

# functions from head.ly

The musical score consists of five staves. The first staff is for 'Gitarre 1' (Guitar 1) in treble clef, starting at measure 8. It features a series of eighth notes and is annotated with spans A, B, C, D, and A. The second staff is for a solo instrument in treble clef, starting at measure 8, with spans E, F, G, H, and A. The third staff is for a percussion instrument (Perc) in treble clef, starting at measure 16, with spans I and J. The fourth and fifth staves are for a keyboard instrument in treble clef, starting at measure 18 and 22 respectively, with spans K and L. The score includes various musical notations such as clefs, time signatures, note heads, and dynamic markings.

The above score should show the following:

**A** : Four fourths of middle cs to make sure everything will always be reverted.

**B** : An ottavation 8vb, same notes as before.

**C** : NamedSpan „namedSpan“. Must not change note positions!

**D** : Normal ottavation again: Make sure the text is still ok!

**E** : Special span *solo* , with unfolded repeat.

**F** : Make sure a new clef can shift middleC

**G** : Special span *bassTacet* with a different clef.

**H** : Special span *straight* with a default clef G<sub>8</sub>

**I** : Test *perc* . Should be one normal note (4), one slash (2), one cross (4).

**This emits two expected warnings:**

First note (c): **This is not a drum! MIDI output unspecified** (still printed: ok)

Second note (sn): **No predefined NoteHead found for snare** (replaced with slash: ok)

**and one unexpected warning:**

**WARNING: Unknown Type in transformDrumNotes: RehearsalMarkEvent**

This is an open issue.

**J** : Use *bassAchtva* four times

**K** : Now we test *diviMark* , twice (once with normal notes, once with accents).

0: △ above; 1 above, 2 below, 3 above, 4 below, 5: ▽ below, all else ▲

**L** : Make sure variables that we used are left unchanged.

Expectation: 1 above, 2 below, no mark, 1 and △ both above