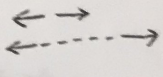
(terminal definitions)

export-arrows ε {0,1,2}
0 = empty
1 = left and right
2 = left or right



boldness ε {0,1}
0 = not bold
1 = bold

brackets ε {0,1}
0 = no brackets following
1 = brackets following

rest ε {0,1,2,3}
0 = no rest
1 = long
2 = medium
3 = short

dura ε {0,1,2,3}
0 = no duration symbol
1 = medium
2 = end
3 = long

color ε {0,1,2,3,4,5,6}
0 = free color
1 = hard sound
2 = soft sound
3 = hard noise
4 = soft noise
5 = hard sound-noise
6 = soft sound-noise

effect ε {0,1,2,3,4,5,6}
0 = no effect
1 = dämpfen
2 = accent
3 = accent-reverb
4 = periodic rhythm
5 = aperiodic rhythm
6 = combination

layertiming ε {0,1,2,3,4,5,6}
0 = no layertiming symbol
1 = simultaneous 1
2 = simultaneous 2
3 = simultaneous 3/4
4 = simultaneous 5/6
5 = simultaneous next
6 = simultaneous between

layerpitch ε {0,1,2,3,4,5,6}
0 = no layerpitch symbol
1 = replace 1
2 = replace many
3 = change 1
4 = change many
5 = dynamics 1
6 = dynamics average

arrow-left ε {0,1,2,3}
0 = no import arrow left
1 = arrow left without number
2 = arrow left with 2
3 = arrow left with 3

arrow-right ε {0,1,2,3}
0 = no import arrow right
1 = arrow right without number
2 = arrow right with 2

			3 = arrow right with 3 ←3
occur	ε	{0,1,2}	0 = no specification 1 = once 2 = twice
place	ε	{0,1,2...,53}	0 = no square number specified 1 etc. = corresponding squarenr
acc	ε	{0,1,2,3,4}	0 = no accessory (empty) 1 = short 2 = medium 3 = long 4 = free
subs-value	ε	{0,1,2,3,4,5,6}	0 = no subsidiary notes 1 etc = corresp9onding number
subs-pos	ε	{0,1,2,3}	0 = no subsidiary notes 1 = pre 2 = medium 3 = post
subs-tempo	ε	{0,1,2...17}	0 = no subsidiary notes 1 = – 2 = 3 = 4 = 5 = 6 = 7 = 8 = 9 = 10 = 11 = 12 = 13 = 14 = 15 = 16 = 17 = 18 =
flag	ε	{0,-2,-1,+-0,+1,+2}	0 = no flag value -2 etc. = corresponding value
change-value	ε	{0,1,2,3,4,7,9,12,14}	0 = no change symbol 1 etc. = corresponding value
change-dir	ε	{0,1,2,3}	0 = no change symbol 1 = < 2 = > 3 = combined < and >
timepoint	ε	{0,1}	0 = grace note 1 = normal note
accent	ε	{0,1}	0 = no acent 1 = accent
pitch	ε	{-1,0,1,2...127}	-1 = no pitch specified

			0 etc. = pitch according to MIDI notation
legato	ε	{0,1}	0 = no legato 1 = legato
staff	ε	{1,2}	1 = upper staff 2 = lower staff
artic	ε	{0,1}	0 = no staccato 1 = staccato