

# LilyPond Contemporary Notation Cookbook: Snippets and Their Grammars

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# Foreword

## 0.1 Preamble

This document houses all the codes I built on LilyPond since September 2024. Because I deal with contemporary notations in my compositional practice, I found myself creating codes and turning them into variables in order to repeatedly use them in my projects. I created a dedicated `.ly` file to store these codes for use, which quickly became very lengthy. I thought it would be useful to organize them into a document where I could easily consult and remind myself what they are and how to use them. This is that document.

Because I use LilyPond actively in my daily compositional and musical typesetting activities, this document is a work in progress.

## 0.2 README

I make this document public because I wish to return something useful to the LilyPond community, but also to seek and implement any improvements other users may find in my codes. Please feel free to reach out to the email address shown on Page 1 of this document.

If you have found any of the codes useful, please feel free to use them in your LilyPond files. Crediting me would be greatly appreciated especially if you use it verbatim or in its slightly modified version:

```
% Original Code written by Yoshiaki Onishi  
% https://github.com/yoshiakionishi/lilypond-snippets
```

In the interest of making the codes found in this document available to as many people as possible, I have avoided using copyrighted musical examples. However, wherever appropriate, I have provided bibliographical sources. Furthermore, I acknowledge that, just as academic work in humanities goes, my ideas are built on those that are formulated by others; as such, whenever there is a direct source of inspiration for formulating a code, I

provide sources.

In creating this document, I make no claim that my notational choices represent an absolute standard that everyone should adhere to. Once the basic principles of notation and typesetting are established (e.g., avoiding collisions, etc.), notation becomes a personal decision for each composer, shaped by careful study of preexisting scores and an evaluation of their musical contexts.

For example, in his book *The Bass Clarinet – A Personal History*, Harry Sparnaay lists nine variants of noteheads for the slap tongue technique.<sup>1</sup> In my work, I created two subcategories of the slap tongue technique: one followed by a pitch and another followed by an air sound (which produces the slap tongue effect that sounds “empty”). To distinguish between the two, I decided to use encircled noteheads—both filled and hollow—and attribute them to each subcategory. Again, this is a method that I have found works for my music, but I would be reluctant to suggest that others should follow the same.<sup>2</sup>

Readers are encouraged to modify my codes in order to suit their desired techniques. This document serves as a record of how I arrived at certain notational choices, because learning LilyPond meant that I would also need to become familiar with Scheme, which proved to be somewhat challenging—even though I have used Common Lisp before owing to programming in OpenMusic—because I had to make many guessworks as I navigated various Scheme codes in other snippets available online. I have also gained familiarity in PostScript language as I continued to familiarize myself with LilyPond.<sup>3</sup>

### 0.3 Background

After [MakeMusic](#) announced that they would cease development of the music notation software program [Finale](#), which I had used for the past twenty-four years, I decided to explore a few other music notation programs to determine the best alternative. At the time of writing this document in late November 2024, a little under three months have passed since I started using [LilyPond](#) for my daily typesetting needs. I now open LilyPond more often than Finale and am committed to using it for the foreseeable future. LilyPond appears to me as the way forward both as a composer and a musical typesetter, as other proprietary notation programs, such as Dorico (which MakeMusic has claimed to be the leading program in the industry) and Sibelius, fall short of what I wish to accomplish.

While LilyPond is “just” a music notation software program that I happened to choose, it is, in a way, more than a toolkit for a composer. It appears that way to me, at least, because

---

1. Harry Sparnaay, *The Bass Clarinet: A Personal History* (Periferia Sheet Music, 2012), 66.

2. This particular notation becomes quickly problematic in terms of rhythmic notation when a bar is longer than a half note (e.g. 1/2, 2/4, 4/8...) For this reason, I tend to favor time signatures that avoids the use of a half note, such as 3/8 or 5/16.

3. See Appendix A for some resources I referred to for Scheme- and PostScript-related matters.



choosing an open-source platform with strong community support and engagement, rather than a proprietary program where desired functionality is subject to the priorities of a small group of salaried developers, reflects a critique of the capitalist/commercialist mindset that often pervades a composer's life.

For example, before transitioning to LilyPond, I briefly explored Dorico. However, as of late September 2024, its functionality for displaying straight flags was very limited; the angle of the straight flags provided by the software was too steep. I consulted the online forum and discovered that another user had posted a question similar to mine. The chief developer of Dorico responded to that post, noting that implementing improvements to this feature was possible but "not currently a high priority."<sup>4</sup> In this tiered structure typical of capitalism, composers may find themselves with increasingly limited creative "freedom."

MakeMusic has heavily advertised on social media platforms that Finale users should migrate to Dorico because it is the "next industry standard." However, this advertising seems to discourage thoughtful consideration of alternatives, leaving little room for reflection or exploration. I became increasingly disillusioned as I witnessed the coercion to invest in a program—however exciting it may appear—with no definite promise of its long-term security and stability.

Of course, it is not my intent to claim that all composers should abandon their proprietary programs of choice, particularly those they have invested money in and/or have been using for many years. It is, however, important to note that:

1. All proprietary programs are at the mercy of the executives who run the companies behind them. "Oh, [insert the name of a proprietary program] is operated by [insert the name of its company], and I just don't see them closing the program down," someone might say. Yet, it happened to Finale.
2. All notation programs, owing to the ways they operate, exert some degree of influence on the way composers compose. As early as the 1980s, Finale's *Mass Mover*, *Note Mover*, and MIDI playback features were already influential in shaping the way composers worked on their music.<sup>5</sup> On the one hand, these features may have helped composers save time. On the other hand, their ready availability may have invited overuse.
3. The lack or underdevelopment of certain functionalities may also push composers to work in certain ways rather than others. Finale benefitted from having the flexibility to implement graphical notation, but even then, many of my composer friends found it practical to use external graphical editing programs to further refine their scores. Even from my personal experience using Finale, I encountered situations where I had

---

4. See: <https://forums.steinberg.net/t/straight-flags-angle/766503>.

5. For example, watch from 15:20 of <https://youtu.be/T1IRlg87Qks>.

to devise creative alternatives to meet my notational goals.

These points implicitly highlight the benefits of learning an additional notation program, ideally an open-source one, alongside the program one primarily uses. LilyPond resonated with me most because of its text-based interface, which I have become increasingly familiar with through my involvement in computer programming. As other users have remarked, I have also found it to be very flexible and extensible. All the snippets I list in this document can be reused with relative ease, allowing me to save time in the long run when using specialized notations in my music. This was not necessarily the case when working on the music notation of extended techniques in *Finale*.

## 0.4 How This Document Is Structured

Each chapter of this document addresses a specific element of music notation, such as noteheads, stems, beams, and so on. Some chapters, however, cover topics specific to LilyPond coding, such as Markups and Spanners. Snippets that use more than one snippet covered in earlier chapters, thus simulating practical applications of these snippets, are covered in the chapter *Combinations*. Snippets that do not appear to belong to earlier chapters find their home in the chapter *Miscellanies*.

Each snippet entry includes a musical example, a description, the relevant grammar, the code required for the snippet to function, and, whenever necessary, a "Discussion" section.

## 0.5 LilyPond Version Used

The version of LilyPond used to create these snippets is 2.24.4.

## 0.6 Acknowledgements

I thank the supportive community of LilyPond users, whose email exchanges on LilyPond's mailing list have inspired me greatly.

Even though I have not met him, I am grateful to Ben Lemon for his generosity in creating and sharing his LilyPond tutorial videos on YouTube. These videos were immensely helpful during the initial stages of learning LilyPond.

I also want to thank my friends who inspired me to start using LilyPond. It was Cole Ingraham who first introduced me to the program in 2016. My initial attempt at using it was not successful, but more recently, Santiago Beis composed and typeset his orchestral piece *Spletna* entirely in LilyPond, which compelled me to give it another try.

I extend my gratitude to my composition students at the University of Delaware School of Music, with whom I embarked on this journey of learning LilyPond. Even though they were not directly affected by Finale's discontinuation, they remained curious and enthusiastic about exploring this program. I hope that if the programs of their choice ever face a fate similar to Finale (though I sincerely hope they do not), they will be better equipped to adapt without the annoyance and arduous work often associated with transitioning to a new tool.

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# Chapter 1

## Beams

### 1.1 Wiggle Beam (zig-zag shaped beam)



#### 1.1.1 Description

Ordinary beams are replaced with zig-zag beams. A set of forward then backward beams are printed in the amount specified in the argument. I use this notation in such pieces as *jeux enjeux* (2022) for brass quintet, in order to designate somewhat uneven rhythmic figures, which are nonetheless to be played within the time frame indicated.

`\wiggleBeamOne` replaces an 8<sup>th</sup>-note beam.

`\wiggleBeamTwo` replaces a 16<sup>th</sup>-note beam.

`\wiggleBeamThree` replaces a 32<sup>nd</sup>-note beam.

`\wiggleBeam_markup` adds a zig-zag beam at will. This allows beaming of mixed note durations, such as:



`\wiggleBeamStemAdjust` allows the adjustment of a stem length, in the event the wiggle beam and the stem do not touch each other.

#### 1.1.2 Grammar

`\wiggleBeamOne #vOffset #howMany #width #rotation`

```
\wiggleBeamTwo #vOffset #howMany #width #rotation
\wiggleBeamThree #vOffset #howMany #width #rotation
```

**NB**

- `hOffset` = (`\wiggleBeam_markup` only) the horizontal offset value originating from where the ordinary beam is placed.
- `vOffset` = the vertical offset value originating from where the ordinary beam is placed.
- `howMany` = how many "wiggles" to print. It only accepts integers.
- `width` = how wide each "wiggle" should appear. When in doubt, start with `#1`.
- `rotation` = a positive value would rotate the beam upward, and the negative value would rotate the beam downward.

NOTE `\wiggleBeam_markup #hOffset #vOffset #howMany #width #rotation`

**NB**

- `hOffset` = the horizontal offset value originating from where the ordinary beam is placed.
- `vOffset` = the vertical offset value originating from where an above-staff markup is placed. Thus, `#0` would place a wiggle beam above the staff line.
- `howMany` = how many "wiggles" to print. It only accepts integers.
- `width` = how wide each "wiggle" should appear. When in doubt, start with `#1`.
- `rotation` = a positive value would rotate the beam upward, and the negative value would rotate the beam downward.
- More than one `\wiggleBeam_markup` may be added in sequence, provided that for each instance all the arguments are defined.

```
\wiggleBeamStemAdjust #fromMiddleLine #howFar NOTE
```

**NB**

- `fromMiddleLine` = (`\wiggleBeamStemAdjust` only) = determines one end of the stem, `#0` being the middle line of an ordinary 5-line staff.
- `howFar` = (`\wiggleBeamStemAdjust` only) = computes how long the stem should be extended. A positive value would draw the stem upward, and a negative value would

draw the stem downward. An integer corresponds to the distance between two staff lines of an ordinary 5-line staff.

### 1.1.3 Code

```
wiggleBeamOne =
#(define-music-function (vOffset howMany howWide howTilted)
  (number? number? number? number?) #{
    \once \override Voice.Beam.stencil = #ly:text-interface::print
    \once \override Voice.Beam.text = \markup {
      \translate #(cons 0 vOffset)
      \postscript #(string-append
        "newpath
        1 setlinejoin
        1 setlinecap
        0.35 setlinewidth
        0.13 0 moveto "
        (number->string howMany)
        " {" (number->string (* 0.6 howWide)) " "
        (number->string (+ 0.5 howTilted)) " rlineto "
        (number->string (* 0.6 howWide))
        " -0.5 rlineto} repeat
        stroke"
        )
      }
    }
#})
```

```
wiggleBeamTwo =
#(define-music-function (vOffset howMany howWide howTilted )
  (number? number? number? number?) #{
    \once \override Voice.Beam.stencil = #ly:text-interface::print
    \once \override Voice.Beam.text = \markup {
      \translate #(cons 0 vOffset)
      \postscript #(string-append
        "newpath
        1 setlinejoin
        1 setlinecap
        0.35 setlinewidth
        0.13 0 moveto "
```

```

        (number->string howMany)
        " {" (number->string (* 0.6 howWide)) " "
        (number->string (+ 0.5 howTilted)) " rlineto "
        (number->string (* 0.6 howWide))
        " -0.5 rlineto} repeat
        stroke newpath
        0.35 setlinewidth
        1 setlinejoin
        0.13 -0.75 moveto "
        (number->string howMany)
        " {" (number->string (* 0.6 howWide)) " "
        (number->string (+ 0.5 howTilted)) " rlineto "
        (number->string (* 0.6 howWide))
        " -0.5 rlineto} repeat
        stroke"
    )
}
#})

```

```

wiggleBeamThree =
#(define-music-function (vOffset howMany howWide howTilted )
  (number? number? number? number?)
  #{
    \once \override Voice.Beam.stencil = #ly:text-interface::print
    \once \override Voice.Beam.text = \markup {
      \translate #(cons 0 vOffset)
      \postscript #(string-append
        "newpath
        1 setlinejoin
        1 setlinecap
        0.35 setlinewidth
        0.13 0 moveto "
        (number->string howMany) " {"
        (number->string (* 0.6 howWide)) " "
        (number->string (+ 0.5 howTilted)) " rlineto "
        (number->string (* 0.6 howWide))
        " -0.5 rlineto} repeat
        stroke
        newpath
        0.35 setlinewidth

```

```

1 setlinejoin
0.13 -0.75 moveto "
  (number->string howMany) " {"
  (number->string (* 0.6 howWide)) " "
  (number->string (+ 0.5 howTilted)) " rlineto "
  (number->string (* 0.6 howWide))
  " -0.5 rlineto} repeat
stroke
newpath
0.35 setlinewidth
1 setlinejoin
0.13 -1.5 moveto "
  (number->string howMany) " {"
  (number->string (* 0.6 howWide)) " "
  (number->string (+ 0.5 howTilted)) " rlineto "
  (number->string (* 0.6 howWide))
  " -0.5 rlineto} repeat
stroke"
)
}
#})

```

```

wiggleBeam_markup =
#(define-music-function (hOffset vOffset howMany howWide howTilted )
  (number? number? number? number? number?)
  #{
    ^\markup {
      \translate #(cons hOffset vOffset)
      \postscript #(string-append
        "newpath
        1 setlinejoin
        1 setlinecap
        0.35 setlinewidth
        0.17 0 moveto "
        (number->string howMany) " {"
        (number->string (* 0.6 howWide)) " "
        (number->string (+ 0.5 howTilted)) " rlineto "
        (number->string (* 0.6 howWide))
        " -0.5 rlineto} repeat
        stroke"
      )
    }
  )

```



```

    )

    }
    #})

wiggleBeamStemAdjust =
#(define-music-function (fromMiddleLine howFar)
  (number? number?)
  #{
    \once \override Stem.stencil = #ly:text-interface::print
    \once \override Stem.text = \markup {
      \postscript #(string-append
        "newpath
        0.12 setlinewidth
        0 " (number->string fromMiddleLine) " moveto
        0 " (number->string howFar) " rlineto
        stroke"
      )
    }
    #})

{
  \wiggleBeamTwo #0 #9 #1.01 #0 c'16 c'
  \wiggleBeamStemAdjust #-3 #3.4 c' c'
  \wiggleBeamTwo #0 #5 #1.82 #0 g''
  \wiggleBeamStemAdjust #2.5 #-3 g''
  \wiggleBeamStemAdjust #2.5 #-3 g'' g''
  \wiggleBeamTwo #-1 #9 #1.01 #-0.15 f''
  \wiggleBeamStemAdjust #1.5 #-3.5 e''
  \wiggleBeamStemAdjust #1 #-3.5 d''
  \wiggleBeamStemAdjust #0.5 #-3.5 c''
  \wiggleBeamOne #-3.5 #5 #1.4 #0.15 b'8
  c''16 \wiggleBeam_markup #0 #-4.8 #2 #1.4 #0.15 d''
  \wiggleBeamThree #-1.3 #19 #0.73 #0 g''32
  \wiggleBeamStemAdjust #1.5 #-4 e''
  \wiggleBeamStemAdjust #0.5 #-3 c'' g'' e''
  \wiggleBeamStemAdjust #0.5 #-3 c''
  \wiggleBeamStemAdjust #2.5 #-5 g'' e''
  \bar ".."
}

```

#### 1.1.4 Discussion

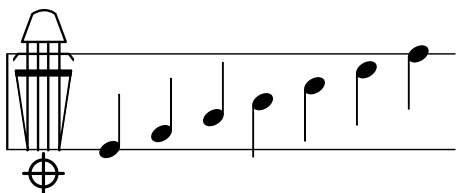
1. Admittedly, while the current setup allows great flexibility in making the wiggle beams appear, it is entirely possible that some of the parameters be automated.
2. When using many wiggle beams, it may be easier to make the score proportionally notated, in order to avoid the micromanagement of the parameters.

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## Chapter 2

# Clefs

### 2.1 String Position Clef



#### 2.1.1 Description

String position clef to indicate bowing position. See Discussion for the associated command, `\normalClef`.

#### 2.1.2 Grammar

`\strPosClef`

#### 2.1.3 Code

```
strPosClefDesign = #(ly:make-stencil (list 'embedded-ps
"gsave
currentpoint translate
/fingboardpath
{
```

```
newpath
```

```
-0.55 7.5 moveto  
0 -3 rlineto  
1 -6.5 rlineto  
-1 -1 rlineto  
0 -3 rlineto  
4.1 0 rlineto  
0 3 rlineto  
-1 1 rlineto  
1 6.5 rlineto  
0 3 rlineto  
closepath
```

```
} def
```

```
fingboardpath clip
```

```
newpath
```

```
0.15 setlinewidth  
0.5 4.75 moveto  
0 -6.8 rlineto  
-0.75 5 rlineto  
3.5 0 rlineto  
-0.75 -5 rlineto  
0. 6.8 rlineto  
stroke  
0.35 setlinewidth  
-0.4 2.75 moveto  
3.75 0 rlineto  
stroke
```

```
%inner two line
```

```
newpath
```

```
0.15 setlinewidth  
1.16 4.75 moveto  
0. -6.8 rlineto  
1.8 4.75 moveto  
0. -6.8 rlineto  
stroke
```

```
%bridge
```

```

newpath
-0.4 3.6 moveto
0.3 0.4 rlineto
3.2 0 rlineto
0.3 -0.4 rlineto
stroke

%tailpiece
0.15 4.75 moveto
1 setlinecap
1 setlinejoin
2.75 0 rlineto
-0.65 1.75 rlineto
-0 -0 -0.6 0.55 -1.45 0 rcurveto
closepath
stroke

newpath
0.2 setlinewidth
1 setlinecap
1.5 -2.25 moveto
0 -2.5 rlineto
0.25 -3.5 moveto
2.5 0 rlineto
stroke
newpath
1.5 -3.5 0.85 0 360 arc
stroke
grestore")
  (cons 0 3)
  (cons 0 1))

strPosClefSize =
#(lambda (grob)
  (let* ((sPCS (ly:grob-property grob 'font-size 0.0))
        (mult (magstep sPCS)))
    (ly:stencil-scale
     strPosClef
     mult mult)))

strPosClef = {

```

```

\override Staff.Clef.stencil = \strPosClefDesign
}

normalClef = {
  \revert Staff.Clef.stencil
}

{
  \override Staff.StaffSymbol.line-positions = #'(6 -6)
  \override Staff.LedgerLineSpanner.stencil = ##f
  \override Staff.TimeSignature.stencil = ##f
  \override Staff.BarLine.stencil = ##f
  \strPosClef c'4 e' g' b' d'' f'' a''
}

```

#### 2.1.4 Discussion

1. With the current design, `c'` would place a note at the lower end of the fingerboard. `a''` would place a note on the same line as the bridge.
2. The current design comes with the mute sign. If the mute sign is not needed, remove the following portion of the code above:

```

%mutesign
newpath
0.2 setlinewidth
1 setlinecap
1.5 -2.25 moveto
0 -2.5 rlineto
0.25 -3.5 moveto
2.5 0 rlineto
stroke
newpath
1.5 -3.5 0.85 0 360 arc

```

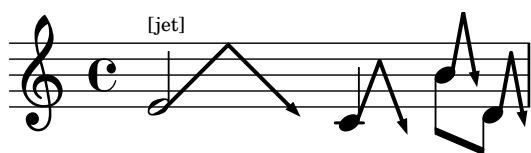
3. Once `\strPosClef` is used, in order to revert back to the normal clef, `\normalClef` must be used.
4. See [Prescriptive Notation for String Instruments](#) for a possible use of this clef.

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## Chapter 3

# Noteheads

### 3.1 Jet Whistle (for flute)



#### 3.1.1 Description

Implementation of the jet whistle, as described in *The Techniques of Flute Playing* by Carin Levine and Christina Mitropoulos-Bott.<sup>1</sup>

#### 3.1.2 Grammar

`\jet NOTE #X-length`

#### 3.1.3 Code

```
jet = #(define-music-function (pitchthing width) (ly:music? number?)
  (define p1 (ly:music-property pitchthing 'pitch))
  (define steps (+ -6 (ly:pitch-steps p1)))
  (define radToDeg (* 180 (/ 1 3.141592653589793)))
  #{ #pitchthing ^\markup {
    \postscript
```

---

1. Carin Levine and Christina Mitropoulos-Bott, *The techniques of flute playing = Die Spieltechnik der Flöte* (Kassel ; New York: Bärenreiter, 2003), 18.



```

        #(string-append "gsave newpath 0.2 setlinewidth 1.15 "
            (number->string
              (+ -2.5 (* 0.5 steps))) " moveto "
            (number->string
              (* 0.5 width)) " 4 rlineto "
            (number->string
              (* 0.5 width)) " -4 rlineto

stroke
newpath
0.1 setlinewidth "
            (number->string (+ 1.15 width)) " "
            (number->string (+ -2.55 (* 0.5 steps)))
            " moveto "
            (number->string
              (* radToDeg (atan (/ (* width 0.5) 4))))
            " rotate

0 -1 rlineto
-0.35 1 rlineto
0.7 0 rlineto
-0.35 -1 rlineto
closepath
fill
grestore
")
    } #})

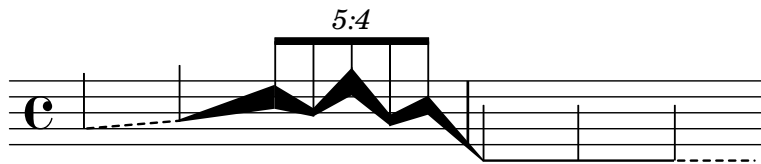
\score {
{
    \jet e'2^\markup {\fontsize #-5 {[jet]}} #8
    \jet c'4 #3
    \stemDown \jet b'8 #1.5
    \jet d'8 #1.5
}

\layout {
    \context {
        \Score proportionalNotationDuration = #(ly:make-moment 1/10)
        \override SpacingSpanner.uniform-stretching = ##t
    }
}
}

```

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## 3.2 Line as a Notehead



### 3.2.1 Description

These functions replace an ordinary notehead with a dashed or a continuous line. For the continuous line, it is possible to adjust the beginning and ending thicknesses.

### 3.2.2 Grammar

```
\dashedLineNotehead NOTE1 PITCH #x-dist
\modularLineNotehead NOTE1 PITCH #beginningThick #endingThick #x-dist
```

NB

1. NOTE1 specifies with which note the line starts. If necessary, the duration must be set, as well.
2. PITCH specifies with which pitch the line ends. Enter only the pitch; this information is used to determine the angle of the line, and it has no effect in displaying the rhythm.
3. x-dist specifies how long the line is.
4. beginningThick (for modularLineNotehead only) specifies how thick the beginning part of the line should be. #15 gives a thin line, similar to the \dashedLineNotehead line. #100 is as thick as a space between two neighboring lines of a staff.
5. endingThick (for modularLineNotehead only) specifies how thick the ending part of the line should be. #15 gives a thin line, similar to the \dashedLineNotehead line. #100 is as thick as a space between two neighboring lines of a staff.

### 3.2.3 Code

```
% See the entry on "Noteheadless" for its code;
% it is required for the snippet to run properly.

dashedLineNotehead =
#(define-music-function
  (beginning end x-distance) (ly:music? ly:music? number?)
```

```

(let*
  (
    (p1 (ly:music-property beginning 'pitch))
    (p2 (ly:music-property end 'pitch))
    (steps
      (-
        (+ (* 7 (ly:pitch-octave p2)) (ly:pitch-notename p2))
        (+ (* 7 (ly:pitch-octave p1)) (ly:pitch-notename p1))
      )
    )
  )
  )
  #{
    {

      \once \override Voice.NoteHead.stencil = #ly:text-interface::print
      \once \override Voice.NoteHead.stem-attachment = #'(0 . 0)
      \once \override Staff.LedgerLineSpanner.stencil = ##f
      \once \override Voice.NoteHead.text = \markup {
        % \translate #(cons 0 0)
        \postscript
        #(string-append
          "newpath 1 setlinecap
            0.15 setlinewidth
            0 0 moveto
            [.4 .4 .4 .4] 3 setdash "
            (number->string x-distance) " " (number->string (* steps 0.5))
            " rlineto stroke"
          )
        }
      #beginning
      \revert Voice.NoteHead.stencil
      \revert Staff.LedgerLineSpanner.stencil
    }
  })
)

```

```

modularLineNotehead =
#(define-music-function
  (beginning end beginningThickness endingThickness x-distance)
  (ly:music? ly:music? number? number? number?)

```

```

(let*
  (
    (p1 (ly:music-property beginning 'pitch))
    (p2 (ly:music-property end 'pitch))
    (steps
      (-
        (+ (* 7 (ly:pitch-octave p2)) (ly:pitch-notename p2))
        (+ (* 7 (ly:pitch-octave p1)) (ly:pitch-notename p1))
      )
    )
  )
  )
#{
  {

    \once \override Voice.NoteHead.stencil = #ly:text-interface::print
    \once \override Voice.NoteHead.stem-attachment = #'(0 . 0)
    \once \override Voice.LedgerLineSpanner.transparent = ##t
    \once \override Voice.NoteHead.text = \markup {
      \postscript
      #(string-append
        "newpath 1 setlinecap 0.1 setlinewidth -0.05 0 moveto 0 "
        (number->string (* beginningThickness 0.005)) " rlineto "
        (number->string x-distance) " "
        (number->string (+ (- (* endingThickness 0.005)
                               (* beginningThickness 0.005) )
                          (* steps 0.5)))
        " rlineto 0 "
        (number->string (* endingThickness -0.01)) " rlineto "
        (number->string (* -1 x-distance)) " "
        (number->string (- (* endingThickness 0.005)
                          (* beginningThickness 0.005)
                          (* steps 0.5)))
        " rlineto
          closepath
          fill"
      )
    }
    #beginning
    \revert Voice.NoteHead.stencil
    \revert Staff.LedgerLineSpanner.stencil
  }
}

```

```

    #})
  )

\score {
  {
    \omit Staff.Clef
    \dashedLineNotehead g'4 a' #6
    \modularLineNotehead a' d'' #15 #150 #6
    \override TupletNumber.text = #tuplet-number::calc-fraction-text

    \stemUp \tuplet 5/4 {
      \modularLineNotehead d''8 b' #150 #50 #2.5
      \modularLineNotehead b' f'' #50 #175 #2.5
      \modularLineNotehead f'' a' #175 #70 #2.5
      \modularLineNotehead a' c'' #70 #120 #2.5
      \modularLineNotehead c'' c' #120 #15 #3.5
    }
    |
    \modularLineNotehead c'4 c' #15 #15 #12
    \noteheadless c'
    \dashedLineNotehead c' c' #5
  }

  \layout {
    \context {
      \Score proportionalNotationDuration = #(ly:make-moment 1/10)
      \override SpacingSpanner.uniform-stretching = ##t
    }
  }
}

```

### 3.2.4 Discussion

See [Prescriptive Notation for String Instruments](#) for a possible use of this notehead.

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### 3.3 Noteheadless



#### 3.3.1 Description

This snippet is hardly my own idea, as I largely quoted this technique from one of the snippets available on LSR.<sup>2</sup> However, I list it here because:

1. it took a while for me to find the workaround for maintaining the musical spacing as a result of omitting noteheads. It is worth noting that because merely disabling `NoteHead.stencil` will render the spacing to be squished, the approach of specifying `##t` for `NoteHead.transparent` (which itself will *not* eliminate the ledger lines) then `##t` for `NoteHead.no-ledgers` is effective in maintaining the general spacing.
2. I use this in conjunction with other notehead alterations, e.g. [Line as a notehead](#).

#### 3.3.2 Grammar

```
\noteheadless NOTE
\noteheadlessOn NOTE
\noteheadlessOff
```

NB

1. `\noteheadless` affects only one note immediately following.
2. For a group of notes, use `\noteheadlessOn` to toggle on the function. `\noteheadlessOff` will toggle off the function.

#### 3.3.3 Code

```
%% Inspired by:
%% http://lsr.di.unimi.it/LSR/Item?id=796
```

```
noteheadless = {
  \once \override Voice.NoteHead.transparent = ##t
  \once \override Voice.NoteHead.no-ledgers = ##t
```

---

2. See: <http://lsr.di.unimi.it/LSR/Item?id=796>

```
}

noteheadlessOn = {
  \override Voice.NoteHead.transparent = ##t
  \override Voice.NoteHead.no-ledgers = ##t
}
noteheadlessOff = {
  \revert Voice.NoteHead.transparent
  \revert Voice.NoteHead.no-ledgers
}

{
  c'4 \noteheadless c'8 d' d'4
  \noteheadlessOn e'16 f' c' b |
  \noteheadlessOff d' c' b a
}
```

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### 3.4 Slap Tongue, Type A



#### 3.4.1 Description

In my music, I use encircled noteheads to denote slap tongues. Type A, encircled filled notehead, is used for a slap tongue with a regular note immediately following.

#### 3.4.2 Grammar

`\slapA NOTE`

**NB** It only affects one note, owing to the `\once \override` functions within the code.

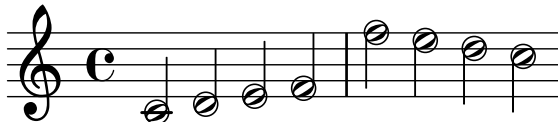
#### 3.4.3 Code

```
slapA = #(define-music-function (note) (ly:music?)
  #{ \once \override Voice.NoteHead.stencil =
    #ly:text-interface::print
    \once \override Voice.NoteHead.text =
    \markup {
      \concat {
        \musicglyph "noteheads.s2"
        \postscript "newpath
          -0.675 0.025 0.75 0 360 arc
          closepath stroke"
      }
    }
  $note #})

{
  \slapA c'4 \slapA d' \slapA e' \slapA f'
  \slapA f'' \slapA e'' \slapA d'' \slapA c''
}
```

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### 3.5 Slap Tongue, Type B



#### 3.5.1 Description

In my music, I use encircled noteheads to denote slap tongues. Type B, encircled hollow notehead, is used for a slap tongue with an air sound immediately following.

#### 3.5.2 Grammar

`\SlapB NOTE`

**NB** It only affects one note, owing to the `\once \override` functions within the code.

#### 3.5.3 Code

```
slapB = #(define-music-function (note) (ly:music?)
  #{ \once \override Voice.NoteHead.stencil =
    #ly:text-interface::print
    \once \override Voice.NoteHead.text =
    \markup {
      \concat {
        \musicglyph "noteheads.s1"
        \postscript "newpath
          -0.675 0.025 0.75 0 360 arc
          closepath stroke"
      }
    }
  $note #})

{
  \SlapB c'4 \SlapB d' \SlapB e' \SlapB f'
  \SlapB f'' \SlapB e'' \SlapB d'' \SlapB c''
}
```

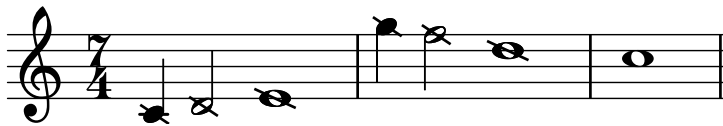
#### 3.5.4 Discussion

As the musical example shows, when the Type B Slap Tongue notehead is applied to a quarter note, it could invite confusion in terms of rhythm. As a slap tongue itself is a

short sound, I only use the slap tongue noteheads on eighth notes or shorter note durations.

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## 3.6 Slashed Notehead



### 3.6.1 Description

Noteheads with backslashes applied.<sup>3</sup> I use this notehead to indicate, for example, notes on the piano whose strings are prepared, thus producing pitch/sound different from what is expected normally.

### 3.6.2 Grammar

```
\slashNote NOTE
\slashNoteOn NOTE
\slashNoteOff
```

**NB** `\slashNote` only affects one note, owing to the `\once \override` functions within the code. For a group of notes to have slashes applied, use `\slashNoteOn`. `\slashNoteOff` cancels the application.

### 3.6.3 Code

```
% Inspired by the code provided by Jean Abou Samra
% https://lists.gnu.org/archive/html/lilypond-user/2022-11/msg00333.html

slashNote =
\once \override Voice.NoteHead.stencil =
#(grob-transformer
  'stencil
  (lambda (grob original)
    (let* ((added-markup
            #{
              \markup \general-align #Y #CENTER
              #(case (ly:grob-property grob 'duration-log)
                ((0) #{ \markup \concat {
                  \musicglyph "noteheads.s0"
                  \postscript
```

---

3. The code provided by Jean Abou Samra in the following discussion thread on lilypond-user was very helpful in creating this code: <https://lists.gnu.org/archive/html/lilypond-user/2022-11/msg00333.html>

```

        "gsave
        0.17 setlinewidth
        -2.3 0.6 moveto
        0.3 -0.6 lineto
        stroke
        grestore"
        } #})

((1) #{ \markup \concat {
  \musicglyph "noteheads.s1"
  \postscript
  "gsave
  0.17 setlinewidth
  -1.5 0.6 moveto
  0.3 -0.6 lineto
  stroke
  grestore"
  } #})

((2) #{ \markup \concat {
  \musicglyph "noteheads.s2"
  \postscript
  "gsave
  0.17 setlinewidth
  -1.5 0.6 moveto
  0.3 -0.6 lineto
  stroke
  grestore"
  } #}))

#})
  (added-stencil (grob-interpret-markup grob added-markup)))
(if (ly:stencil? original)
    (ly:stencil-add original added-stencil)
    added-stencil))))

slashNoteOn =
\override Voice.NoteHead.stencil =
#(grob-transformer
  'stencil

```

```

(lambda (grob original)
  (let* ((added-markup
        #{
          \markup \general-align #Y #CENTER
          #(case (ly:grob-property grob 'duration-log)
              ((0) #{ \markup \concat {
                \musicglyph "noteheads.s0"
                \postscript
                "gsave
                 0.17 setlinewidth
                 -2.3 0.6 moveto
                 0.3 -0.6 lineto
                 stroke
                 grestore"
                } #})
              ((1) #{ \markup \concat {
                \musicglyph "noteheads.s1"
                \postscript
                "gsave
                 0.17 setlinewidth
                 -1.5 0.6 moveto
                 0.3 -0.6 lineto
                 stroke
                 grestore"
                } #})
              ((2) #{ \markup \concat {
                \musicglyph "noteheads.s2"
                \postscript
                "gsave
                 0.17 setlinewidth
                 -1.5 0.6 moveto
                 0.3 -0.6 lineto
                 stroke
                 grestore"
                } #})))
          #}))
        (added-stencil (grob-interpret-markup grob added-markup)))
    (if (ly:stencil? original)
        (ly:stencil-add original added-stencil)
        added-stencil))))

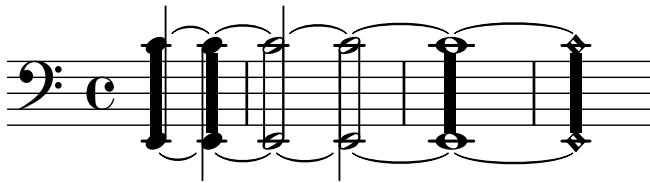
```

```
slashNoteOff = \revert Voice.NoteHead.stencil

{
  \time 7/4
  \slashNote c'4
  \slashNote d'2
  \slashNote e'1
  \slashNoteOn g''4 f''2 d''1
  \slashNoteOff c''1 \bar "||"
}
```

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### 3.7 Tone Cluster



#### 3.7.1 Description

Inspired by the tone cluster notation of Henry Cowell and others. See [Discussion](#).

#### 3.7.2 Grammar

```
\toneClusterBar NOTE1 NOTE2 yOffset yLengthAdjust
\toneClusterBarHollow NOTE1 NOTE2 yOffset yLengthAdjust
\toneClusterBarWhole NOTE1 NOTE2 yOffset yLengthAdjust
```

NB

1. The order of pitch boundaries as shown by NOTE1 and NOTE2 does not matter; NOTE1 can be upper or lower pitch boundary, and vice versa for NOTE2. See [Code](#).
2. `yOffset` indicates where the upper part of the cluster sign begins. When set to #0, it starts right at the top line of the ordinary 5-line staff. Each positive/negative integer will bring the beginning point up/down by a space of two neighboring lines of the staff.
3. `yLengthAdjust` indicates any value by which the cluster bar may be extended or reduced. When set to #0, the cluster bar will be as long as the distance between the lower boundary of the upper notehead and upper boundary of the lower notehead. Each positive/negative integer will add/reduce the length of the bar by a space of two neighboring lines of the staff.

For this reason, when the tone cluster sign is applied to a quarter-note dyad, you may wish to set the upper part of the cluster bar right in the middle of the notehead. In the snippet shown, the first cluster's `yOffset` is set to #1. `yLengthAdjust` is also set to #1, meaning that the cluster bar will go down to the center of the lower notehead. The second cluster intentionally shows what happens when the bar only touches the two boundaries of the noteheads.

4. `\toneClusterBarHollow` shows the notation (quite à la Cowell) specifically for hollowed noteheads. Some people may prefer this notation, instead.



5. `\toneClusterBarWhole` is specifically for the tone cluster notation as applied to a whole-note dyad, owing to width being wider than the quarter or half noteheads.
6. These functions may be used in tandem with other noteheads, as well as ties. See [Code](#).

### 3.7.3 Code

```
toneClusterBar =
#(define-music-function (note1 note2 yOffset yLengthAdjust)
  (ly:music? ly:music? number? number?)
  (let* (
    (note1p (ly:music-property note1 'pitch))
    (note2p (ly:music-property note2 'pitch))
    (note1pnumber (+ (* 7 (ly:pitch-octave note1p))
                     (ly:pitch-notename note1p)))
    (note2pnumber (+ (* 7 (ly:pitch-octave note2p))
                     (ly:pitch-notename note2p)))
    (pitchDistance (abs (- note1pnumber note2pnumber)))
  )
  #{
    < #note1
    #note2 > ^\markup {
      \postscript
      #(string-append
        "gsave
        newpath
        0.3 " (number->string (- yOffset 0.5)) " moveto
        0.7 0 rlineto
        0 " (number->string (- (* -0.5 pitchDistance)
                               (- yLengthAdjust 1))) " rlineto
        -0.7 0 rlineto
        closepath
        fill
        grestore")
      )
    }
  })
)
```

```

toneClusterBarHollow =
#(define-music-function (note1 note2 yOffset yLengthAdjust)
  (ly:music? ly:music? number? number?)
  (let* (
    (note1p (ly:music-property note1 'pitch))
    (note2p (ly:music-property note2 'pitch))
    (note1pnumber (+ (* 7 (ly:pitch-octave note1p))
                     (ly:pitch-notename note1p)))
    (note2pnumber (+ (* 7 (ly:pitch-octave note2p))
                     (ly:pitch-notename note2p)))
    (pitchDistance (abs (- note1pnumber note2pnumber))))
    )
  #{
    < #note1
    #note2 > ^\markup {
      \postscript
      #(string-append
        "gsave
        newpath
        0.1 " (number->string (- yOffset 0.5)) " moveto
        0 " (number->string (- (* -0.5 pitchDistance)
                              (+ 0.5 yLengthAdjust))) " rlineto

        0.125 setlinewidth
        1.3 "(number->string (+ 0.75 (- yOffset 0.5))) " moveto
        0 " (number->string (- (* -0.5 pitchDistance)
                              (+ 0.75 yLengthAdjust))) " rlineto
        stroke
        grestore")
      }
    #}
  )
)

```

```

toneClusterBarWhole =
#(define-music-function (note1 note2 yOffset yLengthAdjust)
  (ly:music? ly:music? number? number?)
  (let* (
    (note1p (ly:music-property note1 'pitch))
    (note2p (ly:music-property note2 'pitch))
    (note1pnumber (+ (* 7 (ly:pitch-octave note1p))

```

```

        (ly:pitch-notename note1p)))
      (note2pnumber (+ (* 7 (ly:pitch-octave note2p))
        (ly:pitch-notename note2p)))
      (pitchDistance (abs (- note1pnumber note2pnumber)))
    )
  #{
    < #note1
    #note2 > ^\markup {
      \postscript
      #(string-append
        "gsave
        newpath
        0.125 setlinewidth
        0.55 " (number->string (- yOffset 0.5)) " moveto
        0 " (number->string (- (* -0.5 pitchDistance)
          (- yLengthAdjust 1))) " rlineto

        0.75 0 rlineto
        0 " (number->string (abs (- (* -0.5 pitchDistance)
          (- yLengthAdjust 1)))) " rlineto
        closepath fill
        grestore")
      )
    }
  }
)

{
  \time 4/4
  \partial 2
  \clef "F"
  \stemUp \toneClusterBar c'4~ e,~ #1 #1
  \stemDown \toneClusterBar e,~ c'4~ #0.5 #0
  \stemUp \toneClusterBarHollow c'2~ e,~ #0.5 #-0.5
  \stemDown \toneClusterBarHollow c'2~ e,~ #0.5 #-0.5
  \toneClusterBarWhole c'1~ e,~ #0.5 #0
  \toneClusterBar c'1~\harmonic e,~\harmonic #0.5 #0
}

```

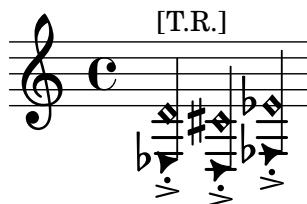
### 3.7.4 Discussion

There have been some discussions on `lilypond-user` mailing list in the past that readers may consult for further ideas on implementing different types of tone cluster notation:

- <https://lists.gnu.org/archive/html/lilypond-user/2008-10/msg00484.html> (This one in particular lists other notational conventions established by other composers)
- <https://lists.gnu.org/archive/html/lilypond-user/2020-12/msg00130.html>

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### 3.8 Tongue Ram (for flute)



#### 3.8.1 Description

Implementation of the tongue ram notation, as described in *The Techniques of Flute Playing* by Carin Levine and Christina Mitropoulos-Bott.<sup>4</sup>

#### 3.8.2 Grammar

`\tgrWithIndication NOTE`

`\tgr NOTE`

NB

1. `\language "english"` needs to be specified.
2. `\tgr` and `\tgrWithIndication` are followed by a pitch to be fingered on the instrument. The code will copy and reproduce a resultant pitch a major seventh down. Use `\tgrWithIndication` for showing the markup with the indication "T.R." (tongue ram). For more details, see: [FluteXpansions](#).

#### 3.8.3 Code

```
tgrWithIndication = #(define-music-function (note1) (ly:music?)
  (let* (
    (p1 #{ #(ly:music-deep-copy note1) \harmonic #})
    (p2 #{ \transpose c df, #(ly:music-property note1 'pitch)#})
    (d1 (ly:music-property note1 'duration))
  )
  #{ < $p1
    \single \override NoteHead.stencil = #ly:text-interface::print
    \single \override NoteHead.text =
    \markup \musicglyph "noteheads.s2triangle"
    %\single \override Stem.stencil
    $p2 > $d1 ^\markup {\override #'(font-size . -2) {[T.R.]} } #}
```

4. Levine and Mitropoulos-Bott, *The techniques of flute playing = Die Spieltechnik der Flöte*, 28.

```

))
tgr = #(define-music-function (note1) (ly:music?)
  (let* (
    (p1 #{ #(ly:music-deep-copy note1) \harmonic #})
    (p2 #{ \transpose c df, #(ly:music-property note1 'pitch)#})
    (d1 (ly:music-property note1 'duration))
  )
  #{ < $p1
    \single \override NoteHead.stencil = #ly:text-interface::print
    \single \override NoteHead.text =
    \markup \musicglyph "noteheads.s2triangle"
    %\single \override Stem.stencil
    $p2 > $d1 #}
  ))

{\language "english" \tgrWithIndication d'4-.-> \tgr cs'4-.-> \tgr ef'4-.->}

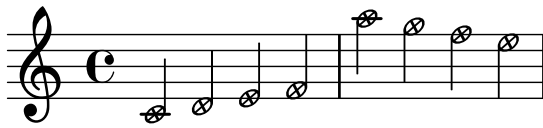
```

### 3.8.4 Discussion

I want to improve this code so that I can add markups to the note. It is slightly awkward at the moment.

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## 3.9 X In A Hollow Notehead



### 3.9.1 Description

While LilyPond Notation Reference provides an example of an X-in-a-circle notehead, its shape differs from the regular notehead.<sup>5</sup> This implementation simulates a hollow notehead with which the X notehead is combined.

### 3.9.2 Grammar

```
\cirX NOTE
```

### 3.9.3 Code

```
% Stem attachment function inspired by:
% https://lsr.di.unimi.it/LSR/Snippet?id=518
cirX = #(define-music-function (note) (ly:music?)
  #{
    \temporary \override NoteHead.stencil =
    #ly:text-interface::print
    \temporary \override NoteHead.text =
    \markup
    \translate #'(0.6 . 0)
    \pad-x #-0.22
    \rotate #35
    \scale #'(1 . 0.65)
    \combine \combine \combine \combine
    \override #'(thickness . 2)
    \draw-line #'(0.05 . 0.6)
    \override #'(thickness . 2)
    \draw-line #'(-0.05 . -0.6)
    \override #'(thickness . 2)
    \draw-line #'(0.6 . 0.1 )
    \override #'(thickness . 2)
    \draw-line #'(-0.6 . -0.1 )
    \draw-circle #0.65 #0.175 ##f
```

---

5. <https://lilypond.org/doc/v2.24/Documentation/notation/modifying-stencils>

```

\temporary \override NoteHead.stem-attachment =
#(lambda (grob)
  (let* ((stem (ly:grob-object grob 'stem))
        (dir (ly:grob-property stem 'direction UP))
        (is-up (eqv? dir UP)))
    (cons dir (if is-up 0.2 -0.2))))
#note
\revert NoteHead.stencil
\revert NoteHead.text
\revert NoteHead.stem-attachment
#})
{
  \cirX c'4 \cirX d' \cirX e' \cirX f'
  \cirX a''4 \cirX g'' \cirX f'' \cirX e''
}

```

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## Chapter 4

# Markups

### 4.1 Conducting Patterns



#### 4.1.1 Description

Conducting patterns. While there are several examples of conducting patterns available on LSR,<sup>1</sup> the conducting shapes in my implementation are not affected by the horizontal length of given durations.

#### 4.1.2 Grammar

```
NOTE \condOne
NOTE \condTwoA
NOTE \condTwoB
NOTE \condThree
NOTE \condDoubleTwoA
NOTE \condDoubleTwoB
NOTE \condDoubleThree
```

---

1. See: <https://lsr.di.unimi.it/LSR/Item?id=523> and <https://lsr.di.unimi.it/LSR/Item?id=259>

### 4.1.3 Code

```
condOnePattern =  
#'( (moveto 0.25 1.75)  
    (rlineto 0 -1.75))  
  
condTwoPatternA =  
#'( (moveto 0.25 1.75)  
    (rlineto 0 -1.75)  
    (rlineto 2 0)  
    (rlineto 0 1.75))  
  
condDoubleTwoPatternA =  
#'( (moveto 0.25 1.75)  
    (rlineto 0 -1.75)  
    (rlineto 2 0)  
    (rlineto 0 1.75)  
    (moveto 0.65 1.75)  
    (rlineto 0 -1.35)  
    (rlineto 1.2 0)  
    (rlineto 0 1.35))  
  
condTwoPatternB =  
#'( (moveto 0.25 1.75)  
    (rlineto 0 -1.75)  
    (rlineto 1.25 1.75))  
  
condDoubleTwoPatternB =  
#'( (moveto 0.25 1.75)  
    (rlineto 0 -1.75)  
    (rlineto 1.25 1.75)  
    (moveto 0.6 1.75)  
    (rlineto 0 -0.7)  
    (rlineto 0.5 0.7))  
  
condThreePattern =  
#'( (moveto 1.15 1.75)  
    (rlineto -1 -1.75)  
    (rlineto 2 0)  
    (closepath))
```

```

condDoubleThreePattern =
#'(moveto 1.15 1.75)
  (rlineto -1 -1.75)
  (rlineto 2 0)
  (closepath)
  (moveto 1.15 1.05)
  (rlineto -0.385 -0.7)
  (rlineto 0.75 0)
  (closepath))

condOne = ^\markup {
  \override #'(line-join-style . round)
  \path #0.25 #condOnePattern
}

condTwoA = ^\markup {
  \override #'(line-join-style . round)
  \path #0.25 #condTwoPatternA
}

condTwoB = ^\markup {
  \override #'(line-join-style . round)
  \path #0.25 #condTwoPatternB
}

condDoubleTwoA = ^\markup {
  \override #'(line-join-style . round)
  \path #0.25 #condDoubleTwoPatternA
}

condDoubleTwoB = ^\markup {
  \override #'(line-join-style . round)
  \path #0.25 #condDoubleTwoPatternB
}

condThree = ^\markup {
  \override #'(line-join-style . round)
  \path #0.25 #condThreePattern
}

condDoubleThree = ^\markup {

```

```

\override #'(line-join-style . round)
\path #0.25 #condDoubleThreePattern
}

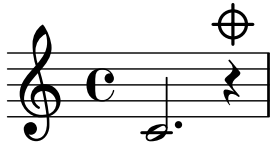
%% Source inspired by
%% and adapted from: http://lsr.di.unimi.it/LSR/Item?id=629
spacerVoice = \new Voice {
  \override MultiMeasureRest.transparent = ##t
  \override MultiMeasureRest.minimum-length = #14
  R16*5
}

\score {
{
  \time 5/8
  b'4 \condTwoA b'4. \condThree \bar "||"
  b'4 \condTwoB b'4. \condThree \bar "||"
  b'8 \condOne b'4 \condTwoA b'4 \condTwoA \bar "||"
  \time 5/16
  << {b'8 \condDoubleTwoA b'8. \condDoubleThree}
    \spacerVoice >> \bar "||"
  << {b'8 \condDoubleTwoB b'8. \condDoubleThree}
    \spacerVoice >> \bar "||"
}
}

```

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## 4.2 Mute Sign



### 4.2.1 Description

Implementation of the mute sign, used to indicate that vibrating strings must be dampened at a specified moment. Its provenance can be traced back to Carlos Salzedo's *Modern Study of the Harp*.<sup>2</sup>

### 4.2.2 Grammar

NOTE/REST<sup>^</sup>\mutesign

### 4.2.3 Code

```
mutesign = \markup {
  \translate #'(0.5 . 0)
  \postscript

  "newpath
0.2 setlinewidth
1 setlinecap
0 0 moveto
0 2.5 rlineto
-1.25 1.25 moveto
2.5 0 rlineto
stroke
newpath
0 1.25 0.85 0 360 arc
stroke"

{ c'2. r4^\mutesign }
```

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---

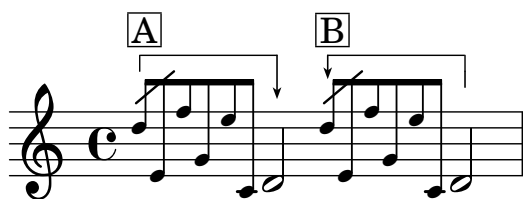
2. Carlos Salzedo, *L'étude moderne de la harpe... Modern study of the harp* (New York - Boston, G. Schirmer, 1921), 19.

## Chapter 5

# Spanners

This chapter covers snippets that take advantages of spanners (text, line, etc.) in one way or another. Because functions such as `\startTextSpan` and `\stopTextSpan` activate and deactivate these snippets, caution must be paid when using more than one of them at the same time. See [Example in Combinations](#) to avoid conflicts between or among the spanner snippets.

### 5.1 Grace Note Brackets



#### 5.1.1 Description

Replication of grace note brackets seen in scores by Pierre Boulez (e.g. *Sur Incises*,<sup>1</sup> *...explosante-fixe...*<sup>2</sup>). Bracket A in the example shows that the grace notes are to be played *before* the beat to which they are applied. Whereas Bracket B shows that the grace notes are to be played *on* the beat to which they are applied.

---

1. Pierre Boulez, *Sur incises : pour trois pianos, trois harpes et trois percussions-claviers* (1996/1998) (Universal Edition, 1998).

2. Pierre Boulez, ... *explosante-fixe ... transitoire VII : (version 1991/93)* (Universal Edition, 1991).

### 5.1.2 Grammar

```
\graceNoteBeforeBeatOn NOTE
\graceNoteBeforeBeatOff NOTE
\graceNoteAfterBeatOn NOTE
\graceNoteAfterBeatOff NOTE
```

### 5.1.3 Code

```
\version "2.24.4"

\language "english"

% This code includes snippet for grace note
% slashes, which has been taken from:
% https://lsr.di.unimi.it/LSR/Item?id=1048

graceNoteBeforeBeatOn =
#(define-music-function (starting_note) (ly:music?)
  #{
    \once \override TextSpanner.style = #'line
    \once \override TextSpanner.bound-details.left.text =
    \markup { \draw-line #'(0 . -1) }
    \once \override TextSpanner.bound-details.right.text =
    \markup {
      \postscript
      "newpath 0 0 moveto
0 -2.5 rlineto
stroke
newpath
-0.275 -2 moveto
0.275 -0.75 rlineto
0.275 0.75 rlineto
-0.275 -0.2 rlineto
closepath
fill"
    }
    \once \override TextSpanner.Y-offset = #5
```

```

\once \override TextSpanner.bound-details.left.padding = #0.5
\once \override TextSpanner.bound-details.right.padding = #-0.25
#starting_note
\startTextSpan
#})

```

```

graceNoteBeforeBeatOff =
#(define-music-function (ending_note) (ly:music?)
  #{
    #ending_note
    \stopTextSpan
  #})

```

```

graceNoteAfterBeatOn =
#(define-music-function (starting_note) (ly:music?)
  #{
    \once \override TextSpanner.style = #'line
    \once \override TextSpanner.bound-details.right.text =
    \markup {
      \combine \draw-line #'(0 . -1)
      \postscript "newpath
0 -1 moveto
0 -1 rlineto
stroke"
    }
    \once \override TextSpanner.bound-details.left.text =
    \markup {
      \postscript
      "newpath 0 0 moveto
0 -1 rlineto
stroke
newpath
-0.275 -0.75 moveto
0.275 -0.75 rlineto
0.275 0.75 rlineto
-0.275 -0.2 rlineto
closepath
fill"
    }
  #})

```



```

\once \override TextSpanner.Y-offset = #2
\once \override TextSpanner.bound-details.left.padding = #0.5
\once \override TextSpanner.bound-details.right.padding = #-0.25
#starting_note
\startTextSpan
#})

graceNoteAfterBeatOff =
#(define-music-function (ending_note) (ly:music?)
  #{
    #ending_note
    \stopTextSpan
  #})

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%LSR SNIPPET START%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

#(define (degrees->radians deg)
  (* PI (/ deg 180.0)))

slash =
#(define-music-function (ang stem-fraction protrusion)
  (number? number? number?)
  (remove-grace-property 'Voice 'Stem 'direction)
  #{
    \once \override Stem.stencil =
    #(lambda (grob)
      (let* ((x-parent (ly:grob-parent grob X))
             (is-rest? (ly:grob?
                          (ly:grob-object x-parent 'rest)))
             (beam (ly:grob-object grob 'beam))
             (stil (ly:stem::print grob)))
        (cond
         (is-rest? empty-stencil)
         ((ly:grob? beam)
          (let* ((refp (ly:grob-system grob))
                 (stem-y-ext (ly:grob-extent grob grob Y))
                 (stem-length
                  (- (cdr stem-y-ext) (car stem-y-ext)))
                 (beam-X-pos (ly:grob-property beam 'X-positions))
                 (beam-Y-pos (ly:grob-property beam 'positions)))
            (

```

```

    (beam-slope (/ (- (cdr beam-Y-pos) (car beam-Y-pos))
                  (- (cdr beam-X-pos) (car beam-X-pos))))
    (beam-angle (atan beam-slope))
    (dir (ly:grob-property grob 'direction))
    (line-dy (* stem-length stem-fraction))
    (line-dy-with-protrusions (if (= dir 1)
                                   (+ (* 4 protrusion) beam-angle)
                                   (- (* 4 protrusion) beam-angle)))
    (ang (if (> beam-slope 0)
            (if (= dir 1)
                (+ (degrees->radians ang) (* beam-angle 0.7))
                (degrees->radians ang))
            (if (= dir 1)
                (degrees->radians ang)
                (- (degrees->radians ang) (* beam-angle 0.7)))))
    (line-dx (/ line-dy-with-protrusions (tan ang)))
    (protrusion-dx (/ protrusion (tan ang)))
    (corr (if (= dir 1) (car stem-y-ext) (cdr stem-y-ext)))
  (ly:stencil-add
   stil
   (grob-interpret-markup grob
    (markup
     #:translate
     (cons (- protrusion-dx)
            (+ corr
               (* dir
                  (- stem-length
                     (+ stem-fraction protrusion))))))
     #:override '(thickness . 1.7)
     #:draw-line
     (cons line-dx
            (* dir line-dy-with-protrusions))))))
  (else stil))))
#})

startSlashedGraceMusic = {
  \slash 40 1 0.5
  \override Flag.stroke-style = #"grace"
}
stopSlashedGraceMusic = {
  \revert Flag.stroke-style

```

```

}

startAcciaccaturaMusic = {
  \slash 40 1 0.5
  s1*0(
  \override Flag.stroke-style = #"grace"
}
stopAcciaccaturaMusic = {
  \revert Flag.stroke-style
  s1*0)
}
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% LSR SNIPPET END %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

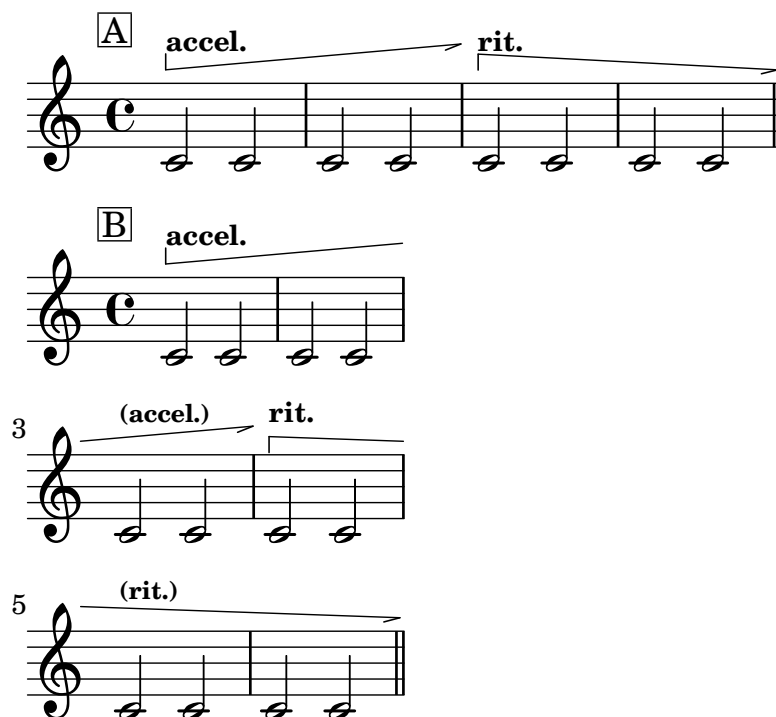
```

{
  \grace {
    \startSlashedGraceMusic
    \graceNoteBeforeBeatOn d''8~\markup{\box A} e' f'' g' e'' c'
  }
  \graceNoteBeforeBeatOff d'2
  \grace {
    \startSlashedGraceMusic
    \graceNoteAfterBeatOn d''8~\markup{\box B} e' f'' g' e'' c'
  }
  \graceNoteAfterBeatOff d'2
}

```

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## 5.2 Tempo Arrows



### 5.2.1 Description

Replication of accelerando and rallentando arrows chiefly seen in scores by Tōru Takemitsu.<sup>3</sup> The snippets also handle line break.

### 5.2.2 Grammar

```
\accelArrow #Line_angle ... \stopTextSpan
\rallArrow #Line_angle ... \stopTextSpan
```

NB

1. `#Line_angle` sets how angled the horizontal line should be. `#5` should be more than sufficient for a short line. When it goes over a line break or it extends for a long time, a smaller number may be recommended, such as `#2`.

---

3. Examples abound, but see: Tōru Takemitsu, *Fantasma/cantos : for clarinet and orchestra* (Schott ; Schott Japan, 1993) and Tōru Takemitsu, *Les yeux clos II : for piano* (Schott ; Schott Japan, 1990) Other composers from the same publishing company, e.g. Toshio Hosokawa, have also adopted variants of the arrows in their music.

2. These commands only set the tempo arrows; as such, indications such as `accel.` and `rall.` need to be added separately.

### 5.2.3 Code

```
\version "2.24.4"

% freely modified from: https://lsr.di.unimi.it/LSR/Item?id=1168
% as well as http://lsr.di.unimi.it/LSR/Item?id=1023

accelArrow =
#(define-music-function (line_angle) (number?)

  (define x_value (cos (* (/ 3.14159265358979 180) (- 90 line_angle))))
  (define y_value (sin (* (/ 3.14159265358979 180) (- 90 line_angle))))
  #{
    \tweak direction #up
    \tweak style #'line
    \tweak thickness #1
    \tweak to-barline ##t
    \tweak rotation #(list line_angle -1 0 )
    \tweak bound-details.left.stencil #ly:text-interface::print
    \tweak bound-details.left.text \markup \postscript
    #(string-append
      "gsave newpath
0 0 moveto "
      (number->string x_value) " "
      (number->string y_value)
      " rlineto
stroke
grestore")
    \tweak bound-details.left-broken.stencil #ly:text-interface::print
    \tweak bound-details.left-broken.text ##f

    \tweak bound-details.right.stencil #ly:text-interface::print
    \tweak bound-details.right.text \markup \postscript
    "newpath
0 0 moveto
-1 -0.3 rlineto
stroke"
```

```

\tweak bound-details.right-broken.stencil #ly:text-interface::print
\tweak bound-details.right-broken.text ##f
\tweak font-shape #'upright
\tweak bound-details.left.padding #0
\tweak bound-details.right.padding #0
\tweak breakable ##t
\tweak after-line-breaking ##t

\startTextSpan
#})

rallArrow =
#(define-music-function (line_angle) (number?)

  (define x_value (cos (* (/ 3.14159265358979 180) (- 90 line_angle))))
  (define y_value (sin (* (/ 3.14159265358979 180) (- 90 line_angle))))
  #{
    \tweak direction #up
    \tweak style #'line
    \tweak thickness #1
    \tweak to-barline ##t
    \tweak rotation #(list (* -1 line_angle) 1 0 )
    \tweak bound-details.left.stencil #ly:text-interface::print
    \tweak bound-details.left.text \markup \postscript
    #(string-append
      "gsave
newpath
0 0 moveto "
      (number->string x_value) " "
      (number->string (* -1 y_value))
      " rlineto
stroke
grestore")
    \tweak bound-details.left-broken.stencil #ly:text-interface::print
    \tweak bound-details.left-broken.text ##f

    \tweak bound-details.right.stencil #ly:text-interface::print
    \tweak bound-details.right.text \markup \postscript
    "newpath
0 0 moveto
-1 -0.3 rlineto

```

```

stroke"
    \tweak bound-details.right-broken.stencil #ly:text-interface::print
    \tweak bound-details.right-broken.text ##f
    \tweak font-shape #'upright
    \tweak bound-details.left.padding #0
    \tweak bound-details.right.padding #0
    \tweak breakable ##t
    \tweak after-line-breaking ##t

    \startTextSpan
  #})

\score {
  \layout {
    indent = 0
  }
  {
    c'2~\markup{\translate #'(-4 . 2) \box "A"}
    ^\markup {\translate #'(0 . 1.5) \tiny \bold "accel."}
    \accelArrow #5 c'2
    c'2 \after 2 \stopTextSpan c'2
    c'2 ^\markup {\translate #'(0 . 1.5) \tiny \bold "rit."}
    \rallArrow #3 c'2
    c'2 \after 2 \stopTextSpan c'2 \bar "||"
  }
}

\score {
  \layout {
    indent = 0
    line-width = 40
  }
  {
    c'2~\markup{\translate #'(-4 . 2) \box "B"}
    ^\markup {\translate #'(0 . 1.5) \tiny \bold "accel."}
    \accelArrow #5 c'2
    c'2 c'2
    c'2~\markup {\translate #'(0 . 1.5) \teeny \bold "(accel.)"}
    \after 2 \stopTextSpan c'2
    c'2 ^\markup {\translate #'(0 . 1.5) \tiny \bold "rit."}
    \rallArrow #2 c'2 \break
  }
}

```

```
    c'2^\markup {\translate #'(0 . 1.5) \teeny \bold "(rit.)"} c'2
    c'2 \after 2 \stopTextSpan c'2 \bar "||"
  }
}
```

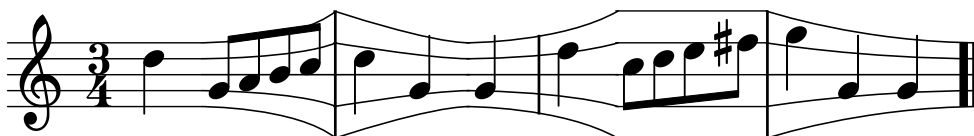
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## Chapter 6

# Staff Lines

### 6.1 Expanding, Shrinking and Bloated Staff Lines



#### 6.1.1 Description

I made this code as a proof of concept after having read some excellent snippets on LSR.<sup>1</sup>

#### 6.1.2 Grammar

```
\expandingStaff #X-length  
\shrinkingStaff #X-length  
\bloatedStaff  
\normalStaff
```

#### 6.1.3 Code

```
shrinkingStaff =
```

---

1. See: <https://lsr.di.unimi.it/LSR/Item?id=878>, <https://lsr.di.unimi.it/LSR/Item?id=1005>, and <https://lsr.di.unimi.it/LSR/Item?id=1007>.

```

#(define-music-function
  (staffDist)
  (number?)

  #{
    \stopStaff
    \once \override Staff.StaffSymbol.stencil = #ly:text-interface::print
    \once \override Staff.StaffSymbol.text = \markup {
      \postscript #(string-append
        "newpath
        0 4 moveto
        0 4 6 2 " (number->string staffDist) " 2 curveto
        0 2 moveto
        0 2 6 1 " (number->string staffDist) " 1 curveto
        0 0 moveto "
        (number->string staffDist) " 0 lineto
        0 -2 moveto
        0 -2 6 -1 " (number->string staffDist) " -1 curveto
        0 -4 moveto
        0 -4 6 -2 " (number->string staffDist) " -2 curveto
        stroke")

      }
    \override Staff.StaffSymbol.line-positions = #'(-4 -2 0 2 4 )
    \startStaff
  #})

normalStaff = {
  \stopStaff
  \revert Staff.StaffSymbol.line-positions
  \revert Staff.StaffSymbol.stencil
  \startStaff
}

expandingStaff =
#(define-music-function
  (staffDist)
  (number?)

  #{

```

```

\stopStaff
\once \override Staff.StaffSymbol.stencil = #ly:text-interface::print
\once \override Staff.StaffSymbol.text = \markup {
  \postscript #(string-append
    "newpath
    0 2 moveto
    0 2 6 2 " (number->string staffDist) " 4 curveto
    0 1 moveto
    0 1 6 1 " (number->string staffDist) " 2 curveto
    0 0 moveto "
    (number->string staffDist) " 0 lineto
    0 -1 moveto
    0 -1 6 -1 " (number->string staffDist) " -2 curveto
    0 -2 moveto
    0 -2 6 -2 " (number->string staffDist) " -4 curveto
    stroke ")
  }

\startStaff
\override Staff.StaffSymbol.line-positions = #'(-8 -4 0 4 8 )
#})

bloatedStaff = {
  \stopStaff
  \override Staff.StaffSymbol.line-positions = #'(-8 -4 0 4 8 )
  \override Staff.LedgerLineSpanner.stencil = ##f
  \startStaff}

% to adjust the length of the individual barlines, see:
% https://lilypond.org/doc/v2.24/Documentation/internals/barline

{

  \override Staff.LedgerLineSpanner.transparent = ##t
  \numericTimeSignature
  \time 3/4
  \once \override Staff.BarLine.bar-extent = #'(-2 . 2)
  d''4 \expandingStaff #8.5

```

```

g'8 a' b' c'
\once \override Staff.BarLine.bar-extent = #'(-4 . 4)
\shrinkingStaff #8.5
d''4 g' \expandingStaff #9.5 g'
\once \override Staff.BarLine.bar-extent = #'(-2.5 . 2.5)

e''4 \bloatedStaff c''8 d'' e'' fs''
\once \override Staff.BarLine.bar-extent = #'(-4 . 4)

\shrinkingStaff #13.5

g''4 g' g'
\bar ".."

}

\layout {
  \context{
    \Score    proportionalNotationDuration = #(ly:make-moment 1/6)
  }
}

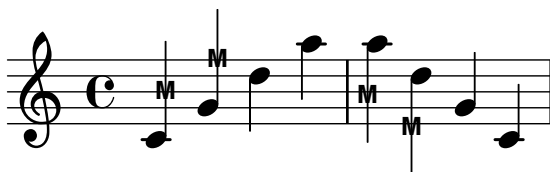
```

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## Chapter 7

# Stems

### 7.1 "M" on Stem



#### 7.1.1 Description

This function attaches "M" to the stem. I have used this to indicate **M**ultiphonics on woodwind instruments in my pieces. This function lengthens the stem in order to give a balanced look, especially combined with stems/flags.

#### 7.1.2 Grammar

```
\MOnStemOn NOTE ...  
\MOnStemOff
```

**NB** `\MOnStemOn` toggles the feature on, while `\MOnStemOff` toggles it off.

#### 7.1.3 Code

```
MOnStemOn = {  
  \override Stem.length = #12  
  \override Stem.details.beamed-lengths = #'(5.5)  
  \override Stem.stencil =  
    #(lambda (grob)
```

```

(let* ((x-parent (ly:grob-parent grob X))
      (is-rest? (ly:grob? (ly:grob-object x-parent 'rest))))
  (if is-rest?
      empty-stencil
      (ly:stencil-combine-at-edge
       (ly:stem::print grob)
       Y
       (- (ly:grob-property grob 'direction))
       (grob-interpret-markup grob
                              (markup
                               #:center-align
                               #:teeny #:sans #:bold "M"))
       -3.5))))
}

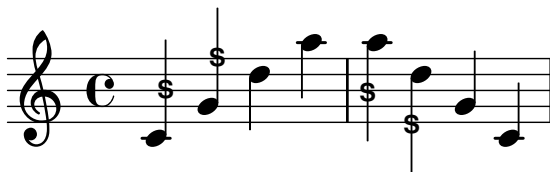
MOnStemOff = {
  \revert Stem.length
  \revert Stem.details.beamed-lengths
  \revert Stem.stencil
  \revert Flag.stencil
}

{
  \MOnStemOn c'4 g' \MOnStemOff d'' a''
  \MOnStemOn a'' d'' \MOnStemOff g' c'
}

```

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## 7.2 "S" on Stem



### 7.2.1 Description

This function attaches "S" to the stem. I have used this to indicate **Split** tone on clarinet/bass clarinet in my pieces. This function lengthens the stem in order to give a balanced look, especially combined with stems/flags.

### 7.2.2 Grammar

```
\SOnStemOn NOTE ...
\SOnStemOff
```

**NB** `\SOnStemOn` toggles the feature on, while `\SOnStemOff` toggles it off.

### 7.2.3 Code

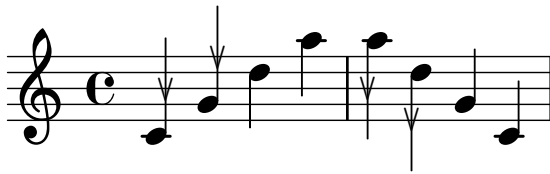
```
SOnStemOn = {
  \override Stem.length = #12
  \override Stem.details.beamed-lengths = #'(5.5)
  \override Stem.stencil =
  #(lambda (grob)
    (let* ((x-parent (ly:grob-parent grob X))
          (is-rest? (ly:grob? (ly:grob-object x-parent 'rest))))
      (if is-rest?
          empty-stencil
          (ly:stencil-combine-at-edge
            (ly:stem::print grob)
            Y
            (- (ly:grob-property grob 'direction))
            (grob-interpret-markup grob
                                   (markup
                                    #:center-align
                                    #:teeny #:sans #:bold "S"))
            -3.5))))
}
```

```
SOnStemOff = {  
  \revert Stem.length  
  \revert Stem.details.beamed-lengths  
  \revert Stem.stencil  
  \revert Flag.stencil  
}  
  
{  
  \SOnStemOn c'4 g' \SOnStemOff d'' a''  
  \SOnStemOn a'' d'' \SOnStemOff g' c'  
}
```

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### 7.3 "V" on Stem



#### 7.3.1 Description

This function attaches "V" to the stem. I have used this to designate a note with a differentiated timbre from others, for example "brassy tone" for bassoon in my *Gz III* (2019-21) for bass clarinet and bassoon. This function lengthens the stem in order to give a balanced look, especially combined with stems/flags.

#### 7.3.2 Grammar

```
\VOnStemOn NOTE ...
\VOnStemOff
```

**NB** `\VOnStemOn` toggles the feature on, while `\VOnStemOff` toggles it off.

#### 7.3.3 Code

```
VOnStemOn = {
  \override Stem.no-stem-extend = ##f
  \override Stem.length = #12
  \override Stem.details.beamed-lengths = #'(5.5)
  \override Stem.stencil =
    #(lambda (grob)
      (let* ((x-parent (ly:grob-parent grob X))
             (is-rest? (ly:grob? (ly:grob-object x-parent 'rest))))
        (if is-rest?
            empty-stencil
            (ly:stencil-combine-at-edge
              (ly:stem::print grob)
              Y
              (- (ly:grob-property grob 'direction))
              (grob-interpret-markup grob
                                     (markup
                                      #:center-align
                                      #:teeny #:sans #:musicglyph "scripts.upbow")))
              -3.5))))
```

```
}

VOnStemOff = {
  \revert Stem.length
  \revert Stem.stencil
  \revert Flag.stencil
}

{
  \VOnStemOn c'4 g' \VOnStemOff d'' a''
  \VOnStemOn a'' d'' \VOnStemOff g' c'
}
```

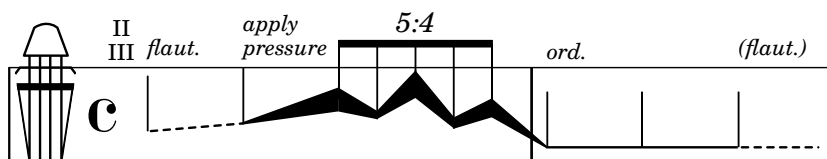
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## Chapter 8

# Combinations

This chapter presents examples that combine several snippets from the previous chapters. **Variables Used** provides a comprehensive list of all the variables required to generate the snippet. Among these, indented variables indicate "variables of a variable," i.e., dependent variables necessary for the main variables to function. The **Code** section only lists the score portion of the LilyPond code.

### 8.1 Prescriptive Notation for String Instruments



#### 8.1.1 Description

An example of a prescriptive notation for a string instrument. Vertical placement of the notehead corresponds to the position at which bowing takes place. Horizontally it shows the change of the bow pressure against the string(s).

#### 8.1.2 Variables Used

```
\strPosClef
\strPosClefDesign
\strPosClefSize
```

```

\dashedLineNotehead
\modularLineNotehead
\noteheadless

```

### 8.1.3 Code

```

\score {
  {
    \override Staff.StaffSymbol.line-positions = #'(6 -6)
    \strPosClef
    \dashedLineNotehead g'4
    ^\markup {\fontsize #-4 \italic flaut.}
    ^\markup \translate #'(-2.5 . -0) \center-column
    {\translate #'(0 . -1.5) \fontsize #-4 II
    \fontsize #-4 III}
    a' #6
    \modularLineNotehead a'
    ^\markup \column {\translate #'(0 . -1.5)
    \fontsize #-4 \italic apply \fontsize #-4
    \italic pressure}
    d'' #15 #150 #6
    \override TupletNumber.text = #tuplet-number::calc-fraction-text
    \stemUp \tuplet 5/4 {
      \modularLineNotehead d''8 b' #150 #50 #2.5
      \modularLineNotehead b' f'' #50 #175 #2.5
      \modularLineNotehead f'' a' #175 #70 #2.5
      \modularLineNotehead a' c'' #70 #120 #2.5
      \modularLineNotehead c'' e' #120 #15 #3.5
    }
    |
    \modularLineNotehead e'4
    ^\markup {\fontsize #-4 \italic ord.}
    e' #15 #15 #12
    \noteheadless e'
    \dashedLineNotehead e'
    ^\markup {\fontsize #-4 \italic (flaut.)}
    e' #5
  }

  \layout {

```

```
\context {  
  \Score proportionalNotationDuration = #(ly:make-moment 1/10)  
  \override SpacingSpanner.uniform-stretching = ##t  
}  
}
```

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## 8.2 Multiple Instances Of Spanners At Once

The image shows two musical staves, labeled A and B, illustrating multiple instances of spanners. Both staves show a tempo change from 100 to 50 (rall.) and a 3-measure grace note before a beat. Staff A shows a 3-measure grace note before a beat, and Staff B shows a 3-measure grace note before a beat.

### 8.2.1 Description

Invoking two or more Text Spanners (that require `\stopTextSpan` for them to finish their processes) all on one single layer could cause the spanners to behave unexpectedly. This entry is an attempt to avoid such unexpected behaviors by invoking a spanner per layer (A), or per staff line (B).

### 8.2.2 Variables Used

```
\startSlashedGraceMusic
\stopSlashedGraceMusic
\graceNoteBeforeBeatOn
\graceNoteBeforeBeatOff
\graceNoteAfterBeatOn
\graceNoteAfterBeatOff
\rallArrow
```

### 8.2.3 Code

```

%%%%%%%%%%%%%% A %%%%%%%%%%%%%%%
\score {
  \new Staff = "allElementsCombined"
  \with {instrumentName = \markup {\fontsize #4 \box "A"}} {
    \numericTimeSignature
    \override Score.MetronomeMark.Y-offset = #5.75
    \tempo 4 = 100
    \time 5/4
    <<
    {
      \tieNeutral \stemNeutral d'4~
      \tuplet 3/2 {d'8 d'4}
      \stemUp \grace {
        \startSlashedGraceMusic \graceNoteBeforeBeatOn e'8 f''
        \stopSlashedGraceMusic
      } \graceNoteBeforeBeatOff g'4~
      \stemNeutral g'8.[ \grace {
        \startSlashedGraceMusic \graceNoteAfterBeatOn
        e''16 c'' e' c' \stopSlashedGraceMusic
      }
      \graceNoteAfterBeatOff d''16]~
      \tuplet 3/2 {d''8 d'8 d'8~} |
      \time 4/4
      d'1 \bar"||"
    }
    \\\
    {
      s4 \tuplet 3/2 {
        s8 \override Voice.TextSpanner.Y-offset = #6.5
        s4~\markup {\translate #'(0 . 6.5) \bold "rall."}
        \rallArrow #4
      } s2. \tempo 4 = 50 s4*4 \stopTextSpan
    }
  }
  >>
}
}

```

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% B %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
\score {
  <<
    \new Staff = "tempoLine" \with {
      \remove Clef_engraver
      \remove Staff_symbol_engraver
      \remove Time_signature_engraver
    }
    {
      \numericTimeSignature
      \override Score.MetronomeMark.Y-offset = #6
      \tempo 4 = 100
      \time 5/4
      s4 \tuplet 3/2 {
        s8 \override Voice.TextSpanner.Y-offset = #-2.25
        s4^\markup {\translate #'(0 . 0) \bold "rall."}
        \rallArrow #4} s2 \after 64*15 \stopTextSpan s8*2 |
      \tempo 4 = 50 s4*4
    }
    \new Staff = "music"
    \with { instrumentName = \markup {\fontsize #4 \box "B"}}
    {
      \tieNeutral \stemNeutral d'4~
      \tuplet 3/2 {d'8 d'4}
      \grace {
        \startSlashedGraceMusic \graceNoteBeforeBeatOn e'8 f''
        \stopSlashedGraceMusic
      } \graceNoteBeforeBeatOff g'4~
      g'8.[ \grace { \startSlashedGraceMusic \graceNoteAfterBeatOn
        e''16 c'' e' c' \stopSlashedGraceMusic
      }
      \graceNoteAfterBeatOff d''16]~
      \tuplet 3/2 {d''8 d'8 d'8~} |
      \time 4/4
      d'1 \bar"||"
    }
  >>
}

```

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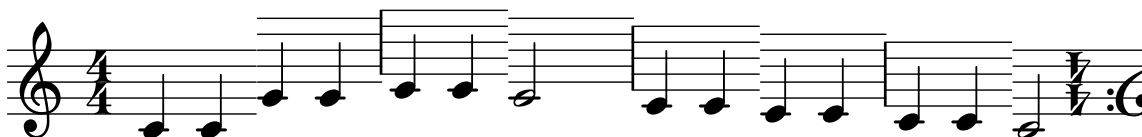


## Chapter 9

# Miscellanies

This chapter presents snippets that do not really belong to any of the other preceding chapters but I learned tremendously from making. Quite often I have made these snippets as a diversion.

### 9.1 Shifting Staves, Rotated Clef and Time Signature



#### 9.1.1 Description

Staff lines that are shifted so that, when the note moves away from the middle C, the staff lines move accordingly. The excerpt ends with a time signature and a clef that are rotated 180 degrees.

#### 9.1.2 Code

```
\version "2.24.4"  
\language "english"
```

```
staone = {
```

```

\stopStaff
\override Staff.StaffSymbol.line-positions =
#'(0 2 4 6 8)
\startStaff
}
statwo = {
\stopStaff
\override Staff.StaffSymbol.line-positions =
#'(1 3 5 7 9)
\startStaff
}
stathree = {
\stopStaff
\override Staff.StaffSymbol.line-positions =
#'(-1 1 3 5 7)
\startStaff
}
stafour = {
\stopStaff
\override Staff.StaffSymbol.line-positions =
#'(-2 0 2 4 6)
\startStaff
}
stafive = {
\stopStaff
\override Staff.StaffSymbol.line-positions =
#'(-3 -1 1 3 5)
\startStaff
}
stanorm = {
\stopStaff
\revert Staff.StaffSymbol.line-positions
\startStaff
}
{
\numericTimeSignature
\time 4/4

c'4 c' \staone g' g' \statwo a' a' \staone g'2
\stathree f'4 f' \stafour e' e' \stafive d' d' \stanorm
\override TextScript.outside-staff-priority = ##f

```

```

\once \override TextScript.extra-offset = #'(0 . -4.5)
c'2 ^\markup \concat {
  {
    \hspace #3 \rotate #180
    {\compound-meter #'(4 4)}
  }
  {
    \translate-scaled #'(1 . 0.5)
    \rotate #180 \musicglyph "clefs.F"
  }
}
\bar ""

}

\layout {
  \context{
    \Score    proportionalNotationDuration = #(ly:make-moment 1/7)
  }
}

```

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# Bibliography

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- . *Sur incises : pour trois pianos, trois harpes et trois percussions-claviers (1996/1998)*. Universal Edition, 1998.
- Levine, Carin, and Christina Mitropoulos-Bott. *The techniques of flute playing = Die Spieltechnik der Flöte*. Kassel ; New York: Bärenreiter, 2003.
- Salzedo, Carlos. *L'étude moderne de la harpe... Modern study of the harp*. 3 p.l., 53 p. New York - Boston, G. Schirmer, 1921.
- Sparnaay, Harry. *The Bass Clarinet: A Personal History*. Periferia Sheet Music, 2012.
- Takemitsu, Tōru. *Fantasma/cantos : for clarinet and orchestra*. Schott ; Schott Japan, 1993.
- . *Les yeux clos II : for piano*. Schott ; Schott Japan, 1990.

# Appendices

# Appendix A: Resources

As I taught LilyPond in a special topic course at the University of Delaware in Fall 2024, I compiled a list of links to useful websites and pages. It is in no way intended as a comprehensive list; instead, I list some essential pages that I have frequently looked up and found very useful. This page is subject to frequent revision.

## On LilyPond

- Website: <https://lilypond.org/>
- Installing: <https://lilypond.org/doc/v2.24/Documentation/learning/installing>
- Manuals: <https://lilypond.org/manuals.html>

## Text Editor for LilyPond

- Frescobaldi (Editor): <https://frescobaldi.org/>

## Coding LilyPond

- Cheat Sheet: <https://lilypond.org/doc/v2.24/Documentation/notation/cheat-sheet>
- Snippets: <https://lilypond.org/doc/v2.24/Documentation/web/snippets>
- LilyPond Snippet Repository: <https://lsr.di.unimi.it/>

## Mailing List

- Mailing list: <https://lists.gnu.org/mailman/listinfo/lilypond-user>
- Archives 1 <https://lists.gnu.org/archive/html/lilypond-user/>
- Archives 2 <https://www.mail-archive.com/lilypond-user@gnu.org/>

## Advanced Topic on LilyPond

- LilyPond – Extending v2.24.4: <https://lilypond.org/doc/v2.24/Documentation/extending/index#top>

- Scheme (in LilyPond): <https://scheme-book.readthedocs.io/en/latest/>
- Extending LilyPond: <https://extending-lilypond.gitlab.io/en/extending/index.html>
- Scheme Resources <https://www.gnu.org/software/guile/learn/#scheme-resources>
- PostScript Manual: <https://www.adobe.com/jp/print/postscript/pdfs/PLRM.pdf>
- PostScript Tutorial: <https://paulbourke.net/dataformats/postscript/>

### Troubleshooting

- [The default text font for LilyPond doesn't seem to work \(Mac\)](#)
- [Frescobaldi freezes upon loading](#)

### Miscellaneous Items

- About Emmentaler font: <https://lilypond.org/doc/v2.25/Documentation/notation/the-emmentaler-font>

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