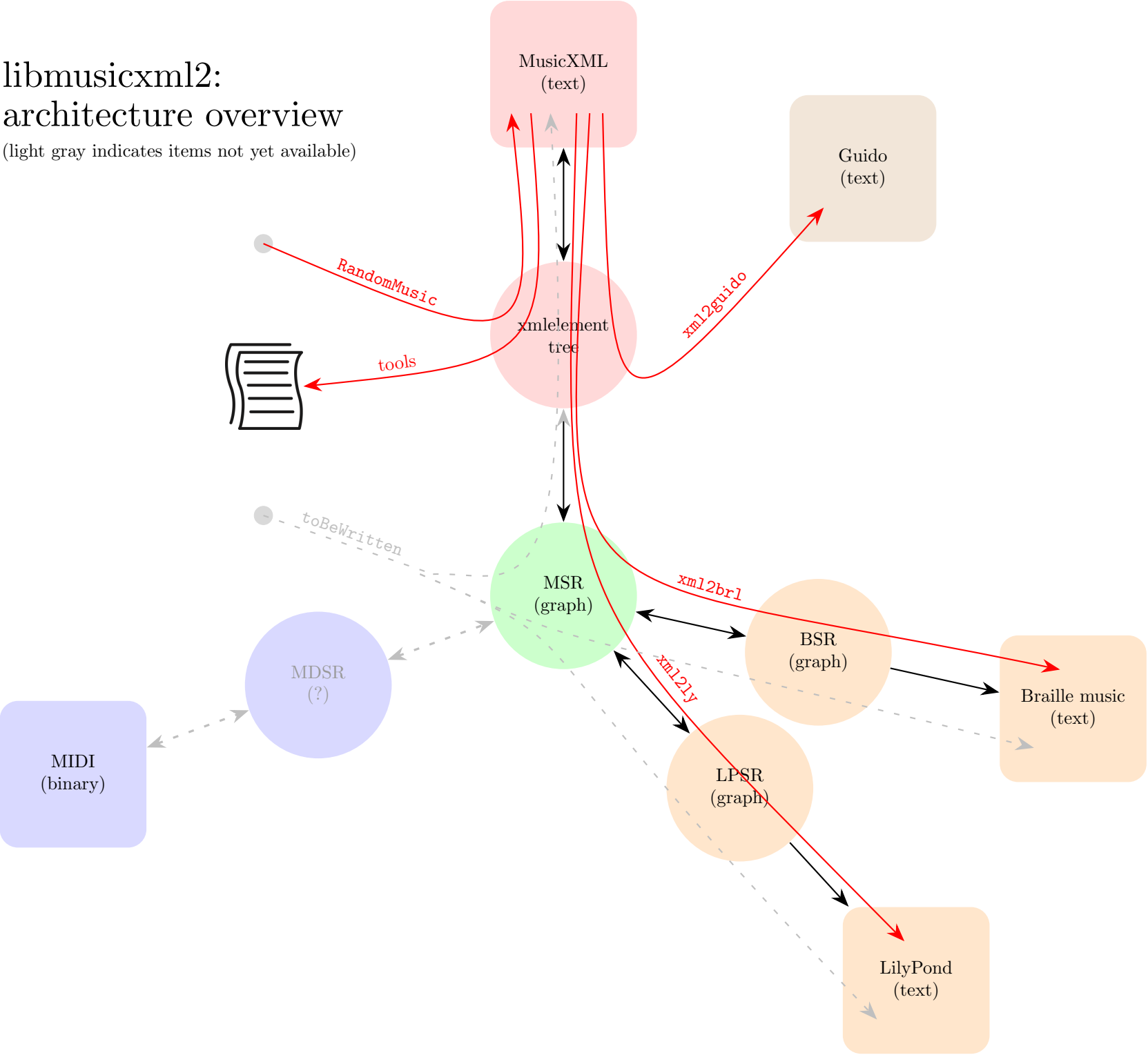


libmusicxml2: architecture overview

(light gray indicates items not yet available)



Entity	Description
xmlelement tree	a tree representing the MusicXML markups such as <code><part-list></code> , <code><time></code> and <code><note></code>
MSR	Music Score Representation, in terms of part groups, parts, staves, voices, notes, ...
LPSR	LilyPond Score Representation, i.e. MSR plus LilyPond-specific items such as <code>\score</code> blocks
BSR	Braille Score Representation, with pages, lines and 6-dots cells
MDSR	MIDI Score Representation, to be designed
RandomMusic	generates an xmlelement tree containing random music and writes it as MusicXML
tools	a set of other demo programs such as <code>countnotes</code> , <code>xmltranspose</code> and <code>partsummary</code>
toBeWritten	should generate an MSR containing some music and write it as MusicXML, LilyPond and Braille music
xml2ly	performs the 4 hops from MusicXML to LilyPond to translate the former into the latter
xml2brl	performs the 4 hops from MusicXML to Braille music to translate the former into the latter (draft)

- Note: `xml2ly` has a `'-jianpu'` option
- Note: `midi2ly` translates MIDI files to LilyPond code
- Note: `lilypond` can generate MIDI files from its input