [Function]
Return the length of *grob-arr*.

`ly:grob-array-ref` *grob-arr index* [Function]
Retrieve the *index*th element of *grob-arr*.

`ly:grob-basic-properties` *grob* [Function]
Get the immutable properties of *grob*.

`ly:grob-chain-callback` *grob proc sym* [Function]
Find the callback that is stored as property *sym* of grob *grob* and chain *proc* to the head of this, meaning that it is called using *grob* and the previous callback's result.

`ly:grob-common-refpoint` *grob other axis* [Function]
Find the common refpoint of *grob* and *other* for *axis*.

`ly:grob-common-refpoint-of-array` *grob others axis* [Function]
Find the common refpoint of *grob* and *others* (a grob-array) for *axis*.

`ly:grob-default-font` *grob* [Function]
Return the default font for grob *grob*.

`ly:grob-extent` *grob refp axis* [Function]
Get the extent in *axis* direction of *grob* relative to the grob *refp*.

`ly:grob-get-vertical-axis-group-index` *grob* [Function]
Get the index of the vertical axis group the grob *grob* belongs to; return `-1` if none is found.

`ly:grob-interfaces` *grob* [Function]
Return the interfaces list of grob *grob*.

`ly:grob-layout` *grob* [Function]
Get `\layout` definition from grob *grob*.

`ly:grob-list->grob-array` *grob-list* [Function]
Convert a Scheme list of grobs to a grob array.

`ly:grob-object` *grob sym val* [Function]
Return the value of a pointer in grob *grob* of property *sym*. When *sym* is undefined in *grob*, it returns *val* if specified or `'()` (end-of-list) otherwise. The kind of properties this taps into differs from regular properties. It is used to store links between grobs, either grobs or grob arrays. For instance, a note head has a `stem` property, the stem grob it belongs to. Just after line breaking, all those grobs are scanned and replaced by their relevant broken versions when applicable.

`ly:grob-original` *grob* [Function]
Return the unbroken original grob of *grob*, *grob* may be an item or spanner.

`ly:grob-parent` *grob axis def* [Function]
Get the parent of *grob*. *axis* is `0` for the x axis, `1` for the y axis. If *grob* has no parent on this axis (yet), return *def*, or `'()` if *def* is not specified.

`ly:grob-pq<?` *a b* [Function]
Compare two grob priority queue entries. This is an internal function.

`ly:grob-properties?` *x* [Function]
Is *x* a smob of class `Grob_properties`?

`ly:grob-property` *grob sym val* [Function]
Return the value for property *sym* of *grob*. If no value is found, return *val* or `'()` if *val* is not specified.

`ly:grob-property-data` *grob sym* [Function]
Return the value for property *sym* of *grob*, but do not process callbacks.

`ly:grob-pure-height` *grob refp beg end val* [Function]
Return the pure height of *grob* given refpoint *refp*. If no value is found, return *val* or `'()` if *val* is not specified.

`ly:grob-pure-property` *grob sym beg end val* [Function]
Return the pure value for property *sym* of *grob*. If no value is found, return *val* or `'()` if *val* is not specified.

`ly:grob-pure-relative-coordinate` *grob refp start end* [Function]
Return the pure vertical coordinate of *grob* relative to *refp* between *start* and *end*.

`ly:grob-relative-coordinate` *grob refp axis* [Function]
Get the coordinate in *axis* direction of *grob* relative to the grob *refp*.

`ly:grob-robust-relative-extent` *grob refp axis* [Function]
Get the extent in *axis* direction of *grob* relative to the grob *refp*, or `(0,0)` if empty.

`ly:grob-script-priority-less` *a b* [Function]
Compare two grobs by script priority. For internal use.

`ly:grob-set-nested-property!` *grob symlist val* [Function]
Set nested property *symlist* in grob *grob* to value *val*.

`ly:grob-set-object!` *grob sym val* [Function]
Set *sym* in grob *grob* to value *val*.

`ly:grob-set-parent!` *grob axis parent-grob* [Function]
Set *parent-grob* as the parent of grob *grob* in axis *axis*.

`ly:grob-set-property!` *grob sym val* [Function]
Set *sym* in grob *grob* to value *val*.

`ly:grob-spanned-column-rank-interval` *grob* [Function]
Return a pair with the `rank` of the furthest left column and the `rank` of the furthest right column spanned by `grob`.

`ly:grob-staff-position` *sg* [Function]
Return the y position of *sg* relative to the staff.

`ly:grob-suicide!` *grob* [Function]
Kill *grob*.

`ly:grob-system` *grob* [Function]
Return the system grob of *grob*.

`grob-transformer` *property func* [Function]
Create an override value good for applying *func* to either pure or unpure values. *func* is called with the respective grob as first argument and the default value (after resolving all callbacks) as the second.

`ly:grob-translate-axis!` *grob d a* [Function]
Translate *grob* on axis *a* over distance *d*.

`ly:grob-vertical<?` *a b* [Function]
Does *a* lie above *b* on the page?

`group-into-ranges` *lst* [Function]
Turn a (possibly unsorted) list of integers into a sorted list of ranges, represented as pairs. For example:

```
(group-into-ranges '(1 4 3 6 7 2)) ⇒ ((1 . 4) (6 . 7))
```

`ly:gulp-file` *filename* [*size*] [Function]
Same as `ly:gulp-file-utf8`, but decode the file as Latin 1. Warning: this is rarely what you want; consider using `ly:gulp-file-utf8` instead.

`ly:gulp-file-utf8` *filename* [*size*] [Function]
Find a file on the search path (with `ly:find-file`), and return its contents decoded as UTF-8. Raise an error if the file is not found.

If the optional argument *size* is given, read at most *size* characters (*not* bytes) from the file.

`ly:has-glyph-names?` *font-file-name idx* [Function]
Does the font for *font-file-name* have glyph names? The optional *idx* argument is useful for TrueType Collections (TTC) and OpenType/CFF collections (OTC) only; it specifies the font index within the TTC/OTC. The default value of *idx* is 0.

`ly:hash-table-keys` *tab* [Function]
Return a list of keys in *tab*.

`headers-property-alist-chain` *headers* [Function]
Take a list of `\header` blocks (Guile modules). Return an alist chain containing all of their bindings where the names have been prefixed with `header:`. This alist chain is suitable for interpreting a markup in the context of these headers.

`hook-stencil` *x y staff-space thick blot grob* [Function]
Return a hook stencil where *x* determines the horizontal position and *y* determines the basic vertical position. The final stencil is adjusted vertically using *staff-space*, which is `StaffSymbol`'s staff space, and uses *blot*, which is the current `'blot-diameter`. The stencil's thickness is usually taken from *grob* `'details`, *thick* serves as a fallback value.

`horizontal-script::calc-staff-position` *val* [Function]
Set `staff-position` for horizontal script definitions in the alist for context property `scriptDefinitions`. This opens the possibility to set `Y-offset` or `staff-position` by `override` or `tweak`. Directly setting `Y-offset` in script definitions blocks this. *val* should usually be zero, but can be any other number in order to insert some offset from zero in y-axis direction.

`horizontal-script::extra-spacing-height` *grob* [Function]
Set `extra-spacing-height` property for horizontal script *grob* to `item::extra-spacing-height-including-staff` to avoid overlapping with surrounding note columns.

`ignatzek-chord-names` *in-pitches bass inversion context* [Function]
Default callback function for the `chordNameFunction` property.

in-pitches is a list of (sorted) pitches that specifies the chord; the first one is taken as the root. *bass* gives the chord's bass note; however, if *inversion* is a pitch, this note is taken as the bass (and the *bass* argument is ignored).

This function listens to the various properties of *context*; see Section "Customizing chord names" in *Notation Reference* for documentation.

This is the entry point for `Chord_name_engraver` (page 480).

`ly:in-event-class?` *ev cl* [Function]
Does event *ev* belong to event class *cl*?

`ly:inch` *num* [Function]
num inches.

`index-map` *f lsts . . .* [Function]
Applies *f* to corresponding elements of *lists*, just as `map`, providing an additional counter starting at zero. *f* needs to have the counter in its arguments. For example:

```
(index-map (lambda (i elt)
             (format #f "~s is the element at index ~a" elt i))
           '(a b c d e))
```

`ly:input-both-locations` *sip* [Function]
Return input location in *sip* as

```
(file-name first-line first-column last-line last-column)
```

`ly:input-file-line-char-column` *sip* [Function]
Return input location in *sip* as `(file-name line char column)`.

`ly:input-location?` *x* [Function]
Is *x* a smob of class `Input`?

`ly:input-message` *sip msg rest* [Function]
Print *msg* as a GNU compliant error message, pointing to the location in *sip*. *msg* is interpreted similar to `format`'s argument, using *rest*.

`ly:input-warning` *sip msg rest* [Function]
Print *msg* as a GNU compliant warning message, pointing to the location in *sip*. *msg* is interpreted similar to `format`'s argument, using *rest*.

`int->bit-list` *n* [*pad-length*] [Function]
Return the representation of *n* in binary, as a list of booleans.

If the optional argument *pad-length* is given, the list is padded with leading zeros to make it at least this long.

`interpret-markup` _ _ _ [Function]
- LilyPond procedure: ly:text-interface::interpret-markup

Convert a text markup into a stencil. *layout* is a `\\layout` block. *props* is an alist chain, i.e., a list of alists. *markup* is the markup text to be processed. See also `grob-interpret-markup`.

`ly:interpret-music-expression` *mus ctx* [Function]
Interpret the music expression *mus* in the global context *ctx*. The context is returned in its final state.

`interval-center` *x* [Function]
Center the number pair *x*, if an interval.

`interval-index` *interval dir* [Function]
Interpolate *interval* between between left (*dir*=`-1`) and right (*dir*=`+1`).

`interval-length` *x* [Function]
Length of the number pair *x*, if an interval.

`ly:intlog2` *d* [Function]
The 2-logarithm of $1/d$.

`invalidate-alterations` *context* [Function]
Invalidate alterations in *context*.

Elements of `'localAlterations` corresponding to local alterations of the key signature have the form `'((octave . notename) . (alter barnum . end-mom))`. Replace them with a version where `alter` is set to `'clef` to force a repetition of accidentals.

Entries that conform with the current key signature are not invalidated.

`ly:item?` *g* [Function]
Is *g* an `Item` object?

`item::enforce-musical-break-visibility` *item* [Function]
This is intended to be called after line breaking for certain items aligned to musical columns. It kills the item if it should not be visible.

`item::extra-spacing-height-including-staff` *grob* [Function]
Return a value for `extra-spacing-height` that augments the extent of the grob to the extent of the staff.

`ly:item-break-dir` *it* [Function]
The break status direction of item *it*. `-1` means end of line, `0` unbroken, and `1` beginning of line.

`ly:item-get-column` *it* [Function]
Return the `PaperColumn` or `NonMusicalPaperColumn` associated with this `Item`.

`ly:iterator?` *x* [Function]
Is *x* a smob of class `Music_iterator`?

`layout-line-thickness` *grob* [Function]
Get the line thickness of the *grob*'s corresponding layout.

`layout-set-absolute-staff-size` *sz* [Function]
Set the absolute staff size inside of a `\layout{}` block. *sz* is in points.

`layout-set-staff-size` *sz* [Function]
Set the staff size inside of a `\layout{}` block. *sz* is in points.

`ledger-lines::positions-from-ledgered-grob` *ledgered-grob staff-pos* [Function]
Reading properties from `StaffSymbol`, calculate positions of ledger lines for grobs with `'staff-position` *staff-pos*. `'ledger-extra` may be taken from *ledgered-grob*.

`left-align-at-split-notes` *grob* [Function]
Left-align `LyricText` if the parent `NoteHead` is split by `Completion_heads_engraver`

`ly:length` *x y* [Function]
Calculate magnitude of given vector. With one argument, *x* is a number pair indicating the vector. With two arguments, *x* and *y* specify the respective coordinates.

`ly:lily-lexer?` *x* [Function]
Is *x* a smob of class `Lily_lexer`?

`ly:lily-parser?` *x* [Function]
Is *x* a smob of class `Lily_parser`?

`lilypond-main` *files* [Function]
Entry point for LilyPond.

`lilypond-version-outdated?` *file-version lily-version* [Function]
Is *file-version* outdated compared to *lily-version*? This is defined as a version that is from a lower release series (corresponding to the first two numbers of the version) or a version from the same *unstable* release series (odd minor version number) with a lower patch level (third number). A stable version from the same series does not count as outdated because compatibility is preserved.

`ly:line-interface::line` *grob startx starty endx endy* [Function]
Make a line using layout information from grob *grob*.

`list-insert-separator` *lst between* [Function]
Create new list, inserting *between* between elements of *lst*.

`list-join` *lst intermediate* [Function]
Put *intermediate* between all elements of *lst*.

`list-map` *function ls* [Function]
Apply *function* to the probably nested list *ls* and all of it sublists. First it recurses over the children, then the function is applied to *ls*.

`list-pad-left` *lst len filler fillers ...* [Function]
Same as `list-pad-right`, but add padding on the left.

`list-pad-right` *lst len filler fillers ...* [Function]
Pad *lst* on the right by appending elements until its length is at least *len*. The elements are taken from the variadic arguments. For example:

```
(list-pad-right '(a b c) 10 'd 'e)
⇒ (a b c d e d e d e d)
```

`ly:listened-event-class?` *disp cl* [Function]
Does *disp* listen to any event type in the list *cl*?

`ly:listened-event-types` *disp* [Function]
Return a list of all event types that *disp* listens to.

`ly:listener?` *x* [Function]
Is *x* a smob of class `Listener`?

`lookup-markup-command` *code* [Function]
Return (*`function` . `signature`*) for a markup command *code*, or return `#f`.

`lyric-hyphen::vaticana-style` *grob* [Function]
Draw a `LyricHyphen` grob as needed for Gregorian chant in Editio Vaticana style, that is, apply it once, flush-left. If the `text` property of `LyricHyphen` is set, print this markup. If the property is not set, use a hyphen character.

`lyric-text::print` *grob* [Function]
Allow interpretation of tilde characters as lyric ties.

`make-accidental-dodecaphonic-rule` *octaveness laziness* [Function]
Variation on function make-accidental-rule that creates an dodecaphonic accidental rule.

`make-accidental-rule` *octaveness laziness* [Function]
Create an accidental rule that makes its decision based on the octave of the note and a laziness value.

octaveness is either `'same-octave` or `'any-octave` and defines whether the rule should respond to accidental changes in other octaves than the current. `'same-octave` is the normal way to typeset accidentals – an accidental is made if the alteration is different from the last active pitch in the same octave. `'any-octave` looks at the last active pitch in any octave.

laziness states over how many bars an accidental should be remembered. `0` is the default – accidental lasts over 0 bar lines, that is, to the end of current measure. A positive integer means that the accidental lasts over that many bar lines. `-1` is 'forget immediately', that is, only look at key signature. `#t` is 'forever'.

`ly:make-book` *paper header scores* [Function]
Make a `\book` of *paper* and *header* (which may be `#f` as well) containing `\scores`.

`ly:make-book-part` *scores* [Function]
Make a `\bookpart` containing `\scores`.

`make-bow-stencil` *start stop thickness angularity bow-height orientation* [Function]
Create a bow stencil. It starts at point *start*, ends at point *stop*. *thickness* is the thickness of the bow. The higher the value of number *angularity*, the more angular the shape of the bow. *bow-height* determines the height of the bow. *orientation* determines whether the bow is concave or convex. Both variables are supplied to support independent usage.

Done by calculating a horizontal unit bow first, then moving all control points to the correct positions. Limitation: s-curves are currently not supported.

`make-c-time-signature-markup` *spec* [Function]
Make markup for the 'C' time signature style.

`make-circle-stencil` *radius thickness fill* [Function]
Make a circle of radius *radius* and thickness *thickness*.

`make-clef-set` *clef-name* [Function]
Generate the clef setting commands for a clef named *clef-name*.

`make-connected-line` *points grob* [Function]
Take a list of points, *points*. Return a line connecting *points*, using `ly:line-interface::line` and getting layout information from *grob*.

`make-connected-path-stencil` *pointlist thickness x-scale y-scale connect fill* [Function]
Make a connected path described by the list *pointlist*, beginning at point (0, 0), with thickness *thickness*, and scaled by *x-scale* in the x direction and *y-scale* in the y direction. *connect* and *fill* are boolean arguments that specify whether the path should be connected or filled, respectively.

`ly:make-context-mod` *mod-list* [Function]
Create a context modification, optionally initialized via the list of modifications *mod-list*.

`make-cue-clef-set` *clef-name* [Function]
Generate the clef setting commands for a cue clef with name *clef-name*.

`make-cue-clef-unset` [Function]
Reset the clef settings for a cue clef.

`ly:make-dispatcher` [Function]
Return a newly created dispatcher.

`ly:make-duration` *length dotcount num den* [Function]
Make a duration. *length* is the negative logarithm (base 2) of the duration: 1 is a half note, 2 is a quarter note, 3 is an eighth note, etc. The number of dots after the note is given by the optional argument *dotcount*.

The duration factor is optionally given by integers *num* and *den*, alternatively by a single rational number.

A duration is a musical duration, i.e., a length of time described by a power of two (whole, half, quarter, etc.) and a number of augmentation dots.

`make-duration-of-length` *moment* [Function]
Make duration of the given `moment` length.

`make-ellipse-stencil` *x-radius y-radius thickness fill* [Function]
Make an ellipse of x radius *x-radius*, y radius `y-radius`, and thickness *thickness* with fill defined by `fill`.

`make-engraver ...` [Macro]
Like `make-translator`, but create an engraver, i.e., the resulting translator is only run in layout output and ignored in MIDI.

`make-filled-box-stencil` *xext yext* [Function]
Make a filled box.

`ly:make-global-context` *output-def* [Function]
Set up a global interpretation context, using the output block *output-def*. The context is returned.

`ly:make-global-translator` *global* [Function]
Create a translator group and connect it to the global context *global*. The translator group is returned.

`make-glyph-time-signature-markup` *style fraction* [Function]
Make markup for a symbolic time signature of the form `timesig.<`*`style`*`><`*`numerator`*`><`*`denominator`*`>`, for example '`timesig.mensural34`'. If the music font does not have a glyph for the requested style and fraction, issue a warning and make a numbered time signature instead.

`ly:make-grob-properties` *alist* [Function]
Package the given property list *alist* in a grob property container stored in a context property with the name of a grob.

`make-grob-property-override` *grob gprop val* [Function]
Make a `Music` expression that overrides *gprop* to *val* in *grob*. This is a `\temporary \override`, making it possible to `\revert` to any previous value afterwards.

`make-grob-property-revert` *grob gprop* [Function]
Revert the grob property *gprop* for *grob*.

`make-grob-property-set` *grob gprop val* [Function]
Make a `Music` expression that overrides a *gprop* to *val* in *grob*. Does a pop first, i.e., this is not a `\temporary \override`.

`make-harmonic` *mus* [Function]
Convert music variable *mus* to harmonics.

`make-line-stencil` *width startx starty endx endy* [Function]
Make a line stencil of given line width and set its extents accordingly.

`ly:make-listener` *callback* [Function]
This is a compatibility wrapper for creating a 'listener' for use with `ly:add-listener` from a *callback* taking a single argument. Since listeners are equivalent to callbacks, this is no longer needed.

`make-modal-inverter` *around to scale* [Function]
Wrapper function for `inverter-factory`.

`make-modal-transposer` *from to scale* [Function]
Wrapper function for `transposer-factory`.

`ly:make-moment` *m g gn gd* [Function]
Create a moment with rational main timing *m*, and optional grace timing *g*.

A *moment* is a point in musical time. It consists of a pair of rationals (*m*, *g*), where *m* is the timing for the main notes, and *g* the timing for grace notes. In absence of grace notes, *g* is zero.

For compatibility reasons, it is possible to write two numbers specifying numerator and denominator instead of the rationals. These forms cannot be mixed, and the two-argument form is disambiguated by the sign of the second argument: if it is positive, it can only be a denominator and not a grace timing.

`ly:make-music` *props* [Function]
Make a C++ `Music` object and initialize it with *props*.

This function is for internal use and is only called by `make-music`, which is the preferred interface for creating music objects.

`make-music` *name music-properties . . .* [Function]
Create a music object of given name, and set its properties according to `music-properties`, a list of alternating property symbols and values. Example:

```
(make-music 'OverrideProperty
            'symbol 'Stem
            'grob-property 'thickness
            'grob-value (* 2 1.5))
```

Instead of a successive symbol and value, an entry in the list may also be an alist or a music object in which case its elements, respectively its *mutable* property list (properties not inherent to the type of the music object), are taken.

The argument list will be interpreted left to right, so later entries override earlier ones.

`ly:make-music-function` *signature func* [Function]
Make a function to process music, to be used for the parser. *func* is the function, and *signature* describes its arguments. *signature*'s cdr is a list containing either `ly:music?` predicates or other type predicates. Its car is the syntax function to call.

`ly:make-music-relative!` *music pitch* [Function]
Make *music* relative to *pitch*, return final pitch.

`ly:make-output-def` [Function]
Make an output definition.

`make-oval-stencil` *x-radius y-radius thickness fill* [Function]
Make an oval from two Bézier curves, of x radius *x-radius*, y radius *y-radius*, and thickness *thickness* with fill defined by *fill*.

`ly:make-page-label-marker` *label* [Function]
Return page marker with label *label*.

`ly:make-page-permission-marker` *symbol permission* [Function]
Return page marker with page breaking and turning permissions.

`ly:make-paper-outputter` *port alist default-callback* [Function]
Create an outputter dumping to *port*. *alist* should map symbols to procedures. See file `output-ps.scm` for an example. If *default-callback* is given, it is called for unsupported expressions.

`make-part-combine-context-changes` *state-machine split-list* [Function]
Generate a sequence of part combiner context changes from a split list.

`make-part-combine-marks` *split-list* [*get-next-state*] [Function]
Generate a sequence of segments alternating skips and part-combine-events for each active voice. There may be an initial skip that is not specced to any Voice context.

`make-partial-ellipse-stencil` *x-radius y-radius start-angle end-angle thick connect fill* [Function]
Create an elliptical arc. *x-radius* is the x radius of the arc. *y-radius* is the y radius of the arc. *start-angle* is the starting angle of the arc (in degrees). *end-angle* is the ending angle of the arc (in degrees). *thick* is the thickness of the line. *connect* is a boolean flag indicating whether the end should be connected to the start by a line. *fill* is a boolean flag indicating whether the shape should be filled.

`make-path-stencil` *path thickness x-scale y-scale fill #:line-cap-style line-cap-style #:line-join-style line-join-style* [Function]
Make a stencil based on the path described by the list *path*, with thickness *thickness*, and scaled by *x-scale* in the x direction and *y-scale* in the y direction (the difference with scaling the resulting stencil using `ly:stencil-scale` is that this scaling does not change the thickness). *fill* is a boolean argument that specifies whether the path should be filled. Valid path commands are

```
moveto rmoveto lineto rlineto curveto rcurveto closepath
```

and their standard SVG single-letter equivalents

```
M m L l C c Z z
```

`make-performer ...` [Macro]
Like `make-translator`, but create a performer, i.e., the resulting translator is only run in MIDI and ignored in layout output. Scheme performers do not support acknowledgers and `process-acknowledged`.

`ly:make-pitch` *octave note alter* [Function]
Make a pitch. *octave* is specified by an integer, zero for the octave containing middle C. *note* is a number indexing the global default scale, with 0 corresponding to pitch C and 6 usually corresponding to pitch B. Optional *alter* is a rational number of 200-cent whole tones for alteration.

`ly:make-prob` *type init rest* [Function]
Create a `Prob` object.

`ly:make-rand-seed` [Function]
Create seed value for initialization of a pseudo-random generator by combining output from a high-resolution clock with the current process id.

`ly:make-regex` *pattern* [Function]

Construct a new regular expression object.

Note that regular expressions created with this function are distinct from Guile native regular expressions (the latter don't fully support Unicode). They should be used with `ly:regex-...` functions.

The full reference for the supported regular expression syntax can be read at `https://www.pcre.org/original/doc/html/pcrepattern.html`.

`make-relative ...` [Macro]

The list of pitch or music variables in *variables* is (when inside of a '`\relative`' expression) first passed through the throwaway expression *reference* for the sake of adjusting the variables according to the needs of relative notation, and then is employed for constructing the returned expression *music*.

This should work well both inside and outside of `\relative` even when music function arguments get used multiple times and/or in different order in the resulting music expression.

Outside of `\relative`, the result just reflects plugging in the *variables* into *music*.

Inside of `\relative`, however, `\relative` is getting called on the *reference* expression (that is supposed to contain the variables just once and in the order and arrangement that results in a natural action of `\relative` on their values). After adjusting the octaves in the variables in that manner, the resulting expression *music* is constructed from them.

Any of the *variables* containing a pitch rather than a complete music expression is replaced with a simple note event for the purpose of plugging into *reference* and thus is also affected by `\relative`.

For *\relative* to have an effect on one of the *variables*, the *reference* expression must use the values of the variables without creating copies (i.e., only using '`#`' instead of '`$`' on them inside of '`#{...#}`' constructs). The reference expression will usually just be a sequential or chord expression naming all variables in sequence, implying that followup music will be relativized according to the resulting pitch of the last or first variable, respectively.

For constructing the resulting *music* however, the usual copying requirements for avoiding side effects from multiply used music function arguments and return values apply.

An example would be

```
abba =
#(define-music-function (a b) (ly:music? ly:music?)
  (make-relative (a b)
    #{ #a #b #}
    #{ $a $b $b $a #}))

\relative {
  \abba c'' g'
}
```

`make-repeat` *name times main alts* [Function]

Create a repeat music expression, with all properties initialized properly.

`ly:make-rotation` *angle center* [Function]

Make a transform rotating by *angle* in degrees. If *center* is given as a pair of coordinates, it is the center of the rotation, otherwise the rotation is around (0, 0).

`ly:make-scale` *steps* [Function]

Create a scale. The argument is a vector of rational numbers, each of which represents the number of 200-cent tones of a pitch above the tonic.

`ly:make-scaling` *scale scaley* [Function]
Create a scaling transform from argument *scale* and optionally *scaley*. When both arguments are given, they must be real and give the scale in x and y direction. If only *scale* is given, it may also be complex to indicate a scaled rotation in the manner of complex number rotations, or a pair of reals for specifying different scales in x and y direction like with the first calling convention.

`ly:make-score` *music* [Function]
Encapsulate *music* into a score smob.

This is a low-level function that does no preprocessing. You might be looking for function `scorify-music` instead, which also preprocesses *music*.

`make-semitone->pitch` *pitches* [Function]
Convert *pitches*, an unordered list of note values covering (after disregarding octaves) all absolute pitches in need of conversion, into a function converting semitone numbers (absolute pitch missing enharmonic information) back into note values.

For a key signature without accidentals

```
c cis d es e f fis g gis a bes b
```

might be a good choice, covering Bb major to A major and their parallel keys, and melodic/ harmonic C minor to A minor.

`ly:make-skyline` *segments axis direction* [Function]
Create a new skyline from a list of segments. A skyline is an object representing an outline along a 'horizon axis', much like a city skyline. The argument *segments* is a list of segments. A segment has the form `'((x1 . y1) . (x2 . y2))`. The resulting skyline, viewed on the given *axis*, has a builing joining these two points for each segment. *x1*, *y1*, *x2*, *y2* may be infinite. The buildings can be given in any order, and overlap.

`ly:make-spring` *ideal min-dist* [Function]
Make a spring. *ideal* is the ideal distance of the spring, and *min-dist* is the minimum distance.

`ly:make-stencil` *expr xext yext* [Function]
Stencils are device independent output expressions. They carry two pieces of information:

1. A specification of how to print this object. This specification is processed by the output backends, for example `scm/output-ps.scm`.
2. The vertical and horizontal extents of the object, given as pairs. If an extent is unspecified (or if you use `empty-interval` as its value), it is taken to be empty.

`make-stencil-boxer` *thickness padding callback* [Function]
Return function that adds a box around the grob passed as argument.

`make-stencil-circler` *thickness padding callback* [Function]
Return function that adds a circle around the grob passed as argument.

`ly:make-stream-event` *cl proplist* [Function]
Create a stream event of class *cl* with the given mutable property list.

`make-tmpfile` *dir* [Function]
Return a temporary file (as a Scheme port). If *dir* is `#f`, a file in the directory given by the environment variable `$TMPDIR` is created.

`ly:make-tmpfile-name` *filename* [Function]
Return *filename*, suffixed by a randomly generated, hexadecimal id.

`ly:make-transform` *xx yx xy yy x0 y0* [Function]
Create a transform. Without options, it is the identity transform. Given four arguments *xx*, *yx*, *xy*, and *yy*, it is a linear transform. Given six arguments (with *x0* and *y0* last), it is an affine transform.

Transforms can be called as functions on other transforms (concatening them) or on points given either as complex number or real number pair. See also `ly:make-rotation`, `ly:make-scaling`, and `ly:make-translation`.

`ly:make-translation` *x y* [Function]
Make a transform translating by *x* and *y*. If only *x* is given, it can also be a complex number or a pair of numbers indicating the offset to use.

`make-translator` ... [Macro]
Helper macro for creating Scheme translators usable in both '`\midi`' and '`\layout`'.

The usual form for a translator is an association list (or alist) mapping symbols to either anonymous functions or to another such alist.

`make-translator` accepts forms where the first element is either an argument list starting with the respective symbol, followed by the function body (comparable to the way `define` is used for defining functions), or a single symbol followed by subordinate forms in the same manner. You can also just make an alist pair literally (the '`car`' is quoted automatically) as long as the unevaluated '`cdr`' is not a pair. This is useful if you already have defined your engraver functions separately.

Symbols mapping to a function would be `initialize`, `start-translation-timestep`, `pre-process-music`, `process-music`, `stop-translation-timestep`, and `finalize`. Symbols mapping to another alist specified in the same manner are `listeners` with the subordinate symbols being event classes.

A template for writing a translator with all methods is:

```
(lambda (context)
  (let (local-variables ...)
    (make-translator
     ((initialize translator)
      ...)
     ((start-translation-timestep translator)
      ...)
     (listeners
      ((event-class-1 translator event)
       ...)
      ((event-class-2 translator event #:once)
       ...))
     ((process-music translator)
      ...)
     (acknowledgers
      ((grob-interface-1 translator grob source-translator)
       ...)
      ((grob-interface-2 translator grob source-translator)
       ...))
     ((process-acknowledged translator)
      ...)
     ((stop-translation-timestep translator)
      ...)
     ((finalize translator)
```

```
...))))
```

This can be used as the argument to `\consists`.

For `listeners`, a special feature is available: the argument list of a listener can be terminated with the keyword `#:once`. This makes for a listener that is only ever triggered once per time step. If it receives several events in the same time step, it emits a warning, except if they are all equal (where equality is checked recursively, with `equal?`).

`make-transparent-box-stencil` *xext yext* [Function]

Make a transparent box.

`ly:make-unpure-pure-container` *unpure pure* [Function]

Make an unpure-pure container. *unpure* should be an unpure expression, and *pure* should be a pure expression. If *pure* is omitted, the value of *unpure* will be used twice, except that a callback is given two extra arguments that are ignored for the sake of pure calculations.

`map-selected-alist-keys` *function keys alist* [Function]

Return *alist* with *function* applied to all of the values in list *keys*. Example:

```
(map-selected-alist-keys - '(a b) '((a . 1) (b . -2) (c . 3) (d . 4)))
   ⇒ ((a . -1) (b . 2) (c . 3) (d . 4))
```

`map-some-music` *map? music* [Function]

Walk through *music*, transform all elements calling *map?* and only recurse if this returns `#f`. `elements` or `articulations` that are not music expressions are discarded: this allows some amount of filtering.

`map-some-music` may overwrite the original *music*.

`marked-up-headfoot` *what-odd what-even* [Function]

Read variables *what-odd* and *what-even* from the page's layout. Interpret either of them as header or footer markup, with properties reflecting the variables in the page's layout and header modules.

`marked-up-title` *what* [Function]

Read variable *what* from the page's layout. Interpret it as title markup, with properties reflecting the variable in the page's layout and header modules.

`markup` ... [Macro]

The `markup` macro provides a LilyPond-like syntax for building markups using Scheme keywords, replacing `\`*`command`* with `#:`*`command`*. For example, this:

```
\markup { foo
          \raise #0.2 \hbracket \bold bar
          \override #'(baseline-skip . 4)
          \bracket \column { baz bazr bla }
}
```

translates to this:

```
(markup "foo"
        #:raise 0.2 #:hbracket #:bold "bar"
        #:override '(baseline-skip . 4)
        #:bracket #:column ("baz" "bazr" "bla"))
```

`markup->string` *m #:layout layout #:props props* [Function]

Convert a markup or markup list to an approximate string representation. This is useful for, e.g., PDF metadata and MIDI markers.

The optional named *layout* and *props* argument are an output definition and a property alist chain, like the ones that are used when interpreting markups.

`markup-command-list?` *x* [Function]
Check whether *x* is a markup command list, i.e., a list composed of a markup list function and its arguments.

`markup-default-to-string-method` *layout props args ...* [Function]
The default `markup->string` handler for markups, used when `markup->string` encounters a markup that has no special `as-string` expression defined. This applies `markup->string` on all markup arguments and joins the results, separating them with spaces.

`markup-lambda ...` [Macro]
Defines and returns an anonymous markup command. Other than not registering the markup command, this is identical to `define-markup-command`.

`markup-list?` *arg* [Function]
Return a true value if *x* is a list of markups or markup command lists.

`markup-list-lambda ...` [Macro]
Same as `markup-lambda` but defines a markup list command that, when interpreted, returns a list of stencils instead of a single one.

`matrix-rotate-counterclockwise` *matrix* [Function]
Return a copy of *matrix* rotated counterclockwise. *matrix* is a 2-dimensional array without non-zero lower bounds in its shape.

`measure-counter::text` *grob* [Function]
A number for a measure count. Broken measures are numbered in parentheses. When the counter spans several measures (like with compressed multi-measure rests), it displays a measure range.

`mensural-flag` *grob* [Function]
A callback for function `default-flag` to get a mensural flag.

Mensural flags are aligned with staff lines; for stems ending on staff lines, use different flags than for notes between staff lines. The idea is that the inner end of a flag always touches a staff line.

The mensural flag glyph is taken from the music font; its name is `flags.mensural`*DirTypeLog*. *Dir* is the flag direction (either 'u' or 'd'), *Type* is '0' if the note head is between staff lines and '1' otherwise, *Log* is the duration log (an integer in the range 3 to 6) from which the number of flags attached to the stem is derived. Both *Dir* and *Log* are taken from *grob*. Example: `flags.mensuralu13`.

This function returns a stencil.

`ly:message` *str rest* [Function]
A Scheme callable function to issue the message *str*. The message is formatted with `format`; *rest* holds the formatting arguments (if any).

`middle-broken-spanner?` *spanner* [Function]
Is *spanner* broken and among the middle broken pieces (i.e., neither the first nor the last)?

`midi-program` *instrument* [Function]
Return the program of the instrument.

`ly:minimal-breaking` *paper-book* [Function]
Break (pages and lines) the `Paper_book` object *paper-book* without looking for optimal spacing: stack as many lines on a page before moving to the next one.

`minmax/cmp` *cmp arg args . . .* [Function]
Like `min` or `max`, but applies to any type of values, comparing them with *cmp* instead of < or >. For example:

```
(minmax/cmp (comparator-from-key string-length <) "a" "aa" "aaa")
⇒ "a"
(minmax/cmp (comparator-from-key string-length >) "a" "aa" "aaa")
⇒ "aaa"
```

`ly:mm` *num* [Function]
num mm.

`mmrest-of-length` *mus* [Function]
Create a multi-measure rest of exactly the same length as *mus*.

`modern-straight-flag` *grob* [Function]
A callback function for `Flag.stencil` to get a modern straight flag.

This is used by composers like Stockhausen or Boulez.

The straight flag angles are 18 and 22 degrees for up-stems and down-stems, respectively, and thus smaller than for `old-straight-flag`. If the caller sets the `stroke-style` property of *grob* to the string `"grace"`, add a slash through the flag.

This function returns a stencil.

`ly:module->alist` *mod* [Function]
Dump the contents of module *mod* as an alist.

`ly:module-copy` *dest src* [Function]
Copy all bindings from module *src* into *dest*.

`ly:modules-lookup` *modules sym def* [Function]
Look up *sym* in the list *modules*, returning the value of the first defined module-local variable of that name. If not found, return *def*, or `#f` if *def* isn't specified.

`ly:moment?` *x* [Function]
Is *x* a smob of class `Moment`?

`ly:moment<?` *a b* [Function]
Compare two moments.

`ly:moment-add` *a b* [Function]
Add two moments.

`ly:moment-div` *a b* [Function]
Divide moment *a* by a number *b* (or by the main part of another moment).

`ly:moment-grace` *mom* [Function]
Extract grace timing as a rational number from *mom*.

`ly:moment-grace-denominator` *mom* [Function]
Extract denominator from grace timing.

`ly:moment-grace-numerator` *mom* [Function]
Extract numerator from grace timing.

`ly:moment-main` *mom* [Function]
Extract main timing as a rational number from *mom*.

`ly:moment-main-denominator` *mom* [Function]
Extract denominator from main timing.

`ly:moment-main-numerator` *mom* [Function]
Extract numerator from main timing.

`ly:moment-mod` *a b* [Function]
Modulo of two moments.

`ly:moment-mul` *a b* [Function]
Multiply moment *a* by a number *b* (or by the main part of another moment).

`ly:moment-sub` *a b* [Function]
Subtract two moments.

`ly:music?` *obj* [Function]
Is *obj* a `Music` object?

`music->make-music` *obj* [Function]
Generate an expression that, once evaluated, may return an object equivalent to *obj*, that is, for a music expression, a `(make-music ...)` form.

`music-clone` *music music-properties ...* [Function]
Clone *music* and set properties according to *music-properties*, a list of alternating property symbols and values:

```
(music-clone start-span 'span-direction STOP)
```

Only properties that are not overridden by *music-properties* are actually fully cloned.

`ly:music-compress` *mus scale* [Function]
Compress *mus* by *scale*.

`ly:music-deep-copy` *m origin* [Function]
Copy *m* and all sub expressions of *m*. *m* may be an arbitrary type; cons cells and music are copied recursively. If *origin* is given, it is used as the origin for one level of music by calling `ly:set-origin!` on the copy.

`ly:music-duration-compress` *mus fact* [Function]
Compress *mus* by factor *fact*, which is a `Moment`.

`ly:music-duration-length` *mus* [Function]
Extract the duration field from *mus* and return the length.

`music-filter` *pred? music* [Function]
Filter out music expressions that do not satisfy *pred?*.

`ly:music-function?` *x* [Function]
Is *x* a smob of class `Music_function`?

`ly:music-function-extract` *x* [Function]
Return the Scheme function inside *x*.

`ly:music-function-signature` *x* [Function]
Return the function signature inside *x*.

`music-is-of-type?` *mus type* [Function]
Does *mus* belong to the music class *type*?

`ly:music-length` *mus* [Function]
Return the duration of *mus* as a `ly:moment`.

`ly:music-list?` *lst* [Function]
Is *lst* a list of music objects?

`music-map` *function music* [Function]
Apply *function* to *music* and all of the music it contains.

First it recurses over the children, then the function is applied to *music*.

`ly:music-mutable-properties` *mus* [Function]
Return an alist containing the mutable properties of *mus*. The immutable properties are not available, since they are constant and initialized by the `make-music` function.

`ly:music-output?` *x* [Function]
Is *x* a smob of class `Music_output`?

`music-pitches` *music* [Function]
Return a list of all pitches from *music*.

`ly:music-property` *mus sym val* [Function]
Return the value for property *sym* of music expression *mus*. If no value is found, return *val* or `'()` if *val* is not specified.

`music-selective-filter` *descend? pred? music* [Function]
Recursively filter out music expressions that do not satisfy *pred?*, but refrain from filtering the subexpressions of music that does not satisfy *descend?*.

`music-selective-map` *descend? function music* [Function]
Apply *function* recursively to *music*, but refrain from mapping subexpressions of music that does not satisfy *descend?*.

`music-separator?` *m* [Function]
Is *m* a separator?

`ly:music-set-property!` *mus sym val* [Function]
Set property *sym* in music expression *mus* to *val*.

`ly:music-start` *mus* [Function]
Get the start of music expression *mus* and return it as a `Moment` object.

`ly:music-transpose` *m p* [Function]
Transpose *m* such that central C is mapped to *p*. Return *m*.

`music-type-predicate` *types* [Function]
Return a predicate function that can be used for checking music to have one of the types listed in *types*.

`neo-modern-accidental-rule` *context pitch barnum* [Function]
An accidental rule that typesets an accidental if it differs from the key signature *and* does not directly follow a note on the same staff line. This rule should not be used alone because it does neither look at bar lines nor different accidentals at the same note name.

`no-flag` *grob* [Function]
A callback for function `default-flag`, indicating 'no flag'.

This function simply returns an empty stencil.

`ly:non-fatal-error` *str rest* [Function]
A Scheme callable function to issue the error *str*. The error is formatted with `format`; *rest* holds the formatting arguments (if any). When using this function, some way of signalling the error should be employed in order for the compilation to eventually result in a nonzero return code.

`normal-flag` *grob* [Function]
A callback for function `default-flag` to get a 'normal' flag.

See function `glyph-flag` for the naming scheme of flag glyphs (with argument *flag-style* set to the empty string).

This function returns a stencil.

`normalize-color` *color* [Function]
Convert a color given in any of the supported formats into a list of 4 numbers: R, G, B, A. Possible formats are: such a list of 4 numbers; a list of 3 numbers (transparency defaults to 1.0); a CSS string (named color, or "#RRGGBB", or "#RRGGBBAA", or "#RGB", or "#RGBA").

`not-first-broken-spanner?` *spanner* [Function]
Is *spanner* broken *and* not the first of its broken siblings? The name is read "(not first) and broken".

`not-last-broken-spanner?` *spanner* [Function]
Is *spanner* broken *and* not the last of its broken siblings? The name is read "(not last) and broken".

`ly:note-column-accidentals` *note-column* [Function]
Return the `AccidentalPlacement` grob from *note-column* if any, or `SCM_EOL` otherwise.

`ly:note-column-dot-column` *note-column* [Function]
Return the `DotColumn` grob from *note-column* if any, or `SCM_EOL` otherwise.

`ly:note-extra-source-file` *filename parser* [Function]
Register a file, e.g., an image file, as being needed to compile the current file. This is used for the `-dembed-source-code` option. A parser may optionally be specified.

In general, this function can embed arbitrary files into LilyPond's PDF output (using *embedded file streams*).

`ly:note-head::stem-attachment` *font-metric glyph-name direction* [Function]
Get stem attachment point from *font_metric* for *glyph-name*.

This only works for note head glyphs. Depending on *direction*, the attachment point for an up-stem or a down-stem is returned. *direction* defaults to `UP` if not specified.

The return value is a pair, where each component is measured in a -1 to 1 scale so that -1 is the left/bottom edge of the note head's bounding box and 1 is the right/top edge.

`ly:note-scale?` *x* [Function]
Is *x* a smob of class `Scale`?

`note-to-cluster` *music* [Function]
Replace `NoteEvents` by `ClusterNoteEvents`.

`ly:number->duration` *x* [Function]
Convert a duration expressed in units of whole notes to a `ly:duration`. The log, number of dots, and scaling factor are chosen automatically.

`ly:number->string` *s* [Function]
Convert *s* to a string without generating many decimals.

`number-format` *number-type num custom-format ...* [Function]
Print *num* according to the requested *number-type*. Choices include `arabic`, `custom`, `roman-ij-lower`, `roman-ij-upper`, `roman-lower` (the default), and `roman-upper`.

For `custom`, *custom-format* must be present; it gets applied to *num*.

`offset-fret` *fret-offset diagram-definition* [Function]
Add *fret-offset* to each fret indication in *diagram-definition* and return the resulting verbose `fret-diagram-definition`.

`offsetter` *property offsets* [Function]
Apply *offsets* to the default values of *property* of *grob*. Offsets are restricted to immutable properties and values of type `number`, `number-pair`, or `number-pair-list`.

`old-straight-flag` *grob* [Function]
A callback function for `Flag.stencil` to get an old straight flag.

This is used by composers like Bach.

The up-stem and down-stem angles of the flags are both 45 degrees. If the caller sets the `stroke-style` property of *grob* to the string `"grace"`, add a slash through the flag.

This function returns a stencil.

`ly:one-line-auto-height-breaking` *paper-book* [Function]
Put each score on a single line, and put each line on its own page. Modify the `paper-width` setting so that every page is wider than the widest line. Modify the `paper-height` setting to fit the height of the tallest line.

`ly:one-line-breaking` *paper-book* [Function]
Put each score on a single line, and put each line on its own page. Modify the `paper-width` setting so that every page is wider than the widest line.

`ly:one-page-breaking` *paper-book* [Function]
Put each score on a single page. The `paper-height` settings are modified so each score fits on one page, and the height of the page matches the height of the full score.

`ly:optimal-breaking` *paper-book* [Function]
Optimally break (pages and lines) the `Paper_book` object *paper-book* to minimize badness for both vertical and horizontal spacing.

`ly:option-usage` *port internal* [Function]
Print `ly:set-option` usage. Optional *port* argument for the destination defaults to current output port. Specify *internal* to get doc for internal options.

`optional-material-bracket::positions` *grob* [Function]
Callback for `OptionalMaterialBracket` grobs.

`optionally-grouped-beat-structure->beat-structure` *structure* [Function]
If *structure* has groups defining submeasures, ungroup them.

`optionally-grouped-beat-structure->submeasure-structure` [Function]
structure
If the beats in *structure* are grouped, extract the submeasure structure from them.

`ly:otf->cff` *otf-file-name idx* [Function]
Convert the contents of an OTF file to a CFF file, returning it as a string. The optional *idx* argument is useful for OpenType/CFF collections (OTC) only; it specifies the font index within the OTC. The default value of *idx* is 0.

`ly:otf-font?` *font* [Function]
Is *font* an OpenType font?

`ly:otf-font-glyph-info` *font glyph* [Function]
Given the font metric *font* of an OpenType font, return the information about named glyph *glyph* (a string).

`ly:otf-font-table-data` *font tag* [Function]
Extract a table *tag* from *font*. Return empty string for non-existent *tag*.

`ly:otf-glyph-count` *font* [Function]
Return the number of glyphs in *font*.

`ly:otf-glyph-list` *font* [Function]
Return a list of glyph names for *font*.

`ly:output-def?` *x* [Function]
Is *x* a smob of class `Output_def`?

`ly:output-def-clone` *def* [Function]
Clone output definition *def*.

`ly:output-def-lookup` *def sym val* [Function]
Return the value of *sym* in output definition *def* (e.g., `\paper`). If no value is found, return *val* or `'()` if *val* is undefined.

`ly:output-def-parent` *output-def default-value* [Function]
Return the parent output definition of *output-def*, or *default-value* if *output-def* has no parent. *default-value* is optional, and defaults to `'()`.

`ly:output-def-scope` *def* [Function]
Return the variable scope inside *def*. This is the public interface of the module used for implementing the output definition, not containing imports necessary for evaluating expressions.

`ly:output-def-scope-module` *def* [Function]
Return the module underlying the variable scope inside *def*.

`ly:output-def-set-variable!` *def sym val* [Function]
Set an output definition *def* variable *sym* to *val*.

`ly:output-description` *output-def* [Function]
Return the description of translators in *output-def*.

`ly:output-file-name-for-input-file-name` *name* [Function]
Convert the *name* of an input file (as provided on the command line) to the name of an output file without an extension, honoring command-line options such as `--output` and `-dstrip-output-dir`.

`ly:output-find-context-def` *output-def context-name* [Function]
Return an alist of all context defs (matching *context-name* if given) in *output-def*.

`output-module?` *module* [Function]
Return `#t` if *module* belongs to an output module usually carrying context definitions (`\midi` or `\layout`).

`ly:outputter-close` *outputter* [Function]
Close port of *outputter*.

`ly:outputter-dump-stencil` *outputter stencil* [Function]
Dump stencil *expr* onto *outputter*.

`ly:outputter-dump-string` *outputter str* [Function]
Dump *str* onto *outputter*.

`ly:outputter-output-scheme` *outputter expr* [Function]
Output *expr* to the paper outputter.

`ly:outputter-port` *outputter* [Function]
Return output port for *outputter*.

`oval-stencil` *stencil thickness x-padding y-padding* [Function]
Add an oval around `stencil`, padded by the padding pair, producing a new stencil.

`override-head-style` *heads style* [Function]
Override style for *heads* to *style*.

`override-time-signature-setting` *time-signature setting* [Function]
Override the time signature settings for the context in *time-signature*, with the new setting alist *setting*.

`ly:page-marker?` *x* [Function]
Is *x* a smob of class `Page_marker`?

`ly:page-turn-breaking` *paper-book* [Function]
Optimally break (pages and lines) the `Paper_book` object *paper-book* such that page turns only happen in specified places, returning its pages.

`ly:pango-font?` *f* [Function]
Is *f* a Pango font?

`ly:pango-font-physical-fonts` *f* [Function]
Return alist of `(ps-name file-name font-index)` lists for Pango font *f*.

`pango-pf-file-name` *pango-pf* [Function]
Return the file name of the Pango physical font *pango-pf*.

`pango-pf-font-name` *pango-pf* [Function]
Return the font name of the Pango physical font *pango-pf*.

`pango-pf-fontindex` *pango-pf* [Function]
Return the font index of the Pango physical font *pango-pf*.

`ly:paper-book?` *x* [Function]
Is *x* a smob of class `Paper_book`?

`ly:paper-book-header` *pb* [Function]
Return the header definition (`\header`) in `Paper_book` object *pb*.

`ly:paper-book-pages` *pb* [Function]
Return pages in `Paper_book` object *pb*.

`ly:paper-book-paper` *pb* [Function]
Return the paper output definition (`\paper`) in `Paper_book` object *pb*.

`ly:paper-book-performances` *pb* [Function]
Return performances in `Paper_book` object *pb*.

`ly:paper-book-scopes` *pb* [Function]
Return scopes in `Paper_book` object *pb*.

`ly:paper-book-systems` *pb* [Function]
Return systems in `Paper_book` object *pb*.

`ly:paper-column::break-align-width` *col align-syms* [Function]
col should be a non-musical paper-column. This function determines the horizontal extent of a break align group contained in this column, relative to the system. The break align group is searched according to *align-sym*, which is either a break align symbol (see the `break-align-symbol` property), or a list of such symbols. For example,

```
(ly:paper-column::break-align-width col '(key-signature staff-bar))
```

tries to find a `BreakAlignGroup` of key signatures, but falls back on bar lines if there are no key signatures or if the extent of the `BreakAlignGroup` containing them is empty (for example, if they are omitted).

The special symbol `break-alignment` means the combined extent of all items in the paper column. It is useful as the last element of the list, for a catch-all fallback.

This function never returns an empty interval. If no matching group is found or the group has an empty extent, it returns a point interval at the coordinate of the column relative to the system.

`ly:paper-column::print` [Function]
Optional stencil for `PaperColumn` or `NonMusicalPaperColumn`. Draws the *rank number* of each column, its moment in time, a blue arrow showing the ideal distance, and a red arrow showing the minimum distance between columns.

`ly:paper-fonts` *def* [Function]
Return a list containing the fonts from output definition *def* (e.g., `\paper`).

`ly:paper-get-font` *def chain* [Function]
Find a font metric in output definition *def* satisfying the font qualifiers in alist chain *chain*, and return it. (An alist chain is a list of alists, containing grob properties.)

`ly:paper-get-number` *def sym* [Function]
Return the value of variable *sym* in output definition *def* as a double.

`ly:paper-outputscale` *def* [Function]
Return the `output-scale` for output definition *def*.

`ly:paper-score-paper-systems` *paper-score* [Function]
Return vector of `paper_system` objects from *paper-score*.

`ly:paper-system?` *obj* [Function]
Is *obj* a C++ `Prob` object of type `paper-system`?

`parenthesize-stencil` *stil half-thickness width angularity padding* [*widen*] [Function]
Add parentheses around *stil*, returning a new stencil.

half-thickness specifies the thickness of the parentheses. *width* sets up the needed horizontal space, thus defining the curvature of the parentheses. *padding* is the additional amount between *stil* and the parentheses. Finally, the shape of the parentheses is controlled by *angularity*: the larger its value, the more angular they become.

Optional argument *widen* increases the length of the parentheses by the the given amount at the top and at the bottom (i.e., the amount gets applied twice).

`ly:parse-file` *name* [Function]
Parse a single `.ly` file. Upon failure, throw `ly-file-failed` key.

`ly:parse-init` *name* [Function]
Parse the init file *name*.

`ly:parse-string-expression` *parser-smob ly-code filename line* [Function]
Parse the string *ly-code* with *parser-smob*. Return the contained music expression. *filename* and *line* are optional source indicators.

`parse-terse-string` *terse-definition* [Function]
Parse a `fret-diagram-terse` definition string *terse-definition* and return a marking list, which can be used with a fretboard grob.

`ly:parsed-undead-list!` [Function]
Return the list of objects that have been found alive but should have been dead, and clear that list.

`ly:parser-append-to-include-path` *path* [Function]
Append *path* to the current parser's include path.

`ly:parser-clear-error` *parser* [Function]
Clear error flag for *parser*, defaulting to current parser.

`ly:parser-clone` *closures location* [Function]
Return a clone of current parser. An association list of port positions to closures can be specified in *closures* in order to have $ and # interpreted in their original lexical environment. If *location* is a valid location, it becomes the source of all music expressions inside.

`ly:parser-define!` *id val* [Function]
Bind *id* to *val* in current parser's module.

`ly:parser-define-once!` *id val* [Function]
If *id* is unbound, bind it to *val* in current parser's module.

`ly:parser-error` *msg input* [Function]
Display an error message and make current parser fail. Without a current parser, trigger an ordinary error.

`ly:parser-has-error?` *parser* [Function]
Does *parser* (defaulting to current parser) have an error flag?

`ly:parser-include-string` *ly-code* [Function]
Include the string *ly-code* into the input stream for current parser. Can only be used in immediate Scheme expressions ($ instead of #).

`ly:parser-lookup` *id rest* [Function]
Look up *id* in the current parser's module.

The *rest* arguments may contain the `#:default` keyword option with the value to return when the variable is not defined. When the `#:default` option is absent, `'()` is used.

`ly:parser-output-name` *parser* [Function]
Return the base name of the output file. If *parser* is left off, use currently active parser.

`ly:parser-parse-string` *parser-smob ly-code* [Function]
Parse the string *ly-code* with *parser-smob*. Upon failure, throw `ly-file-failed` key.

`ly:parser-set-note-names` *names* [Function]
Replace current note names in parser. *names* is an alist of symbols. This only has effect if the current mode is notes.

`percussion?` *instrument* [Function]
Return `#t` if the instrument should use MIDI channel 9.

`ly:perform-text-replacements` *props input-string* [Function]
A string transformer to perform text replacements using the `replacement-alist` from the property alist chain *props*.

`ly:performance-headers` *performance* [Function]
Return the list of headers with the innermost first.

`ly:performance-write` *performance filename name* [Function]
Write *performance* to *filename* storing *name* as the name of the performance in the file metadata.

`ly:pitch?` *x* [Function]
Is *x* a smob of class `Pitch`?

`ly:pitch<?` *p1 p2* [Function]
Is *p1* lexicographically smaller than *p2*?

`pitch->alteration` *pitch* [*language*] [Function]
Return the alteration of *pitch*.

Optional argument *language* sets the language used to display the pitch name (see file `define-note-names.scm` for available values); if this symbol is missing or set to `#f`, the current input language is used.

`pitch->name` *pitch* [*language*] [Function]
Return name of *pitch* without accidentals or octaves.

Optional argument *language* sets the language used to display the pitch name (see file `define-note-names.scm` for available values); if this symbol is missing or set to `#f`, the current input language is used.

`ly:pitch-alteration` *pp* [Function]
Extract the alteration from pitch *pp*.

`ly:pitch-diff` *pitch root* [Function]
Return pitch *delta* such that *root* transposed by *delta* equals *pitch*.

`ly:pitch-negate` *p* [Function]
Negate pitch *p*.

`ly:pitch-notename` *pp* [Function]
Extract the note name from pitch *pp*.

`ly:pitch-octave` *pp* [Function]
Extract the octave from pitch *pp*.

`ly:pitch-quartertones` *pp* [Function]
Calculate the number of quarter tones of pitch *pp* from middle C.

`ly:pitch-semitones` *pp* [Function]
Calculate the number of semitones of pitch *pp* from middle C.

`ly:pitch-steps` *p* [Function]
Number of steps counted from middle C of the pitch *p*.

`ly:pitch-tones` *pp* [Function]
Calculate the number of tones of pitch *pp* from middle C as a rational number.

`ly:pitch-transpose` *p delta* [Function]
Transpose pitch *p* by the amount *delta*, where *delta* is relative to middle C.

`ly:png->eps-dump` *file-name port r g b a* [Function]
Read the PNG image under *file-name* and convert it to EPS data, dumping the output onto *port*. *r*, *g*, *b* and *a* are the components of the background color.

`ly:png-dimensions` *file-name* [Function]
Read the PNG image under *file-name* and return its dimensions as a pair of integers, or `#f` if there was an error (a warning is printed in this case).

`ly:pointer-group-interface::add-grob` *grob sym grob-element* [Function]
Add *grob-element* to *grob*'s *sym* grob array.

`polar->rectangular` *radius angle-in-degrees* [Function]
Return polar coordinates (*radius*, *angle-in-degrees*) as rectangular coordinates `(x-length . y-length)`.

`ly:position-on-line?` *sg spos* [Function]
Return whether *spos* is on a line of the staff associated with the grob *sg* (even on an extender line).

`prepend-alist-chain` *key val chain* [Function]
Convenience to make a new alist chain from *chain* by prepending a binding of *key* to *val*. This is similar to `acons`, for alist chains (lists of alists).

`ly:prob?` *x* [Function]
Is *x* a smob of class `Prob`?

`ly:prob-immutable-properties` *prob* [Function]
Retrieve an alist of immutable properties.

`ly:prob-mutable-properties` *prob* [Function]
Retrieve an alist of mutable properties.

`ly:prob-property` *prob sym val* [Function]
Return the value for property *sym* of Prob object *prob*. If no value is found, return *val* or `'()` if *val* is not specified.

`ly:prob-property?` *obj sym* [Function]
Is boolean prop *sym* of *obj* set?

`ly:prob-set-property!` *obj sym value* [Function]
Set property *sym* of *obj* to *value*.

`ly:prob-type?` *obj type* [Function]
Is *obj* the specified prob type?

`ly:programming-error` *str rest* [Function]
A Scheme callable function to issue the internal warning *str*. The message is formatted with `format`; *rest* holds the formatting arguments (if any).

`ly:progress` *str rest* [Function]
A Scheme callable function to print progress *str*. The message is formatted with `format`; *rest* holds the formatting arguments (if any).

`ly:property-lookup-stats` *sym* [Function]
Return hash table with a property access corresponding to *sym*. Choices are `prob`, `grob`, and `context`.

`ly:pt` *num* [Function]
num printer points.

`ly:pure-call` *data grob start end rest* [Function]
Convert property *data* (unpure-pure container or procedure) to value in a pure context defined by *grob*, *start*, *end*, and possibly *rest* arguments.

`pure-chain-offset-callback` *grob start end prev-offset* [Function]
Sometimes, a chained offset callback is unpure and there is no way to write a pure function that estimates its behavior. In this case, we use a pure equivalent that will simply pass the previous calculated offset value.

`ratio->fret` *ratio* [Function]
Calculate a fret number given *ratio* for the harmonic.

`ratio->pitch` *ratio* [Function]
Calculate a pitch given *ratio* for the harmonic.

`read-lily-expression` *chr port* [Function]
Read a lilypond music expression enclosed within `#{` and `#}` from *port* and return the corresponding Scheme music expression. '`$`' and '`#`' introduce immediate and normal Scheme forms.

`recording-group-emulate` *music odef* [Function]
Interpret *music* according to *odef*, but store all events in a chronological list, similar to the `Recording_group_engraver` in LilyPond version 2.8 and earlier.

`ly:regex?` *x* [Function]
Is *x* a smob of class `Regex`?

`ly:regex-exec` *regex string* [Function]
Scan *string* for a match of the regular expression object *regex* (constructed with `ly:make-regex`). Return a match object or `#f`. See `ly:regex-match-...` functions for what you can do with the match object.

For example, this extracts the components of a date in YYYY-MM-DD format:

```
#(define date-components
```

```
(let ((date-regex (ly:make-regex "^(\\d{4})-(\\d{2})-(\\d{2})$")))
  (lambda (date)
    (let ((match (ly:regex-exec date-regex date)))
      (if match
          (list (string->number (ly:regex-match-substring match 1))
                (string->number (ly:regex-match-substring match 2))
                (string->number (ly:regex-match-substring match 3)))
          (error "not a date"))))))
```

`ly:regex-exec->list` *regex string* [Function]
Like `ly:regex-exec`, but return a list of non-overlapping matches instead of the first match only."

`ly:regex-match?` *x* [Function]
Is *x* a regular expression match object?

`ly:regex-match-positions` *match* [*index*] [Function]
Retrieve the start and end of a capturing group in a regular expression match object, returned as a pair, or `#f`. See `ly:regex-match-substring` for details. The *index* argument is optional, defaulting to 0.

`ly:regex-match-prefix` *m* [Function]
Retrieve the part of the target string before the regex match *m*.

`ly:regex-match-substring` *m* [*index*] [Function]
Retrieve the substring matched by a specific capturing group in the match object *match*. *index* should be 1 for the first group, 2 for the second group, etc. *index* defaults to 0, which returns the substring matched by the entire regular expression. If the capturing group was not part of the match (e.g., group 2 when matching `aa` against the regex `(a+)|(b+)`), `#f` is returned.

`ly:regex-match-suffix` *m* [Function]
Retrieve the part of the target string after the regex match *m*.

`ly:regex-quote` *string* [Function]
Escape special characters in *string*, forming a regular expression pattern that matches exactly *string*.

Example:

```
(ly:regex-quote "$2")
⇒ "\\$2"
```

`ly:regex-replace` *regex string replacements* [Function]
Scan for matches of the compiled regular expression *regex* (created with `ly:make-regex`) in the string *string*, and form a new string by replacing them according to the *replacements*. Each replacement argument can be:

- A string, which is output as-is.
- A non-negative integer, which is interpreted as a match substring index (see `ly:regex-match-substring`).
- A procedure, which is called on the match object, and should return a string.

This example converts a date from YYYY-MM-DD format to DD-MM-YYYY format:

```
#(define date-yyyy-mm-dd->dd-mm-yyyy
   (let ((date-regex (ly:make-regex "(\\d{4})-(\\d{2})-(\\d{2})")))
     (lambda (date)
```

```
            (ly:regex-replace date-regex date 3 "-" 2 "-" 1))))
```

This example does the same, using a procedure:

```
#(define date-yyyy-mm-dd->dd-mm-yyyy
   (let ((date-regex (ly:make-regex "(\\d{4})-(\\d{2})-(\\d{2})")))
     (lambda (date)
       (ly:regex-replace
        date-regex
        date
        (lambda (match)
          (format #f "~a-~a-~a"
                  (ly:regex-match-substring match 3)
                  (ly:regex-match-substring match 2)
                  (ly:regex-match-substring match 1)))))))
```

`ly:regex-split` *regex str* [Function]
Split *str* into non-overlapping occurrences of the regex *regex*, returning a list of the substrings.

`ly:register-stencil-expression` *symbol* [Function]
Add *symbol* as head of a stencil expression.

`ly:register-translator` *creator name description* [Function]
Register a translator *creator* (usually a descriptive alist or a function/closure returning one when given a context argument) with the given symbol *name* and the given *description* alist.

`ly:relative-group-extent` *elements common axis* [Function]
Determine the extent of *elements* relative to *common* in the *axis* direction.

`remove-from-tag-group` *tag-group tags* [Function]
Remove the given *tags* from the existing *tag-group* symbol list.

Returns `#f` if successful, and an error message if the *tag-group* does not exist.

`remove-grace-property` *context-name grob sym* [Function]
Remove all *sym* for *grob* in *context-name*.

`remove-whitespace` *strg* [Function]
Remove characters satisfying `char-whitespace?` from string *strg*.

`ly:rename-file` *oldname newname* [Function]
Rename *oldname* to *newname*. In contrast to Guile's `rename-file` function, this replaces the destination if it already exists. On Windows, fall back to copying the file contents if *newname* cannot be deleted.

`ly:reset-all-fonts` [Function]
Forget all about previously loaded fonts.

`ly:reset-options` *alist* [Function]
Reset all program options to the values in *alist*.

`reset-tag-group` *tag-group* [Function]
Remove the tag group definition for the given *tag-group* symbol list.

Returns `#f` if successful, and an error message if the given tag group could not be found.

`reset-tag-groups` [Function]
Reset the tag groups to the default internal tag groups.

`retrieve-glyph-flag` *flag-style dir dir-modifier grob* [Function]
Load the correct flag glyph from the music font.

This is an auxiliary function for `create-glyph-flag`.

`retrograde-music` *music* [Function]
Return *music* in retrograde (reversed) order.

`revert-fontSize` *func-name mag* [Function]
Used by `\magnifyMusic` and `\magnifyStaff`. Calculate the previous `fontSize` value (before scaling) by factoring out the magnification factor *mag* (if *func-name* is `'magnifyMusic`), or by factoring out the context property `magnifyStaffValue` (if *func-name* is `'magnifyStaff`). Revert the `fontSize` in the appropriate context accordingly.

With `\magnifyMusic`, the scaling is reverted after the music block it operates on. `\magnifyStaff` does not operate on a music block, so the scaling from a previous call (if there is one) is reverted before the new scaling takes effect.

`revert-head-style` *heads* [Function]
Revert style for *heads*.

`revert-props` *func-name mag props* [Function]
Used by `\magnifyMusic` and `\magnifyStaff`. Revert each prop in *props* in the appropriate context. *func-name* is either `'magnifyMusic` or `'magnifyStaff`. The *props* list is formatted like:

```
'((Stem thickness)
  (Slur line-thickness)
  ...)
```

`ly:round-filled-box` *xext yext blot* [Function]
Make a `Stencil` object that prints a black box of dimensions *xext*, *yext* and roundness *blot*.

`ly:round-polygon` *points blot extroversion filled* [Function]
Make a `Stencil` object that prints a polygon with corners at the points defined by *points* (a list of coordinate pairs) and roundness *blot*. Optional numeric argument *extroversion* shifts the outline outward, with the default of 0 keeping the middle of the line just on the polygon. If optional Boolean argument *filled* is set to `#t` (which is the default), fill the polygon.

`rounded-box-stencil` *stencil thickness padding blot* [Function]
Add a rounded box around *stencil*, producing a new stencil.

`ly:run-translator` *mus output-def* [Function]
Process *mus* according to *output-def*. An interpretation context is set up, and *mus* is interpreted with it. The context is returned in its final state.

`sane-time-signature?` *x* [Function]
Is *x* a supported, semantically valid time signature in canonical form?

See the `\time` command for a description of canonical form.

`scale-beam-thickness` *mag* [Function]
Used by `\magnifyMusic`. Scaling `Beam.beam-thickness` exactly to the *mag* value will not work. This uses two reference values for `beam-thickness` to determine an acceptable value when scaling, then does the equivalent of a `\temporary \override` with the new value.

`scale-fontSize` *func-name mag* [Function]
Used by `\magnifyMusic` and `\magnifyStaff`. Look up the current `fontSize` in the appropriate context and scale it by the magnification factor *mag*. *func-name* is either `'magnifyMusic` or `'magnifyStaff`.

`scale-layout` *paper scale* [Function]
Return a clone of *paper*, scaled by the given scale factor.

`scale-props` *func-name mag allowed-to-shrink? props* [Function]
Used by `\magnifyMusic` and `\magnifyStaff`. For each prop in *props*, find the current value of the requested prop, scale it by the magnification factor *mag*, and do the equivalent of a `\temporary \override` with the new value in the appropriate context. If *allowed-to-shrink?* is `#f`, don't let the new value be less than the current value. *func-name* is either `'magnifyMusic` or `'magnifyStaff`. The *props* list is formatted like:

```
'((Stem thickness)
  (Slur line-thickness)
  ...)
```

`ly:score?` *x* [Function]
Is *x* a smob of class `Score`?

`ly:score-add-output-def!` *score def* [Function]
Add an output definition *def* to *score*.

`ly:score-embedded-format` *score layout* [Function]
Run *score* through *layout* (an output definition) scaled to correct `output-scale` already, returning a list of layout lines.

`ly:score-error?` *score* [Function]
Was there an error in the score?

`ly:score-header` *score* [Function]
Return score header.

`ly:score-music` *score* [Function]
Return score music.

`ly:score-output-defs` *score* [Function]
All output definitions in a score.

`ly:score-set-header!` *score module* [Function]
Set the score header.

`scorify-music` *music* [Function]
Preprocess *music* and encapsulate it into a score smob.

Among other things, preprocessing replaces chord repetitions via 'q' with the correct actual chords.

`ly:script-interface::calc-direction` *grob* [Function]
Usually the `'direction` of an articulation is set in `default-script-alist`. If the `'direction` is not specified there and not specified by user settings, this procedure steps in.

In absence of `'direction` the direction for vertically placed scripts is calculated taking its `'direction-source`, usually `Stem`, and its `'side-relative-direction`, falling back to value `1`, into account. For horizontally placed scripts we simply provide `LEFT` as a fallback value.

As a last resort `CENTER` is returned.

`ly:script-interface::print` *grob* [Function]
The `stencil` of a script grob.

`seconds->moment` *s context* [Function]
Return a moment equivalent to *s* seconds at the current tempo.

`select-head-glyph` *style log* [Function]
Select a partial note head glyph string.

The constructed name is based on note head style *style* and the duration log *log*.

`self-alignment-interface::self-aligned-on-breakable` *grob* [Function]
Return the `X-offset` that places *grob* according to its `self-alignment-X` over the reference point defined by the `break-align-anchor-alignment` of a `break-aligned` item such as a `Clef`.

`sequential-music-to-chord-exceptions` *seq* [*omit-root*] [Function]
Transform sequential music *seq* to chord exceptions.

seq is music that contains a sequence of chords with attached markup having the form

```
<pitch1 pitch2 ... >...-\markup { markup }
```

for example, `<c e g b d'>-\markup \super "maj9"`.

Each chord gets transformed to a chord exception, which is a two-element list: its first element is a list representing the pitches *pitch1*, *pitch2*, etc., in a normalized form; the second element holds a procedure that generates *markup*.

If optional argument *omit-root* is set and not equal to `#f`, *pitch1* (i.e., the root of the chord) is omitted while constructing the chord exception.

The function returns a list of all chord exceptions given in *seq*.

`set-accidental-style` *style rest ...* [Function]
Set accidental style to *style*. Optionally take a context argument, e.g., `'Staff` or `'Voice`. The context defaults to `Staff`, except for piano styles, which use `GrandStaff` as a context.

`set-default-paper-size` *name rest ...* [Function]
Set the default paper size to *name* with orientation *rest*.

name is either a predefined paper size string like `"quarto"` or a pair of numbers like `'(cons (* 100 mm) (* 50 mm))` to specify a custom paper size.

If optional argument *rest* is set to `'landscape`, pages are rotated by 90 degrees, and wider line widths are set accordingly. Swapping the paper dimensions *without* having the print rotated can be achieved by appending the string `landscape` to the name of the paper size itself (example: `"a4landscape"`).

This function can only be used at top level; it must come before any `\paper` block. See also function `set-paper-size`.

`ly:set-default-scale` *scale* [Function]
Set the global default scale. This determines the tuning of pitches with no accidentals or key signatures. The first pitch is C. Alterations are calculated relative to this scale. The number of pitches in this scale determines the number of scale steps that make up an octave. Usually the 7-note major scale.

`set-global-staff-size` *sz* [Function]
Set the default staff size, where *sz* is thought to be in points.

`ly:set-grob-creation-callback` *cb* [Function]
Specify a procedure that gets called every time a new grob is created. The callback receives as arguments the grob that was created, the name of the C++ source file that caused the grob to be created, and the corresponding line number in the C++ source file. Call with `#f` as argument to unset the callback.

`ly:set-grob-modification-callback` *cb* [Function]
Specify a procedure that gets called every time LilyPond modifies a grob property. The callback receives as arguments the grob that is being modified, the name of the C++ file in which the modification was requested, the line number in the C++ file in which the modification was requested, the name of the function in which the modification was requested, the property to be changed, and the new value for the property. Call with `#f` as argument to unset the callback.

`ly:set-middle-C!` *context* [Function]
Set the `middleCPosition` variable in *context* based on the variables `middleCClefPosition` and `middleCOffset`.

`set-mus-properties!` *m alist* [Function]
Set all of *alist* as properties of *m*.

`ly:set-option` *var val* [Function]
Set program option *var* to value *val*.

See also function `ly:add-option`.

`ly:set-origin!` *m origin* [Function]
Set the origin given in *origin* to *m*. *m* is typically a music expression or a list of music. List structures are searched recursively, but recursion stops at the changed music expressions themselves.

origin is generally of type `ly:input-location?`, defaulting to `(*location*)`. Other valid values for `origin` are a music expression which is then used as the source of location information, or `#f` or `'()` in which case no action is performed. The return value is *m* itself.

`set-output-property` *grob-name symbol val* [Function]
Usage example: `\applyoutput #(set-output-property 'Clef 'extra-offset '(0 . 1))`

`set-paper-size` *name rest ...* [Function]
Set the paper size within `\paper` to *name* with orientation *rest*.

name is either a predefined paper size string like `"quarto"` or a pair of numbers like `'(cons (* 100 mm) (* 50 mm))` to specify a custom paper size.

If optional argument *rest* is set to `'landscape`, pages are rotated by 90 degrees, and wider line widths are set accordingly. Swapping the paper dimensions *without* having the print rotated can be achieved by appending the string `landscape` to the name of the paper size itself (example: `"a4landscape"`).

This function can only be used within a `\paper` block; it must come before any other functions used within the same `\paper` block. See also function `set-default-paper-size`.

`ly:set-property-cache-callback` *cb* [Function]
Specify a procedure that gets called whenever LilyPond calculates a callback function and caches the result. The callback receives as arguments the grob whose property it is, the name of the property, the name of the callback that calculated the property, and the new (cached) value of the property. Call with `#f` as argument to unset the callback.

`ly:set-rand-seed` *seed* [Function]
Seed the internal pseudo-random generator with the specified value.

`shift-one-duration-log` *music shift dot* [Function]
Add *shift* to `duration-log` of `'duration` in *music* and optionally *dot* to any note encountered. The number of dots in the shifted music may not be less than zero.

`shift-right-at-line-begin` *g* [Function]
Shift an item to the right, but only at the start of the line.

`shift-semitone->pitch` *key semitone->pitch* [Function]
Given a function *semitone->pitch* converting a semitone number into a note value for a lookup table created in relation to C, returns a corresponding function in relation to *key*. The note values returned by this function differ only enharmonically from the original *semitone->pitch* function.

`skip->rest` *mus* [Function]
Replace *mus* by `RestEvent` of the same duration if it is a `SkipEvent`. Useful for extracting parts from crowded scores.

`skip-of-length` *mus* [Function]
Create a skip of exactly the same length as *mus*.

`skip-of-moment-span` *start-moment end-moment* [Function]
Make skip music fitting between *start-moment* and *end-moment*. The grace part of *end-moment* matters only if *start-moment* and *end-mom* have the same main part.

`ly:skyline?` *x* [Function]
Is *x* a smob of class `Skyline`?

`ly:skyline->points` *skyline horizon-axis* [Function]
Return a list of points from the given skyline, if viewed with *horizon-axis* as 'horizon axis'. Joining the points with a line draws the outline of the skyline.

`ly:skyline-distance` *skyline other-skyline horizon-padding* [Function]
Compute the distance between the two skylines, padding by *horizon-padding* if provided.

`ly:skyline-empty?` *sky* [Function]
Return whether skyline *sky* is empty.

`ly:skyline-height` *skyline x* [Function]
Return the height of *skyline* at point *x*.

`ly:skyline-max-height` *skyline* [Function]
Return the maximum height found in *skyline*.

`ly:skyline-max-height-position` *skyline* [Function]
Return the position at which *skyline* reaches its maximum height.

`ly:skyline-merge` *skyline1 skyline2* [Function]
Merge the two given skylines.

`ly:skyline-pad` *skyline horizon-padding* [Function]
Return a version of *skyline* padded by *horizon-padding* along the horizon.

`ly:skyline-touching-point` *skyline other-skyline horizon-padding* [Function]
Get the point where *skyline* and *other-skyline* (having opposite directions) reach their minimum distance. If *horizon-padding* is provided, one skyline is padded with it first.

`ly:skylines-for-stencil` *stencil axis* [Function]
Return a pair of skylines representing the outline of *stencil*. *axis* is the 'horizon axis' (i.e., this function gives skylines suitable for the `vertical-skylines` property if *axis* is `X`, and for `horizontal-skylines` if *axis* is `Y`).

`ly:smob-protects` [Function]
Return LilyPond's internal smob protection list.

`ly:solve-spring-rod-problem` *springs rods length ragged* [Function]
Solve a spring and rod problem for *count* objects that are connected by *count*-1 *springs*, and an arbitrary number of *rods*. *count* is implicitly given by *springs* and *rods*. The *springs* argument has the format `(ideal, inverse_hook)` and *rods* is of the form `(idx1, idx2, distance)`.

length is a number, *ragged* a boolean.

The function returns a list containing the force (positive for stretching, negative for compressing and `#f` for non-satisfied constraints) followed by *spring-count*+1 positions of the objects.

`ly:source-file?` *x* [Function]
Is *x* a smob of class `Source_file`?

`ly:source-files` *parser-smob* [Function]
Return a list of input files that have been opened up to here, including the files that have been closed already. A parser, *parser-smob*, may optionally be specified.

`ly:span-bar::before-line-breaking` *grob* [Function]
A dummy callback that kills the `Grob` *grob* if it contains no elements.

`ly:span-bar::calc-anchor` *grob* [Function]
Calculate the anchor position of the `SpanBar`. The anchor is used for the correct placement of bar numbers, etc.

`ly:span-bar::calc-glyph-name` *grob* [Function]
Return the `'glyph-name` of the corresponding `BarLine` grob. The corresponding `SpanBar` glyph is computed within `span-bar::compound-bar-line`.

`span-bar::compound-bar-line` *grob bar-glyph extent* [Function]
Build the stencil of the span bar.

`ly:span-bar::print` *grob* [Function]
The print routine for span bars.

`ly:span-bar::width` *grob* [Function]
Compute the width of the `SpanBar` stencil.

`Span_stem_engraver` *ctx* [Function]
Connect cross-staff stems to the stems above in the system.

`ly:spanner?` *g* [Function]
Is *g* a spanner object?

`ly:spanner-bound` *spanner dir def* [Function]
Get one of the bounds of *spanner*. *dir* is `-1` for left, and `1` for right. If the spanner does not (yet) have a bound for this direction, return *def*, or `'()` if *def* is not specified.

`ly:spanner-broken-into` *spanner* [Function]
Return broken-into list for *spanner*.

`ly:spanner-broken-neighbor` *spanner dir* [Function]
Return the broken neighbor of *spanner* on the next or previous system according to *dir*. If there is no neighbor, return `#f`.

`ly:spanner-set-bound!` *spanner dir item* [Function]
Set grob *item* as bound in direction *dir* for *spanner*.

`ly:spawn` *command rest* [Function]
Simple Scheme interface to the GLib function `g_spawn_sync`. If an error occurs, format it with `format` and *rest*.

`split-list-by-group-lengths` *lst groups* [Function]
Split list into groups whose lengths are given in *groups*. For example:

```
(split-list-by-group-lengths '(a b c d e f) '(3 2 1)
⇒ ((a b c) (d e) (f))
```

`split-list-by-separator` *lst pred* [Function]
Split *lst* at each element that satisfies *pred*, and return the parts (with the separators removed) as a list of lists. Example:

```
(split-list-by-separator '(a 0 b c 1 d) number?)
   ⇒ ((a) (b c) (d))
```

`ly:spring?` *x* [Function]
Is *x* a smob of class `Spring`?

`ly:spring-set-inverse-compress-strength!` *spring strength* [Function]
Set the inverse compress *strength* of *spring*.

`ly:spring-set-inverse-stretch-strength!` *spring strength* [Function]
Set the inverse stretch *strength* of *spring*.

`stack-lines` *dir padding baseline stils* [Function]
Stack stencils vertically with a baseline skip.

`stack-stencil-line` *space stencils* [Function]
Adjoin a list of *stencils* along the x axis, leaving *space* between the end of each stencil and the beginning of the following stencil. Stencils with empty y extent are not given *space* before them and don't avoid overlapping other stencils.

`stack-stencils` *axis dir padding stils* [Function]
Stack stencils *stils* in direction *axis*, *dir*, using *padding*.

`stack-stencils-padding-list` *axis dir paddings stils* [Function]
Stack stencils *stils* in direction *axis*, *dir*, using a list of *paddings*.

`staff-ellipsis::print` *grob* [Function]
Callback for `StaffEllipsis` grob, which is used with `skipTypesetting`.

`staff-ellipsis::pure-height` *grob beg end* [Function]
Callback for `StaffEllipsis` grob, which is used with `skipTypesetting`.

`ly:staff-symbol-line-thickness` *grob* [Function]
Return the current staff line thickness in the staff associated with *grob*, expressed as a multiple of the current staff space height.

`ly:staff-symbol-staff-radius` *grob* [Function]
Return the radius of the staff associated with *grob*.

`ly:staff-symbol-staff-space` *grob* [Function]
Return the current staff space height in the staff associated with *grob*, expressed as a multiple of the default height of a staff space in the traditional five-line staff.

`ly:stderr-redirect` *fd-or-file-name mode* [Function]
Redirect standard error output (stderr) to file descriptor *fd* if the first parameter is an integer, or to file *file-name*, opened with *mode*.

`ly:stem::extremal-heads` [Function]
Return a pair containing the lowest and highest heads on this stem.

If the stem has only one head, both elements of the pair refer to it. If the stem has no heads, the result is `'(() . ())`.

`ly:stencil?` *x* [Function]
Is *x* a smob of class `Stencil`?

`ly:stencil-add` *args* [Function]
Combine stencils. Takes any number of arguments.

`ly:stencil-aligned-to` *stil axis dir* [Function]
Align stencil *stil* using its own extents. *dir* is a number. `-1` and `1` are left and right, respectively. Other values are interpolated (so `0` means the center).

`ly:stencil-combine-at-edge` *first axis direction second padding* [Function]
Construct a stencil by putting *second* next to *first*.

axis can be `0` (x axis) or `1` (y axis). *direction* can be `-1` (left or down) or `1` (right or up). The stencils are juxtaposed with *padding* as extra space. *first* and *second* may also be `'()` or `#f`.

If either of the stencils is spacing (i.e., the result of `\\hspace` markup and similar commands), *padding* does not apply.

`ly:stencil-empty?` *stil axis* [Function]
Return whether *stil* is empty. If an optional *axis* is supplied, the emptiness check is restricted to that axis.

`ly:stencil-expr` *stil* [Function]
Return the expression of stencil *stil*.

`ly:stencil-extent` *stil axis* [Function]
Return a pair of numbers signifying the extent of stencil *stil* in *axis* direction (`0` or `1` for x and y axis, respectively).

`ly:stencil-outline` *stil outline* [Function]
Return a stencil with the stencil expression (inking) of stencil *stil* but with outline and dimensions from stencil *outline*.

`stencil-pad-around` *amount stencil* [Function]
Add a padding of *amount* around *stencil*, returning a new stencil.

`ly:stencil-rotate` *stil angle x y* [Function]
Return a stencil *stil* rotated by *angle* degrees around the relative offset (*x*, *y*). E.g., an offset of (-1, 1) rotates the stencil around the left upper corner.

`ly:stencil-rotate-absolute` *stil angle x y* [Function]
Return a stencil *stil* rotated by *angle* degrees around point (*x*, *y*), given in absolute coordinates.

`ly:stencil-scale` *stil x y* [Function]
Scale stencil *stil* using the horizontal and vertical scaling factors *x* and optional *y* (defaulting to *x*). Negative values flip or mirror *stil* without changing its origin; this may result in collisions unless it is repositioned.

`stencil-squash-extent` *stencil axis* [Function]
Set the extent of *stencil* in the dimension *axis* to zero.

`ly:stencil-stack` *first axis direction second padding mindist* [Function]
Construct a stencil by stacking *second* next to *first*.

axis can be `0` (x axis) or `1` (y axis). *direction* can be `-1` (left or down) or `1` (right or up). The stencils are juxtaposed with *padding* as extra space. *first* and *second* may also be `'()` or `#f`. As opposed to `ly:stencil-combine-at-edge`, metrics are suited for successively accumulating lines of stencils. Also, *second* stencil is drawn last.

If *mindist* is specified, reference points are placed apart at least by this distance. If either of the stencils is spacing (i.e., the result of `\\hspace` markup and similar commands), *padding* and *mindist* do not apply.

`ly:stencil-translate` *stil offset* [Function]
Return a copy of stencil *stil* but translated by *offset* (a pair of numbers).

`ly:stencil-translate-axis` *stil amount axis* [Function]
Return a copy of stencil *stil* but translated by *amount* in *axis* direction.

`stencil-true-extent` *stencil axis* [Function]
Return the extent of the actual printed ink of *stencil* on *axis*.

`stencil-whiteout` *stil* [*style* [*thickness* [*line-thickness* [*color*]]]] [Function]
White-out stencil *stil* (i.e., add a white background around it).

If set, optional argument *style* determines the shape of the white background: value `'outline` makes the function use `stencil-whiteout-outline` to produce the white background, value `'rounded-box` applies `stencil-whiteout-box` to produce a white background with rounded corners. If other values are given (e.g., `'box`) or when unspecified, `stencil-whiteout-box` is used to produce a white background with square corners.

If optional argument *thickness* is specified it determines how far, as a multiple of *line-thickness* (which is an optional argument, too, defaulting to value 0.1), the white background extends past the extents of *stil*. If *thickness* is not specified, an appropriate default is chosen based on *style*.

Optional argument *color* sets the color of the white-out, defaulting to white.

`stencil-whiteout-box` *stil* [*thickness* [*blot* [*color*]]] [Function]
White-out stencil *stil* by printing it on top of a white rectangle.

By default, the white background rectangle encloses *stil* without any borders; this can be changed by setting optional argument *thickness* (defaulting to value zero). Optional argument *blot* gives the blot diameter for rounding the corners of the background rectangle (default value is zero, making sharp corners). Optional argument *color* changes the background color (defaulting to white).

`stencil-whiteout-outline` *stil* [*thickness* [*color* [*angle-increments* [*radial-increments*]]]] [Function]
White-out stencil *stil* by surrounding its outline with white.

This function works by creating a series of white stencils radially offset from the original stencil with angles from 0° to 360°.

Optional argument *thickness* (default value 0.3) specifies how big the white outline is.

The number of angle increments can be controlled with optional argument *angle-increments*, defaulting to value 16 (corresponding to 22.5°). The number of radius increments (from zero to *thickness*) can be controlled with optional argument *radial-increments*, defaulting to

value 1. Thus *radial-increments* specifies how many copies of the white stencil we make on our way out to *thickness*, and *angle-increments* how many copies of the white stencil we make between 0° and 360°. In total, *radial-increments*angle-increments* copies are drawn.

Optional argument *color* changes the white-out color (defaulting to white).

`stencil-with-color` *stencil color* [Function]
Return a modified version of the given stencil that is colored with the given color. See `normalize-color` for possible color formats.

`straight-flag` *flag-thickness flag-spacing upflag-angle upflag-length downflag-angle downflag-length* [Function]
Construct a straight flag stencil function.

The constructed function expects a single argument, *grob*.

flag-thickness and *flag-spacing* are given in staff spaces, *upflag-angle* and *downflag-angle* are given in degrees, and *upflag-length* and *downflag-length* are given in staff spaces.

All lengths are scaled according to the font size of the note. If the `stroke-style` property in *grob* is set to the string `"grace"`, add a slash through the flag.

This is an auxiliary function for `modern-straight-flag`, `old-straight-flag`, and `flat-flag`.

`ly:stream-event?` *obj* [Function]
Is *obj* a `Stream_event` object?

`string->string-list` *str* [Function]
Convert string *str* into a list of strings with length 1. `"aBc"` will be converted to `("a" "B" "c")`. For an empty string or if *str* is not of type `string?`, return a list containing `""`.

`ly:string-percent-encode` *str* [Function]
Encode all characters in string *str* with hexadecimal percent escape sequences, with the following exceptions: characters '`-./_`' and characters in ranges `0-9`, `A-Z`, and `a-z`.

`ly:string-substitute` *a b s* [Function]
Replace string *a* by string *b* in string *s*.

`style-note-heads` *heads style music* [Function]
Set *style* for all *heads* in *music*. Works both inside of and outside of chord construct.

`suggest-convert-ly-message` *version-seen* [Function]
Internally used when the file has an error, to suggest usage of `convert-ly` if the `\version` statement is considered outdated compared to the LilyPond version that is running.

`symbol-concatenate` *names ...* [Function]
Like `string-concatenate`, but for symbols.

`ly:system-font-load` *name* [Function]
Load the OpenType system font *name*`.otf`. Fonts loaded with this command must contain two additional SFNT font tables called `LILC` and `LILY`, needed for typesetting musical elements. Currently, only the Emmentaler and the Emmentaler-Brace fonts fulfill these requirements.

Note that only `ly:font-get-glyph` and derived code (like `\lookup`) can access glyphs from the system fonts; text strings are handled exclusively via the Pango interface.

`tab-note-head::handle-ties` *grob* [Function]
Handle tab note heads ending a `Tie`, deal with `RepeatTie`.

If a `Slur` or `Glissando` starts at a tie-ending `TabNoteHead` always print the `TabNoteHead` parenthesized.

If a tie-ending `TabNoteHead` occurs at the beginning of a line print it parenthesized unless sub-properties `note-head-visible` and `parenthesize` of `details.tied-properties` are set `#f`, which can be done manually or using `hideSplitTiedTabNotes`.

A `TabNoteHead` with `\repeatTie` is printed parenthesized as well, the same holds if `\repeatTie` is applied to a chord. This is useful for seconda volta blocks. This behavior can be switched off with `hideSplitTiedTabNotes`.

`tab-note-head::print` *grob* [Function]
Print a tab note head.

`tag-group-defined?` *tag-group* [Function]
Test if given *tag-group* is defined.

Return `#t` if so and `#f` otherwise.

`tag-group-get` *tag* [Function]
Return the tag group (as a list of symbols) that the given *tag* symbol belongs to, `#f` if none.

`tags-keep-predicate` *tags* [Function]
Return a predicate that returns `#f` for any music that is to be removed by `\keepWithTag` on the given symbol or list of symbols *tags*.

`tags-remove-predicate` *tags* [Function]
Return a predicate that returns `#f` for any music that is to be removed by `\removeWithTag` on the given symbol or list of symbols *tags*.

`teaching-accidental-rule` *context pitch barnum* [Function]
An accidental rule that typesets a cautionary accidental if it is included in the key signature *and* does not directly follow a note on the same staff line.

`ly:text-interface::interpret-markup` [Function]
Convert a text markup into a stencil. *layout* is a `\\layout` block. *props* is an alist chain, i.e., a list of alists. *markup* is the markup text to be processed. See also `grob-interpret-markup`.

`time-signature?` *x* [Function]
Is *x* syntactically a time signature in canonical form?

When defining a music function that requires a canonical time signature, use this predicate in the function signature, then validate the value in the function body.

A time signature is one fraction or a list of two or more fractions (representing concatenation).

A fraction is a pair, (*numerator* . *denominator*), where the denominator is always a number. The numerator is one term or a list of two or more terms, where each term is either a number or another fraction. A list represents concatenation.

`ly:time-signature::calc-fraction` *grob* [Function]
Compatibility callback for the deprecated `fraction` property.

Returns the value of `time-signature` reduced to a fraction.

`ly:time-signature::print` *grob* [Function]
Print routine for time signatures.

`ly:time-signature::print-x` *grob* [Function]
Print routine for an X-shaped sign indicating no time signature.

`time-signature->fraction` *time-sig* [Function]
Reduce canonical time signature *time-sig* to a single, simple fraction (or #f).

`ly:time-tracer-include-and-remove-file` *file-name* [Function]
Incorporate records from file *file-name* into the current trace. If successful, remove *file-name*. This supports aggregating completed traces from child processes into the parent's trace.

`ly:time-tracer-restart` *name* [Function]
Reinitialize the global tracer in a child process to avoid interfering with the parent's trace. *name* is the name given to the top-level duration slice in the new trace.

`ly:time-tracer-set-file` *file-name* [Function]
Direct time-trace output to file *file-name*. If *file-name* is `#f`, disable tracing.

`ly:time-tracer-stop` [Function]
Finalize the global tracer.

`to-staff-space` *size* [*unit*] [Function]
Convert absolute *size* in *unit* to staff-space units.

Possible values for *unit* are `'pt`, `'bp`, `'mm`, `'cm`, and `'in`. If *unit* is omitted, use `'pt`.

Example:

```
\markup \hspace #(to-staff-space 25 'mm)
```

`toe-heel-subst-stencil` *grob left right* [Function]
Construct a stencil for a toe-heel substitution.

`ly:transform?` *x* [Function]
Is *x* a smob of class `Transform`?

`ly:transform->list` *transform* [Function]
Convert a transform matrix to a list of six values. Values are *xx*, *yx*, *xy*, *yy*, *x0*, *y0*.

`ly:translate-cpp-warning-scheme` *str* [Function]
Translate a string in C++ `printf` format and modify it to use it for Scheme formatting.

`ly:translator?` *x* [Function]
Is *x* a smob of class `Translator`?

`ly:translator-context` *trans* [Function]
Return the context of the translator object *trans*.

`ly:translator-description` *creator* [Function]
Return an alist of properties of translator definition *creator*.

`ly:translator-group?` *x* [Function]
Is *x* a smob of class `Translator_group`?

`ly:translator-name` *creator* [Function]
Return the type name of the translator definition *creator*. The name is a symbol.

`ly:transpose-key-alist` *l pit* [Function]
Make a new key alist of *l* transposed by pitch *pit*.

`tsig-abbr-expand` *abbr* [Function]
Convert abbreviated time signature *abbr* to canonical form.

This change is purely syntactic and does not check any values. Return `#f` if *abbr* is not syntactically valid.

See the `\timeAbbrev` command for a description of abbreviated form. See the `\time` command for a description of canonical form.

Example:

```
(tsig-abbr-expand '((2 3 8) (2 4)))
⇒ '(((2 3) . 8) (2 . 4))
```

`ly:ttf->pfa` *ttf-file-name idx* [Function]
Convert the contents of a TrueType font file to PostScript Type 42 font, returning it as a string. The optional *idx* argument is useful for TrueType collections (TTC) only; it specifies the font index within the TTC. The default value of *idx* is 0.

`ly:ttf-ps-name` *ttf-file-name idx* [Function]
Extract the PostScript name from a TrueType font. The optional *idx* argument is useful for TrueType collections (TTC) only; it specifies the font index within the TTC. The default value of *idx* is 0.

`ly:tuplet-description?` *x* [Function]
Is *x* a smob of class `Tuplet_description`?

`unbroken-or-first-broken-spanner?` *spanner* [Function]
Is *spanner* either unbroken or the first of its broken siblings?

`unbroken-or-last-broken-spanner?` *spanner* [Function]
Is *spanner* either unbroken or the last of its broken siblings?

`unbroken-spanner?` *spanner* [Function]
Is *spanner* unbroken? A spanner has to be broken if it spans more than one system, or if one of its bounds is on the limit of the system. This function returns `#f` on the clones, but `#t` on the originals.

`unfold-repeats` *types music* [Function]
Replace repeats of the types given by *types* with unfolded repeats. If *types* is an empty list, `repeated-music` is taken, unfolding all.

`unfold-repeats-fully` *music* [Function]
Unfold repeats and expand the resulting `unfolded-repeated-music`.

`uniq-list` *lst* [Function]
Remove doublets from list *lst* (i.e., make its elements unique), assuming that it is sorted. Uses `equal?` for comparisons.

`uniqued-alist` *alist* [*hash-func* [*assoc-func*]] [Function]
Make keys unique in *alist*. If duplicate keys are found, the first key-value pair is kept. The order of entries is otherwise preserved. The optional arguments *hash-func* and *assoc-func* are a hashing function and an alist retrieval function, as in Guile's `hashx-...` functions.

`unity-if-multimeasure` *context dur* [Function]
Given a context and a duration, return `1` if the duration is longer than the `measureLength` in that context, and `#f` otherwise. This supports historic use of `Completion_heads_engraver` to split `c1*3` into three whole notes.

`ly:unpure-call` *data grob rest* [Function]
Convert property *data* (unpure-pure container or procedure) to value in an unpure context defined by *grob* and possibly *rest* arguments.

`ly:unpure-pure-container?` *x* [Function]
Is *x* a smob of class `Unpure_pure_container`?

`ly:unpure-pure-container-pure-part` *pc* [Function]
Return the pure part of *pc*.

`ly:unpure-pure-container-unpure-part` *pc* [Function]
Return the unpure part of *pc*.

`unspecified-music?` *mus* [Function]
Recognize 'unspecified' music by its `void` property. Music functions and event functions return such music by default.

`ly:usage` [Function]
Print usage message.

`value-for-spanner-piece` *property args* [Function]
Associate a piece of broken spanner *grob* with an element of list *arg*.

`ly:verbose-output?` [Function]
Was verbose output requested, i.e., is the log level at least `DEBUG`?

`ly:version` [Function]
Return the current LilyPond version as a list, e.g., `(1 3 127 uu1)`.

`ly:version?` *op ver* [Function]
Use operator *op* to compare the currently executed LilyPond version with a given version *ver*, which is passed as a list of numbers.

`voicify-music` *m* [*id*] [Function]
Recursively split chords that are separated with \\. Optional *id* can be a list of context ids to use. If numeric, they also indicate a voice type override. If *id* is just a single number, that's where numbering starts.

`volta-bracket::calc-hook-visibility` *bar-glyph* [Function]
Determine the visibility of the volta bracket end hook, returning `#t` if *no* hook should be drawn.

`ly:volta-bracket::calc-shorten-pair` *grob* [Function]
Calculate the `shorten-pair` values for an ideal placement of the volta brackets relative to the bar lines.

`volta-spec-music` *number-list music* [Function]
Add \volta *number-list* to *music*.

`ly:warning` *str rest* [Function]
A Scheme callable function to issue the warning *str*. The message is formatted with `format`; *rest* holds the formatting arguments (if any).

`ly:warning-located` *location str rest* [Function]
A Scheme callable function to issue the warning *str* at the specified location in an input file. The message is formatted with `format`; *rest* holds the formatting arguments (if any).

`ly:wide-char->utf-8` *wc* [Function]
Encode the Unicode codepoint *wc*, an integer, as UTF-8.

`write-me` *message x* [Function]
Return *x*. Display *message* and write *x*. Handy for debugging, possibly turned off.

Appendix A Indices

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