Container symbol definition maps child elements

timeToX(start_time) = x
timeToX(duration) = w
timeToY(pitch) = y

Semantic data

{

    container: **stave**,
    note: a4,
    start_time: 1,
    duration: 1s,
    amplitude: 1

}

Graphic representation

{

    circle: {
        center-x: 100px,
        center-y: 100px,
        radius: 3px
    },
    line: {
        start-x: 100px,
        end-x: 200px,
        start-y: 100px,
        end-y: 100px
    }

}

Symbol definition