



Treated their properties of the spirit points

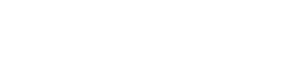
















representation











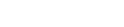


















fScore.ResizePageToMusic



fScore.AR2GR();





fScore.ParseString("[

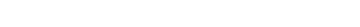














auidopaint() 115







getSize().width,

getSize().height,



































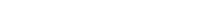












engine.openParser





engine.closeParser(p);



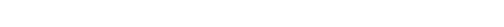




engine.ar2gr(ar);

engine.string2AR(p,

engine.gr2SVG(gr,



engine.freeGR(gr);





engine.freeAR(ar);

