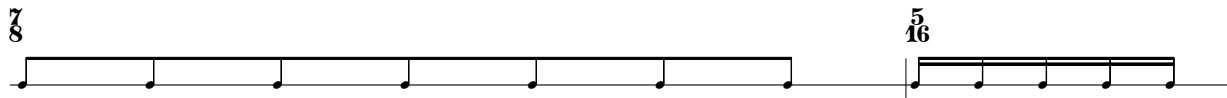
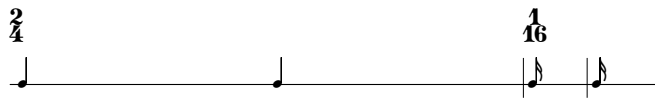
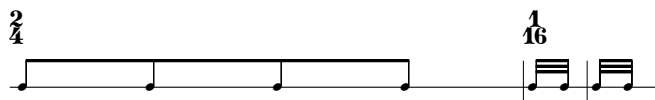
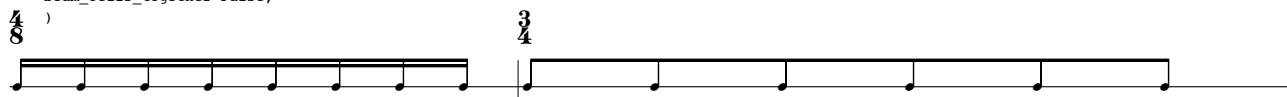


## Even-run rhythm-maker

```
EvenRunRhythmMaker(  
    denominator_multiplier_exponent=0,  
    beam_each_cell=True,  
    beam_cells_together=False,  
)
```



```
EvenRunRhythmMaker(  
    denominator_multiplier_exponent=1,  
    beam_each_cell=True,  
    beam_cells_together=False,  
)
```



```
EvenRunRhythmMaker(  
    denominator_multiplier_exponent=2,  
    beam_each_cell=True,  
    beam_cells_together=False,  
)
```

