

1 Introduction

This language is used to write sheet music for guitar tabs. Maybe in the future it'll be able to write normal sheet music as well!

2 Design Principles

I want the language to be as simple and intuitive as possible. The syntax is very simple, and a lot of the formatting is taken care of by the evaluator, which means that there are default values for a lot of parameters, making life easier for the user.

3 Example Programs

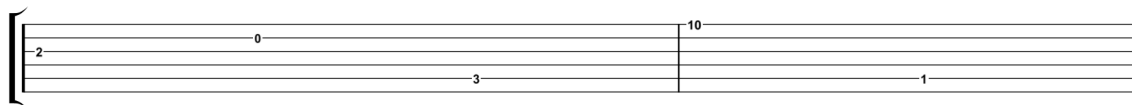
Minimal example:

```
-type tab  
-time 4-4  
-key c
```

```
1:  
    3e4  
    4g  
    1g
```

```
2:  
    5a  
    1f
```

Output:



4 Language Concepts

5 Syntax

6 Semantics

7 Remaining Work