Guido Engine

Sample code in JavaScript (WASM)

```
> npm install @grame/guidolib
```

GMN code

AR representation

AR to AR

AR to GR

GR drawing

```html
<script type="text/javascript" src="libGUIDOEngine.js"></script>
<script type="text/javascript" src="guidoengine.js"></script>
<script>
    var engine = new GuidoEngine;
    engine.initialize ().then (processGMN);

    function processGMN (engine) {
        var scorediv = document.querySelector("#scoreContainer");

        var p = engine.openParser();
        var ar = engine.string2AR(p, "[ a b c]");
        engine.closeParser(p);

        var gr = engine.ar2gr(ar);
        var svg = engine.gr2SVG(gr, 1, true, 0);

        engine.freeGR(gr);
        engine.freeAR(ar);
        scorediv.innerHTML = svg;
    }
</script>
```

The Guido Project

Guido Engine

Time to graphic mappings