

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

This document and the codes contained herein are under the MIT License. So long as you include the copyright as well as the MIT License permission notices, please feel free to use my codes in your LilyPond files or modify them according to your specific need. Furthermore, crediting in the following manner is greatly appreciated:

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

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 the title page of this document.

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.¹ 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.²

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.³

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 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.”⁴ 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

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.

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

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.⁵ 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 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.

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

0.6 Acknowledgements

I thank the supportive community of LilyPond users, whose exchanges on `lilypond-user` 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

Articulations

1.1 Accent-Staccato



1.1.1 Description

While *accent-staccato* is not specific to contemporary music, in LilyPond, specifying accent and staccato via `->-` could cause the two articulation marks to be separated from each other. This happens because of the default setting for accents is to have them placed *outside* the staff line. For example, if you wrote `\stemUp g' '->-`, the following results:



This code implements a combination of the music glyphs `scripts.sforzato` and `scripts.staccato` as one entity.

1.1.2 Grammar

```
NOTE \accentStaccato
NOTE \accentStaccatoUp
NOTE \accentStaccatoDown
```

1.1.3 Code

```
1 \version "2.24.4"
2
3 #(append! default-script-alist
4           (list
5             `(accentStaccatoUp
```

```

6         . (
7             (stencil . ,ly:text-interface::print)
8             (text . ,#{ \markup
9
10
11                 \center-align
12                 \combine \musicglyph "scripts.sforzato"
13                 \translate #'(0 . -0.75)
14                 \musicglyph "scripts.staccato" #})
15             ; any other properties
16             (toward-stem-shift-in-column . 1.0)
17             (outside-staff-priority . #t)
18             (padding . 0.5)
19             (avoid-slur . around)
20             (direction . ,UP))))
21
22     (list
23       `(accentStaccatoDown
24         . (
25             (stencil . ,ly:text-interface::print)
26             (text . ,#{ \markup \center-align
27                 \combine \musicglyph "scripts.staccato"
28                 \translate #'(0 . -0.75)
29                 \musicglyph "scripts.sforzato" #})
30             ; any other properties
31             (toward-stem-shift-in-column . 1.0)
32             (outside-staff-priority . #t)
33             (padding . 0.5)
34             (avoid-slur . around)
35             (direction . ,DOWN))))
36
37     accentStaccato = #(make-articulation 'accentStaccatoUp)
38     accentStaccatoUp = #(make-articulation 'accentStaccatoUp)
39     accentStaccatoDown = #(make-articulation 'accentStaccatoDown)
40
41
42     {
43       \override Staff.TimeSignature.stencil = ##f
44       \time 5/4
45
46       c'4\accentStaccato c'4 \accentStaccatoDown c''\accentStaccatoUp
47       \stopStaff
48       \override Staff.StaffSymbol.line-positions = #'(4 -4)
49       \startStaff
50
51       \stemUp g'' \tweak Y-offset #1.5 \accentStaccatoDown
52       \stemDown d' \tweak Y-offset #-0.5 \accentStaccatoUp
53     }

```

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1.2 Accent-Tenuto



1.2.1 Description

For the same rationale as explained in the [Accent-Staccato](#) entry, this code implements a combination of the music glyphs `scripts.sforzato` and `scripts.tenuto` as one entity.

1.2.2 Grammar

```
NOTE \accentTenuto
NOTE \accentTenutoUp
NOTE \accentTenutoDown
```

1.2.3 Code

```
1 \version "2.24.4"
2
3 #(append! default-script-alist
4   (list
5     `(accentTenutoUp
6       . (
7         (stencil . ,ly:text-interface::print)
8         (text . ,#{ \markup
9
10
11           \center-align
12           \combine \musicglyph "scripts.sforzato"
13           \translate #'(0 . -0.75)
14           \musicglyph "scripts.tenuto" #})
15       ; any other properties
16       (toward-stem-shift-in-column . 1.0)
17       (outside-staff-priority . #t)
18       (padding . 0.5)
19       (avoid-slur . around)
20       (direction . ,UP))))
21
22 (list
23   `(accentTenutoDown
24     . (
25       (stencil . ,ly:text-interface::print)
26       (text . ,#{ \markup \center-align
27         \combine \musicglyph "scripts.tenuto"
28         \translate #'(0 . -0.75)
```



```

29             \musicglyph "scripts.sforzato" #})
30         ; any other properties
31         (toward-stem-shift-in-column . 1.0)
32         (outside-staff-priority . #t)
33         (padding . 0.5)
34         (avoid-slur . around)
35         (direction . ,DOWN))))))
36
37 accentTenuto = #(make-articulation 'accentTenutoUp)
38 accentTenutoUp = #(make-articulation 'accentTenutoUp)
39 accentTenutoDown = #(make-articulation 'accentTenutoDown)
40
41
42 {
43   \override Staff.TimeSignature.stencil = ##f
44   \time 5/4
45
46   c'4\accentTenuto c'4 \accentTenutoDown c''\accentTenutoUp
47   \stopStaff
48   \override Staff.StaffSymbol.line-positions = #'(4 -4)
49   \startStaff
50
51   \stemUp g'' \tweak Y-offset #1.5 \accentTenutoDown
52   \stemDown d' \tweak Y-offset #-0.5 \accentTenutoUp
53 }

```

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1.3 Jeté (Ricochet)



1.3.1 Description

I use this notation to designate jeté/ricochet for string instruments, adding that the number of bounces are undetermined.¹

I apply this indication *above* the note regardless of how high or low the note is; however, in case of need, I have supplied the version to be used *under* the note.

1.3.2 Grammar

```
NOTE \jete
NOTE \jeteUp
NOTE \jeteDown
```

1.3.3 Code

```
1 \version "2.24.4"
2
3 jeteDesign =
4 \markup
5 \center-align
6 \combine \combine \combine
7 \override #'(filled . #t)
8 \path #0.1
9 #'((moveto -0.25 0.5)
10 (curveto 0.35 1.1 0.85 1.1 1.45 0.5)
11 (curveto 0.85 0.8 0.35 0.8 -0.25 0.5)
12 (closepath))
13 \draw-circle #0.2 #0 ##t
14 \translate #'(0.6 . 0) \draw-circle #0.2 #0 ##t
15 \translate #'(1.2 . 0) \draw-circle #0.2 #0 ##t
16 #(append! default-script-alist
17 (list
18 `(jetelistUp
19 . (
20 (stencil . ,ly:text-interface::print)
21 (text . ,#{ \markup \jeteDesign #})
22 ; any other properties
23 (toward-stem-shift-in-column . 1.0)
```

1. Concerning the technique of adding articulation designs to an internal alist, I was inspired by the following thread on lilypond-user mailing list: <https://lists.gnu.org/archive/html/lilypond-user/2015-04/msg00105.html>

```

24         (outside-staff-priority . #t)
25         (padding . 0.5)
26         (avoid-slur . around)
27         (direction . ,UP))))
28
29     (list
30       `(jetelistDown
31         . (
32           (stencil . ,ly:text-interface::print)
33           (text . ,#{ \markup \rotate #180 \jeteDesign #})
34           ; any other properties
35           (toward-stem-shift-in-column . 1.0)
36           (outside-staff-priority . #t)
37           (padding . 0.5)
38           (avoid-slur . around)
39           (direction . ,DOWN))))))
40
41     jete = #(make-articulation 'jetelistUp)
42     jeteUp = #(make-articulation 'jetelistUp)
43     jeteDown = #(make-articulation 'jetelistDown)
44
45
46     {c'4\jete c'4 \jeteDown c''\jeteUp }

```

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Chapter 2

Beams

2.1 Wiggle Beam (zig-zag shaped beam)



2.1.1 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 8th-note beam.

`\wiggleBeamTwo` replaces a 16th-note beam.

`\wiggleBeamThree` replaces a 32nd-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.

2.1.2 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 `\wobbleBeam_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 `\wobbleBeam_markup` may be added in sequence, provided that for each instance all the arguments are defined.

`\wobbleBeamStemAdjust #fromMiddleLine #howFar` NOTE

NB

- `fromMiddleLine` = (`\wobbleBeamStemAdjust` only) = determines one end of the stem, `#0` being the middle line of an ordinary 5-line staff.
- `howFar` = (`\wobbleBeamStemAdjust` 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.

2.1.3 Code

```

1 wobbleBeamOne =
2 #(define-music-function (vOffset howMany howWide howTilted)
3   (number? number? number? number?) #{
4     \once \override Voice.Beam.stencil = #ly:text-interface::print
5     \once \override Voice.Beam.text = \markup {
6       \translate #(cons 0 vOffset)
7       \postscript #(string-append
8         "newpath
9         1 setlinejoin
10        1 setlinecap

```

```

11         0.35 setlinewidth
12         0.13 0 moveto "
13         (number->string howMany)
14         " {" (number->string (* 0.6 howWide)) " "
15         (number->string (+ 0.5 howTilted)) " rlineto "
16         (number->string (* 0.6 howWide))
17         " -0.5 rlineto} repeat
18         stroke"
19     )
20
21 }
22 #})
23
24 wiggleBeamTwo =
25 #(define-music-function (vOffset howMany howWide howTilted )
26   (number? number? number? number?) #{
27     \once \override Voice.Beam.stencil = #ly:text-interface::print
28     \once \override Voice.Beam.text = \markup {
29       \translate #(cons 0 vOffset)
30       \postscript #(string-append
31         "newpath
32         1 setlinejoin
33         1 setlinecap
34         0.35 setlinewidth
35         0.13 0 moveto "
36         (number->string howMany)
37         " {" (number->string (* 0.6 howWide)) " "
38         (number->string (+ 0.5 howTilted)) " rlineto "
39         (number->string (* 0.6 howWide))
40         " -0.5 rlineto} repeat
41         stroke newpath
42         0.35 setlinewidth
43         1 setlinejoin
44         0.13 -0.75 moveto "
45         (number->string howMany)
46         " {" (number->string (* 0.6 howWide)) " "
47         (number->string (+ 0.5 howTilted)) " rlineto "
48         (number->string (* 0.6 howWide))
49         " -0.5 rlineto} repeat
50         stroke"
51     )
52   }
53   #})
54
55 wiggleBeamThree =
56 #(define-music-function (vOffset howMany howWide howTilted )
57   (number? number? number? number?)
58   #{

```

```

59     \once \override Voice.Beam.stencil = #ly:text-interface::print
60     \once \override Voice.Beam.text = \markup          {
61         \translate #(cons 0 vOffset)
62         \postscript #(string-append
63             "newpath
64             1 setlinejoin
65             1 setlinecap
66             0.35 setlinewidth
67             0.13 0 moveto "
68             (number->string howMany) " {"
69             (number->string (* 0.6 howWide)) " "
70             (number->string (+ 0.5 howTilted)) " rlineto "
71             (number->string (* 0.6 howWide))
72             " -0.5 rlineto} repeat
73             stroke
74             newpath
75             0.35 setlinewidth
76             1 setlinejoin
77             0.13 -0.75 moveto "
78             (number->string howMany) " {"
79             (number->string (* 0.6 howWide)) " "
80             (number->string (+ 0.5 howTilted)) " rlineto "
81             (number->string (* 0.6 howWide))
82             " -0.5 rlineto} repeat
83             stroke
84             newpath
85             0.35 setlinewidth
86             1 setlinejoin
87             0.13 -1.5 moveto "
88             (number->string howMany) " {"
89             (number->string (* 0.6 howWide)) " "
90             (number->string (+ 0.5 howTilted)) " rlineto "
91             (number->string (* 0.6 howWide))
92             " -0.5 rlineto} repeat
93             stroke"
94         )
95     }
96     #})
97
98 wiggleBeam_markup =
99 #(define-music-function (hOffset vOffset howMany howWide howTilted )
100   (number? number? number? number? number?)
101   #{
102     ^\markup          {
103       \translate #(cons hOffset vOffset)
104       \postscript #(string-append
105           "newpath
106           1 setlinejoin

```

```

107         1 setlinecap
108         0.35 setlinewidth
109         0.17 0 moveto "
110         (number->string howMany) " {"
111         (number->string (* 0.6 howWide)) " "
112         (number->string (+ 0.5 howTilted)) " rlineto "
113         (number->string (* 0.6 howWide))
114         " -0.5 rlineto} repeat
115         stroke"
116     )
117
118 }
119 #})
120
121 wiggleBeamStemAdjust =
122 #(define-music-function (fromMiddleLine howFar)
123   (number? number?)
124   #{
125     \once \override Stem.stencil = #ly:text-interface::print
126     \once \override Stem.text = \markup {
127       \postscript #(string-append
128         "newpath
129         0.12 setlinewidth
130         0 " (number->string fromMiddleLine) " moveto
131         0 " (number->string howFar) " rlineto
132         stroke"
133       )
134     }
135   #})
136
137 {
138   \wiggleBeamTwo #0 #9 #1.01 #0 c'16 c'
139   \wiggleBeamStemAdjust #-3 #3.4 c' c'
140   \wiggleBeamTwo #0 #5 #1.82 #0 g''
141   \wiggleBeamStemAdjust #2.5 #-3 g''
142   \wiggleBeamStemAdjust #2.5 #-3 g'' g''
143   \wiggleBeamTwo #-1 #9 #1.01 #-0.15 f''
144   \wiggleBeamStemAdjust #1.5 #-3.5 e''
145   \wiggleBeamStemAdjust #1 #-3.5 d''
146   \wiggleBeamStemAdjust #0.5 #-3.5 c''
147   \wiggleBeamOne #-3.5 #5 #1.4 #0.15 b'8
148   c''16 \wiggleBeam_markup #0 #-4.8 #2 #1.4 #0.15 d''
149   \wiggleBeamThree #-1.3 #19 #0.73 #0 g''32
150   \wiggleBeamStemAdjust #1.5 #-4 e''
151   \wiggleBeamStemAdjust #0.5 #-3 c'' g'' e''
152   \wiggleBeamStemAdjust #0.5 #-3 c''
153   \wiggleBeamStemAdjust #2.5 #-5 g'' e''
154   \bar "...

```


155 }

2.1.4 Discussion

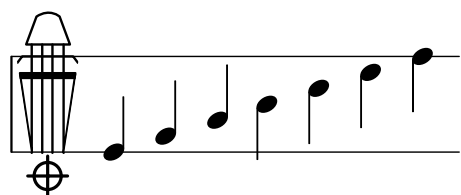
1. Admittedly, while the current setup allows great flexibility in making the wiggle beams appear, it is entirely possible that some of the parameters be automated.
2. When using many wiggle beams, it may be easier to make the score proportionally notated, in order to avoid the micromanagement of the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

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Chapter 3

Clefs

3.1 String Position Clef



3.1.1 Description

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

3.1.2 Grammar

`\stringPositionClef`

3.1.3 Code

```
1 stringPositionClefDesign = #(ly:make-stencil (list 'embedded-ps
2 "gsave
3 currentpoint translate
4 /fingboardpath
5 {
6 newpath
7
8 -0.55 7.5 moveto
9 0 -3 rlineto
10 1 -6.5 rlineto
11 -1 -1 rlineto
12 0 -3 rlineto
```

```
13 4.1 0 rlineto
14 0 3 rlineto
15 -1 1 rlineto
16 1 6.5 rlineto
17 0 3 rlineto
18 closepath
19
20 } def
21
22 fingboardpath clip
23 newpath
24 0.15 setlinewidth
25 0.5 4.75 moveto
26 0 -6.8 rlineto
27 -0.75 5 rlineto
28 3.5 0 rlineto
29 -0.75 -5 rlineto
30 0. 6.8 rlineto
31 stroke
32 0.35 setlinewidth
33 -0.4 2.75 moveto
34 3.75 0 rlineto
35 stroke
36
37 %inner two line
38 newpath
39 0.15 setlinewidth
40 1.16 4.75 moveto
41 0. -6.8 rlineto
42 1.8 4.75 moveto
43 0. -6.8 rlineto
44 stroke
45
46 %bridge
47 newpath
48 -0.4 3.6 moveto
49 0.3 0.4 rlineto
50 3.2 0 rlineto
51 0.3 -0.4 rlineto
52 stroke
53
54 %tailpiece
55 0.15 4.75 moveto
56 1 setlinecap
57 1 setlinejoin
58 2.75 0 rlineto
59 -0.65 1.75 rlineto
60 -0 -0 -0.6 0.55 -1.45 0 rcurveto
```

```

61 closepath
62 stroke
63
64 %mutesign
65 newpath
66 0.2 setlinewidth
67 1 setlinecap
68 1.5 -2.25 moveto
69 0 -2.5 rlineto
70 0.25 -3.5 moveto
71 2.5 0 rlineto
72 stroke
73 newpath
74 1.5 -3.5 0.85 0 360 arc
75 stroke
76 grestore")
77         (cons 0 3)
78         (cons 0 1))
79
80 stringPositionClefSize =
81 #(lambda (grob)
82   (let* ((sPCS (ly:grob-property grob 'font-size 0.0))
83          (mult (magstep sPCS)))
84     (ly:stencil-scale
85      stringPositionClef
86      mult mult)))
87
88 stringPositionClef = {
89   \override Staff.Clef.stencil = \stringPositionClefDesign
90 }
91
92 normalClef = {
93   \revert Staff.Clef.stencil
94 }
95
96 {
97   \override Staff.StaffSymbol.line-positions = #'(6 -6)
98   \override Staff.LedgerLineSpanner.stencil = ##f
99   \override Staff.TimeSignature.stencil = ##f
100  \override Staff.BarLine.stencil = ##f
101  \stringPositionClef c'4 e' g' b' d' f' a'
102 }

```

3.1.4 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.

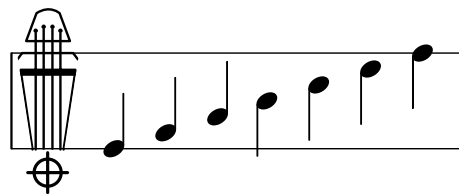
2. The current design comes with the mute sign. If the mute sign is not needed, remove the following portion of the code above:

```
64 %mutesign
65 newpath
66 0.2 setlinewidth
67 1 setlinecap
68 1.5 -2.25 moveto
69 0 -2.5 rlineto
70 0.25 -3.5 moveto
71 2.5 0 rlineto
72 stroke
73 newpath
74 1.5 -3.5 0.85 0 360 arc
75 stroke
```

3. Once `\stringPositionClef` 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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3.2 String Position Clef (revised)



3.2.1 Description

This is a revised version of the [String Position Clef](#), where the fine-tuner pins are graphically represented, as well as the four strings are arranged tighter than the previous version.

3.2.2 Grammar

`\stringPositionClef`

3.2.3 Code

```

1
2 % revision june 24 2025
3
4 stringPositionClefDesignRev = #(ly:make-stencil (list 'embedded-ps
5                                                     "gsave
6   currentpoint translate
7   /fingboardpath
8   {
9
10  newpath
11  %0 1 .7 0 setcmykcolor
12  -0.5 7.5 moveto
13  0 -3 rlineto
14  1 -6.5 rlineto
15  -1 -1 rlineto
16  0 -3 rlineto
17  4.05 0 rlineto
18  0 3 rlineto
19  -1 1 rlineto
20  1 6.5 rlineto
21  0 3 rlineto
22  closepath
23
24  } def
25
26 % fingboardpath
27  fingboardpath clip

```

```
28
29 newpath
30 0.15 setlinewidth
31 0.75 5.25 moveto
32 0 -7.3 rlineto
33 -0.2 0 rmoveto
34 -0.75 5 rlineto
35 3.45 0 rlineto
36 -0.75 -5 rlineto
37 -0.2 0 rmoveto
38 0. 7.3 rlineto
39 stroke
40 0.35 setlinewidth
41 -0.4 2.75 moveto
42 3.75 0 rlineto
43 stroke
44
45 %inner two lines
46 newpath
47 0.15 setlinewidth
48 1.25 5.5 moveto
49 0. -7.5 rlineto
50 1.8 5.5 moveto
51 0. -7.5 rlineto
52 stroke
53
54
55 %finetuner pins
56 0.75 5.4 0.14 0 360 arc
57 fill
58 1.25 5.65 0.14 0 360 arc
59 fill
60 1.8 5.65 0.14 0 360 arc
61 fill
62 2.3 5.4 0.14 0 360 arc
63 fill
64
65
66
67 %bridge
68 newpath
69 -0.4 3.6 moveto
70 0.3 0.4 rlineto
71 3.2 0 rlineto
72 0.3 -0.4 rlineto
73 stroke
74
75 %tailpiece
```

```

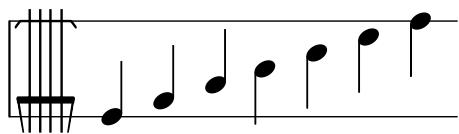
76 0.15 4.75 moveto
77 1 setlinecap
78 1 setlinejoin
79 2.75 0 rlineto
80 -0.65 1.75 rlineto
81 -0 -0 -0.6 0.55 -1.45 0 rcurveto
82 closepath
83 stroke
84
85 %mute sign, delete if not needed
86 newpath
87 0.2 setlinewidth
88 1 setlinecap
89 1.5 -2.25 moveto
90 0 -2.5 rlineto
91 0.25 -3.5 moveto
92 2.5 0 rlineto
93 stroke
94 newpath
95 1.5 -3.5 0.85 0 360 arc
96 stroke
97
98 grestore")
99
100                                     (cons 0 3)
101                                     (cons 0 1))
102
102 strPosClefSize =
103 #(lambda (grob)
104   (let* ((sPCS (ly:grob-property grob 'font-size 0.0))
105          (mult (magstep sPCS)))
106     (ly:stencil-scale
107      strPosClef
108      mult mult)))
109
110 stringPositionClefDesignRev = {
111   \override Staff.Clef.stencil = \stringPositionClefDesignRev
112 }
113
114 normalClef = {
115   \revert Staff.Clef.stencil
116 }
117
118 {
119   \override Staff.StaffSymbol.line-positions = #'(6 -6)
120   \override Staff.LedgerLineSpanner.stencil = ##f
121   \override Staff.TimeSignature.stencil = ##f
122   \override Staff.BarLine.stencil = ##f
123   \stringPositionClefDesignRev c'4 e' g' b' d'' f'' a''

```


124 }

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3.3 String Position Clef 2



3.3.1 Description

String position clef to indicate bowing position, but this one provides more space between bridge and the edge of the fingerboard, allowing the visual-timbre correspondence between *sul ponticello* and *sul tasto*.

3.3.2 Grammar

`\stringPositionClef_two`

3.3.3 Code

```

1  \version "2.24.4"
2
3  stringPositionClefDesign_two = #(ly:make-stencil (list 'embedded-ps
4                                                    "gsave
5  currentpoint translate
6  /fingboardpath
7  {
8
9  newpath
10 -0.45 4.75 moveto
11  0 -5 rlineto
12  0.5 -2.75 rlineto
13  2.9 0 rlineto
14  0.5 2.75 rlineto
15  0 5 rlineto
16  closepath
17 } def
18
19 fingboardpath clip
20 newpath
21 0.15 setlinewidth
22 0.5 8 moveto
23 0 -13.8 rlineto
24 -0.75 5 rlineto
25 3.5 0 rlineto
26 -0.75 -5 rlineto

```

```

27 0 11 rlineto
28 stroke
29 0.35 setlinewidth
30 -0.4 -1 moveto
31 3.75 0 rlineto
32 stroke
33
34 %inner two line
35 newpath
36 0.15 setlinewidth
37 1.16 4.75 moveto
38 0. -7.75 rlineto
39 1.8 4.75 moveto
40 0. -7.75 rlineto
41 stroke
42
43 %bridge
44 newpath
45 -0.4 3.6 moveto
46 0.3 0.4 rlineto
47 3.2 0 rlineto
48 0.3 -0.4 rlineto
49 stroke
50
51 grestore")
52         (cons 0 3)
53         (cons 0 1))
54
55 stringPositionClef_two = {
56   \override Staff.Clef.stencil = \stringPositionClefDesign_two
57 }
58
59 normalClef = {
60   \revert Staff.Clef.stencil
61 }
62
63 {
64   \override Staff.StaffSymbol.line-positions = #'(6 -6)
65   \override Staff.LedgerLineSpanner.stencil = ##f
66   \override Staff.TimeSignature.stencil = ##f
67   \override Staff.BarLine.stencil = ##f
68   \stringPositionClef_two c'4^\markup {
69     \translate #'(-3 . 2)
70     \musicglyph "space"
71   }
72   _\markup {
73     \translate #'(-3 . -3)
74     \musicglyph "space"

```

```
75    }  
76    e' g' b' d'' f'' a''  
77    }
```

3.3.4 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. Once `\stringPositionClef_two` is used, in order to revert back to the normal clef, `\normalClef` must be used.

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3.4 String Position Clef 3a



3.4.1 Description

In contrast to the two types of String Position Clefs introduced earlier, this clef helps facilitate the showing of the positions between the edge of the fingerboard and bridge, as well as between the bridge and the edge of the tailpiece.

3.4.2 Grammar

`\stringPositionClef_three`

3.4.3 Code

```

1
2 stringPositionClef_three_Design = #(ly:make-stencil (list 'embedded-ps
3                                                         "gsave
4   currentpoint translate
5   /fingboardpath
6   {
7     newpath
8     0 1 .7 0 setcmykcolor
9     0.3 4.75 moveto
10    0 -4.5 rlineto
11    -0.2 -0.5 rlineto
12    0.5 -2.15 rlineto
13    -1 0 rlineto
14    0 -3 rlineto
15    3.75 0 rlineto
16    0 3 rlineto
17    -1 0 rlineto
18    0.45 2.15 rlineto
19    -0.15 0.5 rlineto
20    0 4.5 rlineto
21    closepath
22    %stroke
23    .1 .4 .5 .9 setcmykcolor
24  } def
25
26  %fingboardpath
27
```

```
28 fingboardpath clip
29 newpath
30 0.15 setlinewidth
31 0.8 3.5 moveto
32 0 -5.85 rlineto
33 -0.2 0 rmoveto
34 -0.25 1.3 rlineto
35 2.2 0 rlineto
36 -0.2 -1.3 rlineto
37 -0.2 0 rmoveto
38 0. 5.85 rlineto
39 stroke
40 0.35 setlinewidth
41 0.15 -1 moveto
42 3.2 0 rlineto
43 stroke
44
45 %inner two line
46 newpath
47 0.15 setlinewidth
48 1.25 3.6 moveto
49 0. -5.95 rlineto
50 1.7 3.6 moveto
51 0. -5.95 rlineto
52 stroke
53
54 0.8 3.5 0.14 0 360 arc
55 fill
56 2.1525 3.5 0.14 0 360 arc
57 fill
58 1.25 3.7 0.14 0 360 arc
59 fill
60 1.7 3.7 0.14 0 360 arc
61 fill
62
63
64
65 %bridge
66 newpath
67 0.25 0.6 moveto
68 0.3 0.4 rlineto
69 1.85 0 rlineto
70 0.3 -0.4 rlineto
71 stroke
72
73 %tailpiece
74 0.425 3 moveto
75 1 setlinecap
```

```

76 1 setlinejoin
77 2.15 0 rlineto
78 -0.35 1.25 rlineto
79 -0 -0 -0.65 0.75 -1.55 0 rcurveto
80 closepath
81 stroke
82
83 %%% mute sign; commentify if not needed %%%
84 newpath
85 0.2 setlinewidth
86 1 setlinecap
87 1.5 -2.25 moveto
88 0 -2.5 rlineto
89 0.25 -3.5 moveto
90 2.5 0 rlineto
91 stroke
92 newpath
93 1.5 -3.5 0.85 0 360 arc
94 stroke
95 %%% end of mute sign for commenting/uncommenting %%%
96
97 grestore
98
99 ")
100                                     (cons 0 3)
101                                     (cons 0 1))
102
103 stringPositionClefSize =
104 #(lambda (grob)
105   (let* ((bCS (ly:grob-property grob 'font-size 0.0))
106         (mult (magstep bCS)))
107     (ly:stencil-scale
108       stringPositionClef
109       mult mult)))
110
111 stringPositionClef_three = {
112   \override Staff.Clef.stencil = \stringPositionClef_three_Design
113 }
114
115 {
116   \override Staff.StaffSymbol.line-positions = #'(4 0 -4)
117   \stringPositionClef_three
118   c'4 e' g' b' d' f' a'
119 }

```

3.4.4 Discussion

1. With the current design, **e'** places a note at the lower end of the fingerboard. **b'** places a note at the bridge line, and **f''** places a note on the line indicating the edge of the tailpiece.
2. The current design comes with the mute sign. If the mute sign is not needed, remove the following portion of the code above:

```

64  %%% mute sign; commentify if not needed %%%
65  newpath
66  0.2 setlinewidth
67  1 setlinecap
68  1.5 -2.25 moveto
69  0 -2.5 rlineto
70  0.25 -3.5 moveto
71  2.5 0 rlineto
72  stroke
73  newpath
74  1.5 -3.5 0.85 0 360 arc
75  stroke
76  %%% end of mute sign for commenting/uncommenting %%%

```

3. If you do not wish the ledger lines to appear within the staff line, consider using `\override Staff.NoteHead.ledgers = ##t`.

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3.5 String Position Clef 3b (Longer Span)



3.5.1 Description

The design of this clef is similar to [String Position Clef 3a](#); however, here the distance among the edge of the fingerboard, bridge, and the edge of the tailpiece is set wider.

3.5.2 Grammar

`\stringPositionClef_three`

3.5.3 Code

```

1
2 stringPositionClef_three_longer_Design = #(ly:make-stencil (list 'embedded-ps
3                                     "gsave
4   currentpoint translate
5   /fingboardpath
6   {
7     newpath
8     0 1 .7 0 setcmykcolor
9     0.3 5.75 moveto
10    0 -6.5 rlineto
11    -0.2 -0.5 rlineto
12    0.5 -2.15 rlineto
13    -0.5 0 rlineto
14    0 -2.5 rlineto
15    2.75 0 rlineto
16    0 2.5 rlineto
17    -0.5 0 rlineto
18    0.45 2.15 rlineto
19    -0.15 0.5 rlineto
20    0 6.5 rlineto
21    closepath
22    %stroke
23    .1 .4 .5 .9 setcmykcolor
24  } def
25
26  %fingboardpath
27
28  fingboardpath clip

```

```
29 newpath
30 0.15 setlinewidth
31 0.8 4.5 moveto
32 0 -7.85 rlineto
33 -0.2 0 rmoveto
34 -0.25 1.3 rlineto
35 2.2 0 rlineto
36 -0.2 -1.3 rlineto
37 -0.2 0 rmoveto
38 0. 7.85 rlineto
39 stroke
40 0.35 setlinewidth
41 0.15 -2 moveto
42 3.2 0 rlineto
43 stroke
44
45 %inner two line
46 newpath
47 0.15 setlinewidth
48 1.25 4.6 moveto
49 0. -7.95 rlineto
50 1.7 4.6 moveto
51 0. -7.95 rlineto
52 stroke
53
54 0.8 4.5 0.14 0 360 arc
55 fill
56 2.1525 4.5 0.14 0 360 arc
57 fill
58 1.25 4.7 0.14 0 360 arc
59 fill
60 1.7 4.7 0.14 0 360 arc
61 fill
62
63
64
65 %bridge
66 newpath
67 0.25 0.6 moveto
68 0.3 0.4 rlineto
69 1.85 0 rlineto
70 0.3 -0.4 rlineto
71 stroke
72
73 %tailpiece
74 0.425 4 moveto
75 1 setlinecap
76 1 setlinejoin
```

```

77 2.15 0 rlineto
78 -0.35 1.25 rlineto
79 -0 -0 -0.65 0.75 -1.55 0 rcurveto
80 closepath
81 stroke
82
83 %%% mute sign; commentify if not needed %%%
84 newpath
85 0.2 setlinewidth
86 1 setlinecap
87 1.5 -3.25 moveto
88 0 -2.5 rlineto
89 0.25 -4.5 moveto
90 2.5 0 rlineto
91 stroke
92 newpath
93 1.5 -4.5 0.85 0 360 arc
94 stroke
95 %%% end of mute sign for commenting/uncommenting %%%
96
97 grestore
98
99 ")
100                                     (cons 0 3)
101                                     (cons 0 1))
102
103 stringPositionClefSize =
104 #(lambda (grob)
105   (let* ((bCS (ly:grob-property grob 'font-size 0.0))
106          (mult (magstep bCS)))
107     (ly:stencil-scale
108       stringPositionClef
109       mult mult)))
110
111 stringPositionClef_three_longer = {
112   \override Staff.Clef.stencil = \stringPositionClef_three_longer_Design
113 }
114
115 {
116   \override Staff.StaffSymbol.line-positions = #'(6 0 -6)
117   \stringPositionClef_three_longer
118   c'4 e' g' b' d'' f'' a''
119 }

```

3.5.4 Discussion

1. With the current design, *c'* places a note at the lower end of the fingerboard. *b'* places a note at the bridge line, and *a''* places a note on the line indicating the edge of the tailpiece.

2. The current design comes with the mute sign. If the mute sign is not needed, remove the following portion of the code above:

```

64  %% mute sign; commentify if not needed %%
65  newpath
66  0.2 setlinewidth
67  1 setlinecap
68  1.5 -3.25 moveto
69  0 -2.5 rlineto
70  0.25 -4.5 moveto
71  2.5 0 rlineto
72  stroke
73  newpath
74  1.5 -4.5 0.85 0 360 arc
75  stroke
76  %% end of mute sign for commenting/uncommenting %%

```

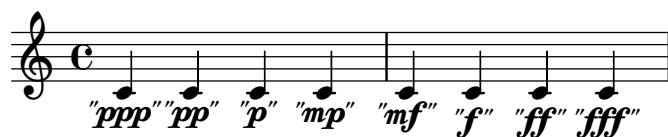
3. If you do not wish the ledger lines to appear within the staff line, consider using `\override Staff.NoteHead.ledgers = ##t`.

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Chapter 4

Dynamics

4.1 Dynamics in Quotation Marks



4.1.1 Description

Dynamics in quotation marks, also known as *effort dynamics*, indicate those with which certain techniques must be carried on, understanding that the perceived dynamics will be quieter than what are indicated. Examples abound in scores by Helmut Lachenmann and others for such techniques as air sound, bowing directly on the bridge, etc..

4.1.2 Grammar

```
NOTE \qppp
NOTE \qpp
NOTE \qp
NOTE \qmp
NOTE \qmf
NOTE \qf
NOTE \qff
NOTE \qfff
```

4.1.3 Code

```
1 \version "2.24.4"
2
3 qmp = #(make-dynamic-script
4         (markup #:combine
5                 #:combine
6                 #:translate '(-0.85 . -0.1))
```

```

7           #:normal-text (#:italic #:fontsize 0.75 "\"")
8           #:dynamic "mp"
9           #:translate '(3.25 . -0.1)
10          #:normal-text (#:italic #:fontsize 0.75 "\""))
11 qp = #(make-dynamic-script
12        (markup #:combine
13              #:combine
14              #:translate '(-0.95 . -0.1)
15              #:normal-text (#:italic #:fontsize 0.75 "\"")
16              #:dynamic "p"
17              #:translate '(1.35 . -0.1)
18              #:normal-text (#:italic #:fontsize 0.75 "\"")))
19 qpp = #(make-dynamic-script
20        (markup #:combine
21              #:combine
22              #:translate '(-0.95 . -0.1)
23              #:normal-text (#:italic #:fontsize 0.75 "\"")
24              #:dynamic "pp"
25              #:translate '(2.75 . -0.1)
26              #:normal-text (#:italic #:fontsize 0.75 "\"")))
27 qppp = #(make-dynamic-script
28         (markup #:combine
29               #:combine
30               #:translate '(-0.95 . -0.1)
31               #:normal-text (#:italic #:fontsize 0.75 "\"")
32               #:dynamic "ppp"
33               #:translate '(4.25 . -0.1)
34               #:normal-text (#:italic #:fontsize 0.75 "\"")))
35
36 qmf = #(make-dynamic-script
37        (markup #:combine
38              #:combine
39              #:translate '(-0.85 . 0)
40              #:normal-text (#:italic #:fontsize 0.75 "\"")
41              #:dynamic "mf"
42              #:translate '(3.25 . 0)
43              #:normal-text (#:italic #:fontsize 0.75 "\"")))
44 qf = #(make-dynamic-script
45        (markup #:combine
46              #:combine
47              #:translate '(-0.75 . 0)
48              #:normal-text (#:italic #:fontsize 0.75 "\"")
49              #:dynamic "f"
50              #:translate '(1.65 . 0)
51              #:normal-text (#:italic #:fontsize 0.75 "\"")))
52 qff = #(make-dynamic-script
53        (markup #:combine
54              #:combine

```

```

55         #:translate '(-0.75 . 0)
56         #:normal-text (#:italic #:fontsize 0.75 "\"")
57         #:dynamic "ff"
58         #:translate '(2.75 . 0)
59         #:normal-text (#:italic #:fontsize 0.75 "\""))
60 qfff = #(make-dynamic-script
61         (markup #:combine
62             #:combine
63             #:translate '(-0.75 . 0)
64             #:normal-text (#:italic #:fontsize 0.75 "\"")
65             #:dynamic "fff"
66             #:translate '(3.85 . 0)
67             #:normal-text (#:italic #:fontsize 0.75 "\"")))
68
69 {
70
71   c'4\qppp
72   c'4\qpp
73   c'4\qp
74   c'4\qmp
75
76   c'4\qmf
77   c'4\qf
78   c'4\qff
79   c'4\qfff
80
81 }
82
83 \layout {
84   \context {
85     \Score    proportionalNotationDuration = #(ly:make-moment 1/9)
86   }
87 }

```

4.1.4 Discussion

In scores by Lachenmann, in concordance with German quotation marks (*Anführungszeichen*), the opening quotation mark points left, and placed on the bottom line, and the closing quotation mark points right and sits at the top of the last character. It would be possible to achieve this by adjusting the parameters in the Scheme code.¹

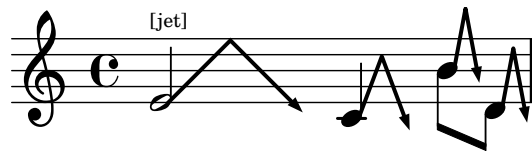
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1. See: <https://lilypond.org/doc/v2.24/Documentation/extending/markup-construction-in-scheme>

Chapter 5

Noteheads

5.1 Jet Whistle (for flute)



5.1.1 Description

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

5.1.2 Grammar

`\jet NOTE #X-length`

5.1.3 Code

```
1 jet = #(define-music-function (pitchthing width) (ly:music? number?)
2         (define p1 (ly:music-property pitchthing 'pitch))
3         (define steps (+ -6 (ly:pitch-steps p1)))
4         (define radToDeg (* 180 (/ 1 3.141592653589793)))
5         #{ #pitchthing ^\markup {
6             \postscript
7             #(string-append "gsave newpath 0.2 setlinewidth 1.15 "
8                             (number->string
9                               (+ -2.5 (* 0.5 steps))) " moveto "
10                            (number->string
11                              (* 0.5 width)) " 4 rlineto "
12                            (number->string
13                              (* 0.5 width)) " -4 rlineto
```

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

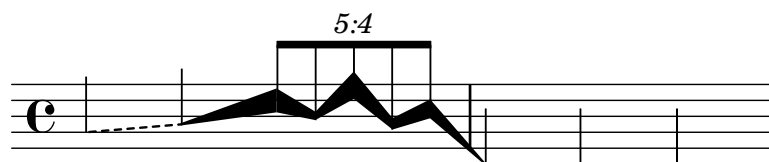

```

14         stroke
15         newpath
16         0.1 setlinewidth "
17             (number->string (+ 1.15 width)) " "
18             (number->string (+ -2.55 (* 0.5 steps)))
19             " moveto "
20             (number->string
21                 (* radToDeg (atan (/ (* width 0.5) 4))))
22             " rotate
23         0 -1 rlineto
24         -0.35 1 rlineto
25         0.7 0 rlineto
26         -0.35 -1 rlineto
27         closepath
28         fill
29         grestore
30         ")
31     } #})
32
33 \score {
34     {
35         \jet e'2~\markup {\fontsize #-5 {[jet]}} #8
36         \jet c'4 #3
37         \stemDown \jet b'8 #1.5
38         \jet d'8 #1.5
39     }
40
41     \layout {
42         \context {
43             \Score proportionalNotationDuration = #(ly:make-moment 1/10)
44             \override SpacingSpanner.uniform-stretching = ##t
45         }
46     }
47 }

```

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5.2 Line as a Notehead



5.2.1 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.

5.2.2 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.

5.2.3 Code

```
1
2 % See the entry on "Noteheadless" for its code;
3 % it is required for the snippet to run properly.
4
5 dashedLineNotehead =
6 #(define-music-function
7   (beginning end x-distance) (ly:music? ly:music? number?)
8   (let*
9     (
10      (p1 (ly:music-property beginning 'pitch))
11      (p2 (ly:music-property end 'pitch))
12      (steps
13        (-
14          (+ (* 7 (ly:pitch-octave p2)) (ly:pitch-notename p2))
15          (+ (* 7 (ly:pitch-octave p1)) (ly:pitch-notename p1))
```

```

16     )
17   )
18 )
19 #{
20   {
21
22     \once \override Voice.NoteHead.stencil = #ly:text-interface::print
23     \once \override Voice.NoteHead.stem-attachment = #'(0 . 0)
24     \once \override Staff.LedgerLineSpanner.stencil = ##f
25     \once \override Voice.NoteHead.text = \markup          {
26       % \translate #(cons 0 0)
27       \postscript
28       #(string-append
29         "newpath 1 setlinecap
30         0.15 setlinewidth
31         0 0 moveto
32         [.4 .4 .4 .4] 3 setdash "
33         (number->string x-distance) " " (number->string (* steps 0.5))
34         " rlineto stroke"
35       )
36     }
37     #beginning
38     \revert Voice.NoteHead.stencil
39     \revert Staff.LedgerLineSpanner.stencil
40   }
41   #})
42 )
43
44
45 modularLineNotehead =
46 #(define-music-function
47   (beginning end beginningThickness endingThickness x-distance)
48   (ly:music? ly:music? number? number? number?)
49   (let*
50     (
51       (p1 (ly:music-property beginning 'pitch))
52       (p2 (ly:music-property end 'pitch))
53       (steps
54         (-
55           (+ (* 7 (ly:pitch-octave p2)) (ly:pitch-notename p2))
56           (+ (* 7 (ly:pitch-octave p1)) (ly:pitch-notename p1))
57         )
58       )
59     )
60     #{
61       {
62
63         \once \override Voice.NoteHead.stencil = #ly:text-interface::print

```

```

64     \once \override Voice.NoteHead.stem-attachment = #'(0 . 0)
65     \once \override Voice.LedgerLineSpanner.transparent = ##t
66     \once \override Voice.NoteHead.text = \markup          {
67         \postscript
68         #(string-append
69             "newpath 1 setlinecap 0.1 setlinewidth -0.05 0 moveto 0 "
70             (number->string (* beginningThickness 0.005)) " rlineto "
71             (number->string x-distance) " "
72             (number->string (+ (- (* endingThickness 0.005)
73                                   (* beginningThickness 0.005) )
74                               (* steps 0.5)))
75             " rlineto 0 "
76             (number->string (* endingThickness -0.01)) " rlineto "
77             (number->string (* -1 x-distance)) " "
78             (number->string (- (* endingThickness 0.005)
79                               (* beginningThickness 0.005)
80                               (* steps 0.5)))
81             " rlineto
82             closepath
83             fill"
84         )
85     }
86     #beginning
87     \revert Voice.NoteHead.stencil
88     \revert Staff.LedgerLineSpanner.stencil
89 }
90 #}})
91 )
92
93
94 \score {
95 {
96     \omit Staff.Clef
97     \dashedLineNotehead g'4 a' #6
98     \modularLineNotehead a' d'' #15 #150 #6
99     \override TupletNumber.text = #tuplet-number::calc-fraction-text
100
101     \stemUp \tuplet 5/4 {
102         \modularLineNotehead d''8 b' #150 #50 #2.5
103         \modularLineNotehead b' f'' #50 #175 #2.5
104         \modularLineNotehead f'' a' #175 #70 #2.5
105         \modularLineNotehead a' c'' #70 #120 #2.5
106         \modularLineNotehead c'' c' #120 #15 #3.5
107     }
108     |
109     \modularLineNotehead c'4 c' #15 #15 #12
110     \noteheadless c'
111     \dashedLineNotehead c' c' #5

```

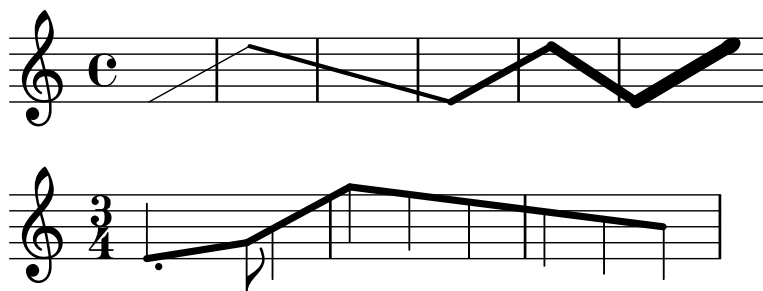
```
112     }
113
114     \layout {
115         \context {
116             \Score proportionalNotationDuration = #(ly:make-moment 1/10)
117             \override SpacingSpanner.uniform-stretching = ##t
118         }
119     }
120 }
121
122
```

5.2.4 Discussion

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

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5.3 Line as a Notehead 2



5.3.1 Description

These functions replace ordinary noteheads with a dashed or a continuous line. However, unlike the [First Version](#), these functions use `\glissando` as the basis for drawing the line.

5.3.2 Grammar

```
\lineNotehead #THICKNESS NOTE
\lineNoteheadOn #THICKNESS STARTING_NOTE NOTES...
\lineNoteheadOff ARRIVING_NOTE
\lineNoteheadWithRhythm #THICKNESS NOTE
\lineNoteheadWithRhythmOn #THICKNESS STARTING_NOTE NOTES...
\lineNoteheadWithRhythmOff ARRIVING_NOTE
```

NB

1. `\lineNotehead` only shows the line on the staff.
2. `\lineNoteheadWithRhythm` retains the rhythmic information.
3. `\lineNotehead` and `\lineNoteheadWithRhythm` applies the line from one note to another, without the line spanning multiple notes.
4. If the line must span over more than a note, use `\lineNoteheadOn` or `\lineNoteheadWithRhythmOn`.
5. In order to exit the line-as-a-notehead mode, use `\lineNoteheadOff` for both `\lineNotehead` and `\lineNoteheadWithRhythm`. In case the notehead must be disguised at the arrival, you may reduce the font size of the Notehead very drastically. See the Code for an example of this.
6. When using `\lineNoteheadWithRhythm` and `\lineNoteheadWithRhythmOn`, cautions must be paid to the placements of the augmentation dots and the intermediate stems. In the Code, I use:
`\once \override Voice.Dots.extra-offset = #'(0 . -1)`
 And place this *before* the `\lineNoteheadWithRhythmOn`.

5.3.3 Code

```
1 \version "2.24.4"
2
```

```

3 % revised on January 25 2025
4
5 lineNotehead =
6 #(define-music-function (thickness note) (number? ly:music? )
7   #{
8     \once \override NoteHead.stencil = #ly:text-interface::print
9     \once \override NoteHead.text = \markup{ \char ##x200A }
10    \once \override Dots.stencil = ##f
11    \once \override Glissando.breakable = ##t
12    \once \override Glissando.after-line-breaking = ##t
13    \once \override Glissando.thickness = #thickness
14    \once \override Glissando.bound-details =
15    #'(
16      (left (padding . 0))
17      (right (padding . 0))
18    )
19    #note
20    \glissando
21
22  #})
23
24 lineNoteheadOn =
25 #(define-music-function (thickness note) (number? ly:music?)
26   #{
27     \override Stem.stencil = ##f
28     \override Flag.stencil = ##f
29     \override TupletBracket.stencil = ##f
30     \override TupletNumber.stencil = ##f
31     \override Beam.stencil = ##f
32     \override NoteHead.stencil = #ly:text-interface::print
33     \override NoteHead.text = \markup{ \char ##x200A }
34     \override Dots.stencil = ##f
35     \override Glissando.breakable = ##t
36     \override Glissando.after-line-breaking = ##t
37     \override Glissando.thickness = #thickness
38     \override Glissando.bound-details =
39     #'(
40       (left (padding . 0))
41       (right (padding . 0))
42     )
43     #note
44     \glissando
45     \override NoteColumn.glissando-skip = ##t
46   #})
47
48
49 lineNoteheadWithRhythm =
50 #(define-music-function (thickness note) (number? ly:music?)

```

```

51   #{
52     \once \override NoteHead.stencil = #ly:text-interface::print
53     \once \override NoteHead.text = \markup{ \char ##x200A }
54     \once \override Glissando.breakable = ##t
55     \once \override Glissando.after-line-breaking = ##t
56     \once \override Glissando.thickness = #thickness
57     \once \override Glissando.bound-details =
58     #'(
59       (left (padding . 0))
60       (right (padding . 0))
61     )
62     #note
63     \glissando
64
65   #})
66
67 lineNoteheadWithRhythmOn =
68 #(define-music-function (thickness note) (number? ly:music?)
69   #{
70     \override NoteHead.stencil = #ly:text-interface::print
71     \override NoteHead.text = \markup{ \char ##x200A }
72     \override Glissando.breakable = ##t
73     \override Glissando.after-line-breaking = ##t
74     \override Glissando.thickness = #thickness
75     \override Glissando.bound-details =
76     #'(
77       (left (padding . 0))
78       (right (padding . 0))
79     )
80     #note
81     \glissando
82     \override NoteColumn.glissando-skip = ##t
83   #})
84
85
86 lineNoteheadOff =
87 {
88   \revert Stem.stencil
89   \revert Flag.stencil
90   \revert Beam.stencil
91   \revert NoteHead.stencil
92   \revert Dots.stencil
93   \revert Glissando.breakable
94   \revert Glissando.after-line-breaking
95   \revert Glissando.thickness
96   \revert Glissando.bound-details
97   \revert NoteColumn.glissando-skip
98   \revert TupletBracket.stencil

```



```

99  \revert TupletNumber.stencil
100 \revert Beam.stencil
101 }
102
103
104 {
105
106  \lineNotehead #1 e'1
107  \lineNoteheadOn #3
108  e''1
109  b'1
110  \lineNoteheadOff
111  \lineNotehead #5
112  e'1
113  \lineNotehead #7
114  e''1
115  \lineNoteheadOn #9 e'4
116  e''4. e'8
117  \lineNoteheadOff
118  \omit Stem
119  e''4
120
121 }
122
123 \score {
124   {
125     \time 3/4
126     \once \override Voice.Dots.extra-offset = #'(0 . -1)
127     \lineNoteheadWithRhythm #5 e'4.
128     \stemDown
129     \lineNoteheadWithRhythmOn #5
130
131     g'8
132     b'4
133     \lineNoteheadOff
134     \lineNoteheadWithRhythmOn #5
135     g''4
136     f''4
137     e''4
138     d''4
139     c''4
140     \lineNoteheadOff
141     \once \override NoteHead.font-size = #-30
142     b'4
143   }
144   \layout {
145     \context{
146       \Score proportionalNotationDuration = #(ly:make-moment 1/8)

```

147 }
148 }
149 }

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5.4 Noteheadless



5.4.1 Description

This snippet is hardly my own idea, as I largely quoted this technique from one of the snippets available on LSR.² 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](#).

5.4.2 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.

5.4.3 Code

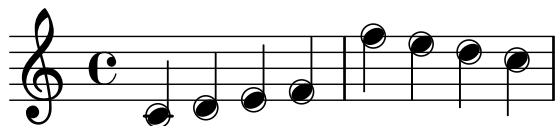
```
1
2 %% Inspired by:
3 %% http://lsr.di.unimi.it/LSR/Item?id=796
4
5
6 noteheadless = {
7   \once \override Voice.NoteHead.transparent = ##t
8   \once \override Voice.NoteHead.no-ledgers = ##t
9 }
10
11 noteheadlessOn = {
12   \override Voice.NoteHead.transparent = ##t
13   \override Voice.NoteHead.no-ledgers = ##t
14 }
15 noteheadlessOff = {
```

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

```
16    \revert Voice.NoteHead.transparent
17    \revert Voice.NoteHead.no-ledgers
18  }
19
20
21  {
22    c'4 \noteheadless c'8 d' d'4
23    \noteheadlessOn e'16 f' c' b |
24    \noteheadlessOff d' c' b a
25  }
26
```

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5.5 Slap Tongue, Type A



5.5.1 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.

5.5.2 Grammar

`\slapA NOTE`

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

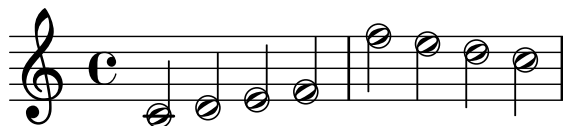
5.5.3 Code

```

1  slapA = #(define-music-function (note) (ly:music?)
2      #{ \once \override Voice.NoteHead.stencil =
3          #ly:text-interface::print
4          \once \override Voice.NoteHead.text =
5          \markup {
6              \concat {
7                  \musicglyph "noteheads.s2"
8                  \postscript "newpath
9                      -0.675 0.025 0.75 0 360 arc
10                     closepath stroke"
11              }
12          }
13      $note #})
14
15  {
16      \slapA c'4 \slapA d' \slapA e' \slapA f'
17      \slapA f'' \slapA e'' \slapA d'' \slapA c''
18  }
19
```

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5.6 Slap Tongue, Type B



5.6.1 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.

5.6.2 Grammar

`\SlapB NOTE`

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

5.6.3 Code

```

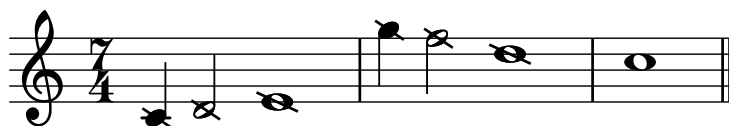
1  slapB = #(define-music-function (note) (ly:music?)
2      #{ \once \override Voice.NoteHead.stencil =
3          #ly:text-interface::print
4          \once \override Voice.NoteHead.text =
5          \markup {
6              \concat {
7                  \musicglyph "noteheads.s1"
8                  \postscript "newpath
9                      -0.675 0.025 0.75 0 360 arc
10                     closepath stroke"
11              }
12          }
13      $note #})
14  {
15      \SlapB c'4 \SlapB d' \SlapB e' \SlapB f'
16      \SlapB f'' \SlapB e'' \SlapB d'' \SlapB c''
17  }
18
```

5.6.4 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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5.7 Slashed Notehead



5.7.1 Description

Noteheads with backslashes applied.³ 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.

5.7.2 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.

5.7.3 Code

```
1
2 % Inspired by the code provided by Jean Abou Samra
3 % https://lists.gnu.org/archive/html/lilypond-user/2022-11/msg00333.html
4
5 slashNote =
6 \once \override Voice.NoteHead.stencil =
7 #(grob-transformer
8   'stencil
9   (lambda (grob original)
10     (let* ((added-markup
11             #{
12               \markup \general-align #Y #CENTER
13               #(case (ly:grob-property grob 'duration-log)
14                   ((0) #{ \markup \concat {
15                       \musicglyph "noteheads.s0"
16                       \postscript
17                         "gsave
18                          0.17 setlinewidth
19                          -2.3 0.6 moveto
20                          0.3 -0.6 lineto
21                          stroke
22                          grestore"
23                         } #})
```

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>

```

24
25      ((1) #{ \markup \concat {
26        \musicglyph "noteheads.s1"
27        \postscript
28        "gsave
29          0.17 setlinewidth
30          -1.5 0.6 moveto
31          0.3 -0.6 lineto
32          stroke
33          grestore"
34        } #})
35
36      ((2) #{ \markup \concat {
37        \musicglyph "noteheads.s2"
38        \postscript
39        "gsave
40          0.17 setlinewidth
41          -1.5 0.6 moveto
42          0.3 -0.6 lineto
43          stroke
44          grestore"
45        } #}))
46    #})
47    (added-stencil (grob-interpret-markup grob added-markup)))
48  (if (ly:stencil? original)
49      (ly:stencil-add original added-stencil)
50      added-stencil)))
51
52
53
54 slashNoteOn =
55 \override Voice.NoteHead.stencil =
56 #(grob-transformer
57   'stencil
58   (lambda (grob original)
59     (let* ((added-markup
60             #{
61               \markup \general-align #Y #CENTER
62               #(case (ly:grob-property grob 'duration-log)
63                 ((0) #{ \markup \concat {
64                   \musicglyph "noteheads.s0"
65                   \postscript
66                   "gsave
67                     0.17 setlinewidth
68                     -2.3 0.6 moveto
69                     0.3 -0.6 lineto
70                     stroke
71                     grestore"

```



```

72         } #})
73     ((1) #{ \markup \concat {
74         \musicglyph "noteheads.s1"
75         \postscript
76         "gsave
77         0.17 setlinewidth
78         -1.5 0.6 moveto
79         0.3 -0.6 lineto
80         stroke
81         grestore"
82         } #})
83     ((2) #{ \markup \concat {
84         \musicglyph "noteheads.s2"
85         \postscript
86         "gsave
87         0.17 setlinewidth
88         -1.5 0.6 moveto
89         0.3 -0.6 lineto
90         stroke
91         grestore"
92         } #}))
93     #})
94     (added-stencil (grob-interpret-markup grob added-markup)))
95     (if (ly:stencil? original)
96         (ly:stencil-add original added-stencil)
97         added-stencil)))
98
99
100 slashNoteOff = \revert Voice.NoteHead.stencil
101
102 {
103     \time 7/4
104     \slashNote c'4
105     \slashNote d'2
106     \slashNote e'1
107     \slashNoteOn g''4 f''2 d''1
108     \slashNoteOff c''1 \bar "||"
109 }

```

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5.8 Square Notehead



5.8.1 Description

Filled and hollow square noteheads.

5.8.2 Grammar

```
\squareHollowNotehead NOTE
\squareHollowNoteheadOn NOTES
\squareHollowNoteheadOff
\squareFilledNotehead NOTE
\squareFilledNoteheadOn NOTES
\squareFilledNoteheadOff
```

```
\slashNoteOn NOTE
\slashNoteOff
```

NB `\squareHollowNotehead` and `\squareFilledNotehead` only affect one note, owing to the `\once \override` functions within the code. For a group of notes, use `\squareHollowNoteheadOn` or `\squareFilledNoteheadOn`. `\squareHollowNoteheadOff` and `\squareFilledNoteheadOff` cancel the application.

5.8.3 Code

```
1 \version "2.24.4"
2
3 % See also: https://lsr.di.unimi.it/LSR/Item?id=516
4 % UPDATED June 13 2025
5
6 squareHollowNoteheadDesign =
7 #(ly:make-stencil '(path 0.15 (moveto 0.0 0.425
8                               rlineto 1.2 0
9                               rlineto 0 -0.875
10                              rlineto -1.2 0
11                              closepath)
12                               )
13      (cons -0.15 1.275)
14      (cons -1 1))
15
16 squareHollowNotehead =
17 #(define-music-function (note) (ly:music?)
18   #{\once \override Voice.NoteHead.stencil =
19     \squareHollowNoteheadDesign $note #})
```

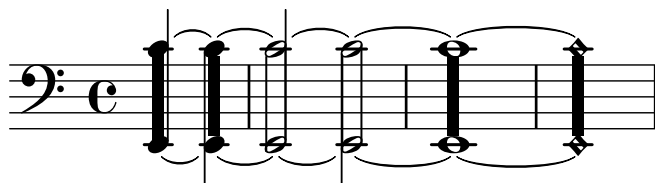
```

20
21 squareHollowNoteheadOn =
22 #(define-music-function (note) (ly:music?)
23   #{\override Voice.NoteHead.stencil =
24     \squareHollowNoteheadDesign $note #})
25
26 squareHollowNoteheadOff = \revert Voice.NoteHead.stencil
27
28 squareFilledNoteheadDesign =
29 #(ly:make-stencil '(path 0.15 (moveto 0.0 0.425
30                               rlineto 1.2 0
31                               rlineto 0 -0.875
32                               rlineto -1.2 0
33                               closepath)
34
35                               round
36                               round
37                               #t)
38   (cons -0.15 1.275)
39   (cons -1 0))
40
41 squareFilledNotehead =
42 #(define-music-function (note) (ly:music?)
43   #{\once \override Voice.NoteHead.stencil =
44     \squareFilledNoteheadDesign $note #})
45 squareFilledNoteheadOn =
46 #(define-music-function (note) (ly:music?)
47   #{\override Voice.NoteHead.stencil =
48     \squareFilledNoteheadDesign $note #})
49
50 squareFilledNoteheadOff = \revert Voice.NoteHead.stencil
51
52 {
53   \squareHollowNotehead c'8
54   \squareHollowNoteheadOn d' e' f'
55   \squareHollowNoteheadOff
56   \squareFilledNotehead c'8
57   \squareFilledNoteheadOn d' e' f'
58   \squareFilledNoteheadOff
59   \squareHollowNotehead a''8
60   \squareHollowNoteheadOn g'' f'' e''
61   \squareHollowNoteheadOff
62   \squareFilledNotehead a''8
63   \squareFilledNoteheadOn g'' f'' e''
64   \squareFilledNoteheadOff
65 }

```

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5.9 Tone Cluster



5.9.1 Description

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

5.9.2 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](#).

5.9.3 Code

```
1
2 \toneClusterBar =
3 #(define-music-function (note1 note2 yOffset yLengthAdjust)
4   (ly:music? ly:music? number? number?)
5   (let* (
```

```

6      (note1p (ly:music-property note1 'pitch))
7      (note2p (ly:music-property note2 'pitch))
8      (note1pnumber (+ (* 7 (ly:pitch-octave note1p))
9                      (ly:pitch-notename note1p)))
10     (note2pnumber (+ (* 7 (ly:pitch-octave note2p))
11                     (ly:pitch-notename note2p)))
12     (pitchDistance (abs (- note1pnumber note2pnumber)))
13   )
14   #{
15     < #note1
16     #note2 > ^\markup {
17       \postscript
18       #(string-append
19         "gsave
20         newpath
21         0.3 " (number->string (- yOffset 0.5)) " moveto
22         0.7 0 rlineto
23         0 " (number->string (- (* -0.5 pitchDistance)
24                               (- yLengthAdjust 1))) " rlineto
25         -0.7 0 rlineto
26         closepath
27         fill
28         grestore")
29     }
30   #}
31   )
32   )
33
34
35 toneClusterBarHollow =
36 #(define-music-function (note1 note2 yOffset yLengthAdjust)
37   (ly:music? ly:music? number? number?)
38   (let* (
39     (note1p (ly:music-property note1 'pitch))
40     (note2p (ly:music-property note2 'pitch))
41     (note1pnumber (+ (* 7 (ly:pitch-octave note1p))
42                     (ly:pitch-notename note1p)))
43     (note2pnumber (+ (* 7 (ly:pitch-octave note2p))
44                     (ly:pitch-notename note2p)))
45     (pitchDistance (abs (- note1pnumber note2pnumber)))
46   )
47   #{
48     < #note1
49     #note2 > ^\markup {
50       \postscript
51       #(string-append
52         "gsave
53         newpath

```

```

54         0.1 " (number->string (- yOffset 0.5)) " moveto
55         0 " (number->string (- (* -0.5 pitchDistance)
56                               (+ 0.5 yLengthAdjust))) " rlineto
57         0.125 setlinewidth
58         1.3 "(number->string (+ 0.75 (- yOffset 0.5))) " moveto
59         0 " (number->string (- (* -0.5 pitchDistance)
60                               (+ 0.75 yLengthAdjust))) " rlineto
61         stroke
62         grestore")
63     }
64     #}
65 )
66 )
67
68
69 toneClusterBarWhole =
70 # (define-music-function (note1 note2 yOffset yLengthAdjust)
71   (ly:music? ly:music? number? number?)
72   (let* (
73     (note1p (ly:music-property note1 'pitch))
74     (note2p (ly:music-property note2 'pitch))
75     (note1pnumber (+ (* 7 (ly:pitch-octave note1p))
76                      (ly:pitch-notename note1p)))
77     (note2pnumber (+ (* 7 (ly:pitch-octave note2p))
78                      (ly:pitch-notename note2p)))
79     (pitchDistance (abs (- note1pnumber note2pnumber)))
80   )
81   #{
82     < #note1
83     #note2 > ^\markup {
84       \postscript
85       # (string-append
86         "gsave
87         newpath
88         0.125 setlinewidth
89         0.55 " (number->string (- yOffset 0.5)) " moveto
90         0 " (number->string (- (* -0.5 pitchDistance)
91                               (- yLengthAdjust 1))) " rlineto
92         0.75 0 rlineto
93         0 " (number->string (abs (- (* -0.5 pitchDistance)
94                               (- yLengthAdjust 1)))) " rlineto
95         closepath fill
96         grestore")
97     }
98     #}
99   )
100 )
101

```

```

102
103 {
104   \time 4/4
105   \partial 2
106   \clef "F"
107   \stemUp \toneClusterBar c'4~ e,~ #1 #1
108   \stemDown \toneClusterBar e,~ c'4~ #0.5 #0
109   \stemUp \toneClusterBarHollow c'2~ e,~ #0.5 #-0.5
110   \stemDown \toneClusterBarHollow c'2~ e,~ #0.5 #-0.5
111   \toneClusterBarWhole c'1~ e,~ #0.5 #0
112   \toneClusterBar c'1~\harmonic e,~\harmonic #0.5 #0
113 }

```

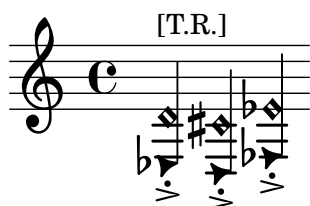
5.9.4 Discussion

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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5.10 Tongue Ram (for flute)



5.10.1 Description

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

5.10.2 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](#).

5.10.3 Code

```

1  \tgrWithIndication = #(define-music-function (note1) (ly:music?)
2      (let*
3          (
4              (p1 #{ #(ly:music-deep-copy note1) \harmonic #})
5              (p2 #{ \transpose c df, #(ly:music-property note1 'pitch)#})
6              (d1 (ly:music-property note1 'duration))
7              )
8          #{ < $p1
9              \single \override NoteHead.stencil = #ly:text-interface::print
10             \single \override NoteHead.text =
11             \markup \musicglyph "noteheads.s2triangle"
12             %\single \override Stem.stencil
13             $p2 > $d1 ^\markup {\override #'(font-size . -2) {[T.R.]} } #}
14          ))
15  \tgr = #(define-music-function (note1) (ly:music?)
16      (let*
17          (
18              (p1 #{ #(ly:music-deep-copy note1) \harmonic #})
19              (p2 #{ \transpose c df, #(ly:music-property note1 'pitch)#})
20              (d1 (ly:music-property note1 'duration))
21              )
22          )

```

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


```

20      #{ < $p1
21      \single \override NoteHead.stencil = #ly:text-interface::print
22      \single \override NoteHead.text =
23      \markup \musicglyph "noteheads.s2triangle"
24      %\single \override Stem.stencil
25      $p2 > $d1 #}
26  ))
27
28  {\language "english" \tgrWithIndication d'4-.-> \tgr cs'4-.-> \tgr ef'4-.->}

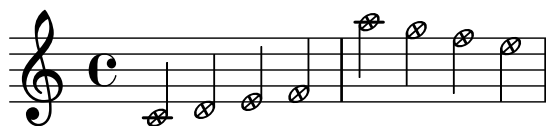
```

5.10.4 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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5.11 X In A Hollow Notehead



5.11.1 Description

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

5.11.2 Grammar

`\cirX NOTE`

5.11.3 Code

```

1 % Stem attachment function inspired by:
2 % https://lsr.di.unimi.it/LSR/Snippet?id=518
3 cirX = #(define-music-function (note) (ly:music?)
4   #{
5     \temporary \override NoteHead.stencil =
6     #ly:text-interface::print
7     \temporary \override NoteHead.text =
8     \markup
9     \translate #'(0.6 . 0)
10    \pad-x #-0.22
11    \rotate #35
12    \scale #'(1 . 0.65)
13    \combine \combine \combine \combine
14    \override #'(thickness . 2)
15    \draw-line #'(0.05 . 0.6)
16    \override #'(thickness . 2)
17    \draw-line #'(-0.05 . -0.6)
18    \override #'(thickness . 2)
19    \draw-line #'(0.6 . 0.1 )
20    \override #'(thickness . 2)
21    \draw-line #'(-0.6 . -0.1 )
22    \draw-circle #0.65 #0.175 ##f
23
24    \temporary \override NoteHead.stem-attachment =
25    #(lambda (grob)
26      (let* ((stem (ly:grob-object grob 'stem))
27             (dir (ly:grob-property stem 'direction UP))
28             (is-up (eqv? dir UP)))
29        (cons dir (if is-up 0.2 -0.2))))

```

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

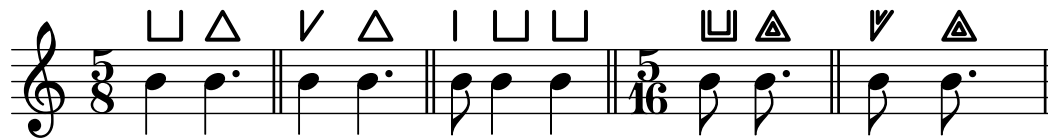
```
30         #note
31         \revert NoteHead.stencil
32         \revert NoteHead.text
33         \revert NoteHead.stem-attachment
34     #})
35 {
36     \cirX c'4 \cirX d' \cirX e' \cirX f'
37     \cirX a''4 \cirX g'' \cirX f'' \cirX e''
38 }
```

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Chapter 6

Markups

6.1 Conducting Patterns



6.1.1 Description

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

6.1.2 Grammar

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

6.1.3 Code

```
1
2 condOnePattern =
3 #'((moveto 0.25 1.75)
4   (rlineto 0 -1.75))
5
```

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

```

6  condTwoPatternA =
7  #'((moveto 0.25 1.75)
8      (rlineto 0 -1.75)
9      (rlineto 2 0)
10     (rlineto 0 1.75))
11
12  condDoubleTwoPatternA =
13  #'((moveto 0.25 1.75)
14      (rlineto 0 -1.75)
15      (rlineto 2 0)
16      (rlineto 0 1.75)
17      (moveto 0.65 1.75)
18      (rlineto 0 -1.35)
19      (rlineto 1.2 0)
20      (rlineto 0 1.35))
21
22  condTwoPatternB =
23  #'((moveto 0.25 1.75)
24      (rlineto 0 -1.75)
25      (rlineto 1.25 1.75))
26
27  condDoubleTwoPatternB =
28  #'((moveto 0.25 1.75)
29      (rlineto 0 -1.75)
30      (rlineto 1.25 1.75)
31      (moveto 0.6 1.75)
32      (rlineto 0 -0.7)
33      (rlineto 0.5 0.7))
34
35  condThreePattern =
36  #'((moveto 1.15 1.75)
37      (rlineto -1 -1.75)
38      (rlineto 2 0)
39      (closepath))
40
41  condDoubleThreePattern =
42  #'((moveto 1.15 1.75)
43      (rlineto -1 -1.75)
44      (rlineto 2 0)
45      (closepath)
46      (moveto 1.15 1.05)
47      (rlineto -0.385 -0.7)
48      (rlineto 0.75 0)
49      (closepath))
50
51
52  condOne = ^\markup {
53      \override #'(line-join-style . round)

```

```

54   \path #0.25 #condOnePattern
55 }
56
57 condTwoA = ^\markup {
58   \override #'(line-join-style . round)
59   \path #0.25 #condTwoPatternA
60 }
61 condTwoB = ^\markup {
62   \override #'(line-join-style . round)
63   \path #0.25 #condTwoPatternB
64 }
65 condDoubleTwoA = ^\markup {
66   \override #'(line-join-style . round)
67   \path #0.25 #condDoubleTwoPatternA
68 }
69
70 condDoubleTwoB = ^\markup {
71   \override #'(line-join-style . round)
72   \path #0.25 #condDoubleTwoPatternB
73 }
74
75 condThree = ^\markup {
76   \override #'(line-join-style . round)
77   \path #0.25 #condThreePattern
78 }
79
80 condDoubleThree = ^\markup {
81   \override #'(line-join-style . round)
82   \path #0.25 #condDoubleThreePattern
83 }
84
85 %% Source inspired by
86 %% and adapted from: http://lsr.di.unimi.it/LSR/Item?id=629
87 spacerVoice = \new Voice {
88   \override MultiMeasureRest.transparent = ##t
89   \override MultiMeasureRest.minimum-length = #14
90   R16*5
91 }
92
93
94 \score {
95   {
96     \time 5/8
97     b'4 \condTwoA b'4. \condThree \bar "||"
98     b'4 \condTwoB b'4. \condThree \bar "||"
99     b'8 \condOne b'4 \condTwoA b'4 \condTwoA \bar "||"
100    \time 5/16
101    << {b'8 \condDoubleTwoA b'8. \condDoubleThree}

```

```
102         \spacerVoice >> \bar "||"  
103     << {b'8 \condDoubleTwoB b'8. \condDoubleThree}  
104         \spacerVoice >> \bar "||"  
105     }  
106  
107 }  
108
```

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6.2 Mute Sign



6.2.1 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*.²

6.2.2 Grammar

NOTE/REST[^]\mutesign

6.2.3 Code

```

1  mutesign = \markup {
2    \translate #'(0.5 . 0)
3    \postscript
4
5    "newpath
6    0.2 setlinewidth
7    1 setlinecap
8    0 0 moveto
9    0 2.5 rlineto
10   -1.25 1.25 moveto
11   2.5 0 rlineto
12   stroke
13   newpath
14   0 1.25 0.85 0 360 arc
15   stroke"
16
17   { c'2. r4^\mutesign }
18
```

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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 7

Rhythm

7.1 Incomplete Tuplet Bracket for Irrational Time Signatures



7.1.1 Description

This entry supplements the irrational time signatures¹ as seen on LSR.² Concerning the irrational time signatures, in her *Behind Bars: the Definitive Guide to Music Notation*, Elaine Gould suggests the use of denominator as any division of the semibreve/whole note..³ However, in these pages there has not been a mention of the use of tuplet brackets while the non-conventional time signature is in place. There are examples, such as *Asyla* for large orchestra by Thomas Adès,,⁴ where tuplet brackets are placed atop "incomplete" tuplets.

While it is still prudent to spend a paragraph explaining the nature of the irrational time signatures in the preface, my preference has also been to utilize incomplete tuplet brackets, in order to allow the reading of the rhythm consistent and smooth from bars with ordinary time signatures. It is also helpful to have the brackets shown in cases of compound time signatures that use irrational time signatures in part (see the first measure of the example).

7.1.2 Grammar

```
\incompleteTupletBracket \tuplet ...  
\incompleteSmallTupletBracket \tuplet ...
```

NB

1. For incomplete tuplets with two or more notes, use `\incompleteTupletBracket`.

1. See [Chapter Time Signatures](#) for discussion on the variants of the irrational/fractional time signatures.
2. <https://lsr.di.unimi.it/LSR/Snippet?id=552>
3. Elaine Gould, *Behind bars : the definitive guide to music notation* (London: Faber Music, 2011), 180–181, Book.
4. Thomas Adès, *Asyla : for large orchestra* (Faber Music, 1997).

2. For incomplete tuplets with one note, use `\incompleteSmallTupletBracket`. This was created specifically to ensure that the brackets appear properly in tight space that one-note tuplet customarily gives.

7.1.3 Code

```

1  \version "2.24.4"
2
3  %% "suppressWarning" function comes from:
4  %% http://lsr.di.unimi.it/LSR/Item?id=552
5
6  % Warnings may be suppressed using 'ly:expect-warning'
7  % Or use the here defined 'suppressWarning'-function, working since 2.20.
8
9  suppressWarning =
10 # (define-void-function (amount message) (number? string?)
11     (for-each
12         (lambda (warning)
13             (ly:expect-warning message))
14         (iota amount 1 1)))
15
16 \suppressWarning 3 "strange time signature found"
17
18 incompleteTupletBracket = {
19     \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
20     \once \override Voice.TupletBracket.bracket-visibility = ##t
21
22 }
23 incompleteSmallTupletBracket = {
24     \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
25     \once \override Voice.TupletBracket.bracket-visibility = ##t
26     \once \override Voice.TupletNumber.X-offset =
27     # (lambda (grob)
28         (if (= UP (ly:grob-property grob 'direction))
29             2.2
30             1.2))
31
32     \once \override Voice.TupletBracket.shorten-pair =
33     # (lambda (grob)
34         (if (= UP (ly:grob-property grob 'direction))
35             '(-0.7 . 0.15)
36             '(-0.3 . 0.8)))
37     \once \override Voice.TupletBracket.X-positions =
38     # (lambda (grob)
39         (if (= UP (ly:grob-property grob 'direction))
40             '(1.8 . 3)
41             '(0.3 . 2.7)))
42 }

```

```

43
44
45 {
46   \compoundMeter #'((2 4) (4 12))
47   f'4 f'
48   \tuplet 3/2 {g'8[ g' g']}
49   \incompleteSmallTupletBracket
50   \tuplet 3/2 {a'8 }|
51
52   \time 4/20
53   \incompleteTupletBracket
54   \tuplet 5/4 {b'16[ b' b' b']} |
55   \time 4/12
56   \tuplet 3/2 {c''8[ g' e']}
57   \incompleteSmallTupletBracket
58   \tuplet 3/2 {c'8} |
59   \tuplet 3/2 {c'8[ e' g']}
60   \incompleteSmallTupletBracket
61   \tuplet 3/2 {c''8} |
62 }

```

7.1.4 Discussion

In the preceding code, I have opted to notate the tuplets within the bars with irrational time signatures in an ordinary manner, using `\tuplet`. This is to ensure that the incomplete tuplet bracket appears. Compare this with the quoted LSR No. 552, which has a different way of reducing the note duration in order to fit them into the bar with irrational time signature. Observe the way duration is multiplied by fractions, e.g. Line 6.

```

1 {
2   \time 4/4
3   \tempo 4 = 60
4   fis4 fis fis fis
5   \time 2/6
6   g4*2/3 g |
7   g4*2/3 g |
8   \time 4/5
9   as4*4/5 as as as8*4/5 g |
10  \tuplet 3/2 { as4*4/5 as as } as4*4/5 as8*4/5 g |
11  \time 3/7
12  fis4*4/7 fis fis |
13  fis4*4/7 fis fis |
14 }

```

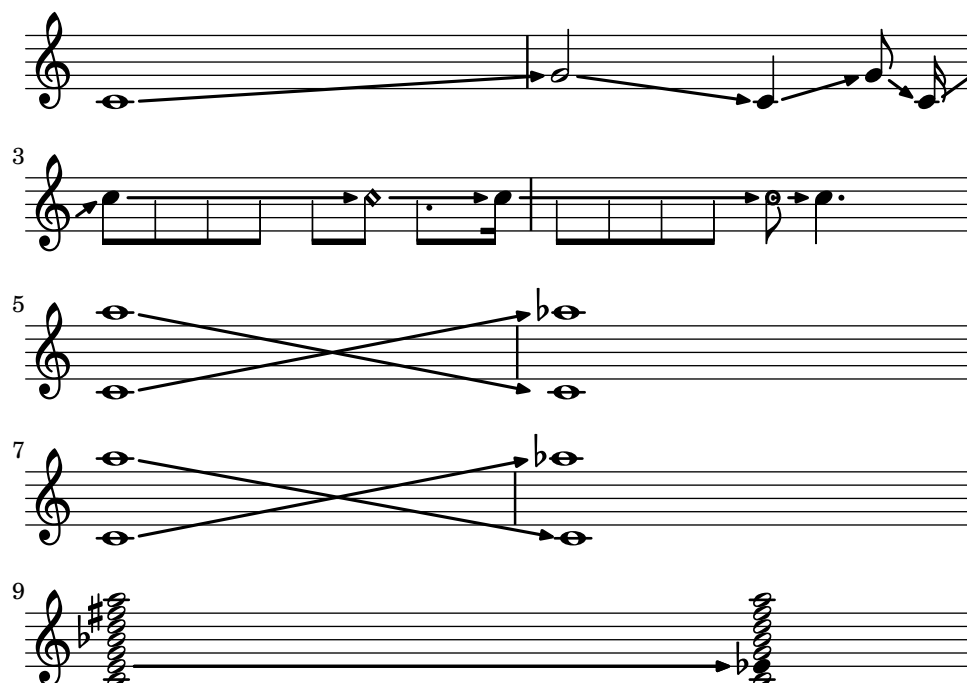
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Chapter 8

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.

8.1 Arrow Lines



8.1.1 Description

Implementation of arrow lines. It takes advantage of the `\glissando` function. It is possible to have the arrow line span over multiple notes, as `glissando-skip` parameter is set to `##t`. When the arrow line spans over multiple systems, the arrow mark will not appear at the end of the system.¹ Furthermore, it is possible to use the function on dyads and chords. The placement of the beginning of the arrow is adjusted according to the different types of notehead.

8.1.2 Grammar

```
\arrowLineOn STARTING_NOTE (NOTES...)
\arrowLineOff ARRIVAL_NOTE
```

8.1.3 Code

```
1 \version "2.24.4"
2
3 arrowLineOn =
4 #(define-music-function (note)(ly:music?)
5   (define paddingvalue (if (music-is-of-type? note 'event-chord)
6                             (ly:duration-log
7                               (ly:music-property
8                                 (first
9                                   (ly:music-property note 'elements))
10                                  'duration))
```

1. See [Discussion](#) for more details.

```

11             (ly:duration-log
12             (ly:music-property note 'duration))))
13
14     #{
15
16         \override Glissando.breakable = ##t
17         \override Glissando.after-line-breaking = ##t
18         \override Glissando.thickness = #2.35
19         \override Glissando.bound-details.right.arrow = ##t
20         \override Glissando.bound-details.right-broken.arrow = ##f
21         \override Glissando.bound-details.right-broken.padding = #-1
22         \override Glissando.bound-details.left.padding =
23         #(cond ((= paddingvalue 0) 0.85)
24                ((= paddingvalue 1) 0.65)
25                ((>= paddingvalue 2) 0.65))
26
27         \override Glissando.bound-details.right.padding = #0.25
28         #note
29         \glissando \override NoteColumn.glissando-skip = ##t
30     #})
31
32
33 arrowLineOff =
34 {
35     \revert Glissando.breakable
36     \revert Glissando.after-line-breaking
37     \revert Glissando.thickness
38     \revert Glissando.bound-details.right.arrow
39     \revert Glissando.bound-details.right-broken.arrow
40     \revert Glissando.bound-details.right-broken.padding
41     \revert Glissando.bound-details.left.padding
42     \revert Glissando.bound-details.right.padding
43     \revert NoteColumn.glissando-skip
44 }
45
46
47
48 \score {
49
50     {
51         \override Score.TimeSignature.stencil = ##f
52
53         \arrowLineOn
54         c'1
55         \arrowLineOff
56
57         \arrowLineOn
58         g'2

```

```

59   \arrowLineOff
60
61   \arrowLineOn
62   c'4
63   \arrowLineOff
64
65   \arrowLineOn
66   g'8 \noBeam
67   \arrowLineOff
68   \arrowLineOn
69   c'16 s16 |
70
71   \break
72   \arrowLineOff
73   \arrowLineOn
74   c''8
75   \override Voice.NoteHead.transparent = ##t
76   8 8 8 8
77   \revert Voice.NoteHead.transparent
78   \arrowLineOff
79
80   \arrowLineOn
81   8 \harmonic
82   \override Voice.NoteHead.transparent = ##t
83   \once \override Voice.Dots.extra-offset = #'(-1 . -0.75)
84
85   8.
86   \revert Voice.NoteHead.transparent
87   \arrowLineOff
88
89   \arrowLineOn
90   16
91
92   \override Voice.NoteHead.transparent = ##t
93   8 8 8 8
94   \revert Voice.NoteHead.transparent
95   \arrowLineOff
96   \easyHeadsOn
97   \arrowLineOn
98   8
99   \arrowLineOff
100  \easyHeadsOff
101  4.
102  \break
103  \arrowLineOn
104  <c' a''>1
105
106  \arrowLineOff

```

```

107   <aes'' c'>1
108
109   <<
110   { \arrowLineOn a''1 \arrowLineOff c'1} \\\
111   {\arrowLineOn c'1 \arrowLineOff aes''1}
112   >>
113
114   \break
115   \override Voice.Stem.stencil = ##f
116   \override Voice.NoteHead.stencil = #ly:text-interface::print
117   \override Voice.NoteHead.text = \markup{\musicglyph "noteheads.s1"}
118   \set glissandoMap = #'((1 . 1) (1 . 1))
119   \arrowLineOn
120   <c' e' g' bes' d'' fis'' a''>2
121   s4
122   \arrowLineOff
123   <c'
124   \single \override NoteHead.text =
125   \markup{\musicglyph "noteheads.s2"} es'
126   g' bes' d'' fis'' a''>4
127
128   }
129
130
131   \layout {
132
133     indent = #0
134     line-width = #125
135     ragged-last = ##f
136
137     \context {
138       \Score
139       proportionalNotationDuration = #(ly:make-moment 1/7)
140     }
141   }
142 }

```

8.1.4 Discussion

There are a few things to consider when using the arrow lines on dyads and chords:

- By default, all pair of notes will have arrow lines. In order to selectively show the arrow lines, use `\set glissandoMap`. See [1.3.3 Expressive marks as lines](#) in LilyPond's *Notation Reference* for details.
- Just as the ordinary `\glissando` function, the X coordinate of the terminating point for *all* of the lines between two dyads/chords is determined by the presence of accidentals in the arrival dyads/chords. Thus, if there is an accidental on one or more of the pitches in the arriving dyad/chord, there may be a space between the tip of arrow and the pitches *without*

the accidentals. Should this be avoided, it is best to apply the arrow lines in different layers, so that each of the layers will have a different X-coordinate value of the terminating point of the arrow lines.

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8.2 Dashed Arrow Lines



8.2.1 Description

Implementation of dashed arrow lines. Its design is nearly identical to that of the [Arrow Lines](#).

8.2.2 Grammar

```
\dashedArrowLineOn STARTING_NOTE (NOTES...)
\dashedArrowLineOff ARRIVAL_NOTE
```

8.2.3 Code

```
1 \version "2.24.4"
2
3 dashedArrowLineOn =
4 #(define-music-function (note)(ly:music?)
5   (define paddingvalue (if (music-is-of-type? note 'event-chord)
6     (ly:duration-log
7       (ly:music-property
8         (first
9           (ly:music-property note 'elements))
10          'duration))
11     (ly:duration-log
12       (ly:music-property note 'duration))))
13
14 #{}
15
16 \override Glissando.breakable = ##t
```

```

17   \override Glissando.after-line-breaking = ##t
18   \override Glissando.thickness = #2.35
19   \override Glissando.style = #'dashed-line
20   \override Glissando.bound-details.right.arrow = ##t
21   \override Glissando.bound-details.right-broken.arrow = ##f
22   \override Glissando.bound-details.right-broken.padding = #-1
23   \override Glissando.bound-details.left.padding =
24   #(cond ((= paddingvalue 0) 0.85)
25          ((= paddingvalue 1) 0.65)
26          ((>= paddingvalue 2) 0.65))
27
28   \override Glissando.bound-details.right.padding = #0.25
29   #note
30   \glissando \override NoteColumn.glissando-skip = ##t
31   #})
32
33
34 dashedArrowLineOff =
35 {
36   \revert Glissando.breakable
37   \revert Glissando.after-line-breaking
38   \revert Glissando.thickness
39   \revert Glissando.style
40   \revert Glissando.bound-details.right.arrow
41   \revert Glissando.bound-details.right-broken.arrow
42   \revert Glissando.bound-details.right-broken.padding
43   \revert Glissando.bound-details.left.padding
44   \revert Glissando.bound-details.right.padding
45   \revert NoteColumn.glissando-skip
46 }
47
48
49
50 \score {
51
52   {
53     \override Score.TimeSignature.stencil = ##f
54
55     \dashedArrowLineOn
56     c'1
57     \dashedArrowLineOff
58
59     \dashedArrowLineOn
60     g'2
61     \dashedArrowLineOff
62
63     \dashedArrowLineOn
64     c'4

```

```

65   \dashedArrowLineOff
66
67   \dashedArrowLineOn
68   g'8 \noBeam
69   \dashedArrowLineOff
70   \dashedArrowLineOn
71   c'16 s16 |
72
73   \break
74   \dashedArrowLineOff
75   \dashedArrowLineOn
76   c''8
77   \override Voice.NoteHead.transparent = ##t
78   8 8 8 8
79   \revert Voice.NoteHead.transparent
80   \dashedArrowLineOff
81
82   \dashedArrowLineOn
83   8 \harmonic
84   \override Voice.NoteHead.transparent = ##t
85   \once \override Voice.Dots.extra-offset = #'(-1 . -0.75)
86
87   8.
88   \revert Voice.NoteHead.transparent
89   \dashedArrowLineOff
90
91   \dashedArrowLineOn
92   16
93
94   \override Voice.NoteHead.transparent = ##t
95   8 8 8 8
96   \revert Voice.NoteHead.transparent
97   \dashedArrowLineOff
98   \easyHeadsOn
99   \dashedArrowLineOn
100  8
101  \dashedArrowLineOff
102  \easyHeadsOff
103  4.
104  \break
105  \dashedArrowLineOn
106  <c' a''>1
107
108  \dashedArrowLineOff
109  <aes'' c'>1
110
111  <<
112  { \dashedArrowLineOn a''1 \dashedArrowLineOff c'1} \

```

```

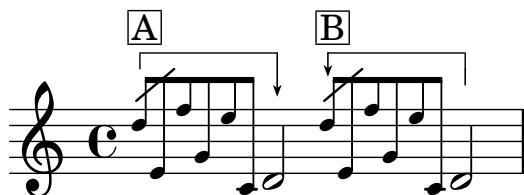
113     {\dashedArrowLineOn c'1 \dashedArrowLineOff aes''1}
114     >>
115     \break
116     \override Voice.Stem.stencil = ##f
117     \override Voice.NoteHead.stencil = #ly:text-interface::print
118     \override Voice.NoteHead.text = \markup{\musicglyph "noteheads.s1"}
119     \set glissandoMap = #'((1 . 1) (1 . 1))
120     \dashedArrowLineOn
121     <c' e' g' bes' d'' fis'' a''>2
122     s4
123     \dashedArrowLineOff
124     <c'
125     \single \override NoteHead.text =
126     \markup{\musicglyph "noteheads.s2"} es'
127     g' bes' d'' fis'' a''>4
128
129   }
130
131   \layout {
132
133     indent = #0
134     line-width = #125
135
136     ragged-last = ##f
137
138     \context {
139       \Score
140       proportionalNotationDuration = #(ly:make-moment 1/7)
141     }
142   }
143 }

```

8.2.4 Discussion

See [Discussion of the Arrow Lines](#). [Table of Contents](#)

8.3 Grace Note Brackets I



8.3.1 Description

NB: See [Grace Note Brackets II](#) for the updated version of this code.) Replication of grace note brackets seen in scores by Pierre Boulez (e.g. *Sur Incises*,² ...*explosante-fixe*...³). 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.

8.3.2 Grammar

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

8.3.3 Code

```
1 \version "2.24.4"
2
3 \language "english"
4
5 % This code includes snippet for grace note
6 % slashes, which has been taken from:
7 % https://lsr.di.unimi.it/LSR/Item?id=1048
8
9
10 graceNoteBeforeBeatOn =
11 #(define-music-function (starting_note) (ly:music?)
12   #{
13     \once \override TextSpanner.style = #'line
14     \once \override TextSpanner.bound-details.left.text =
15     \markup { \draw-line #'(0 . -1) }
16     \once \override TextSpanner.bound-details.right.text =
17     \markup {
```

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

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

```

18      \postscript
19      "newpath 0 0 moveto
20 0 -2.5 rlineto
21 stroke
22 newpath
23 -0.275 -2 moveto
24 0.275 -0.75 rlineto
25 0.275 0.75 rlineto
26 -0.275 -0.2 rlineto
27 closepath
28 fill"
29 }
30 \once \override TextSpanner.Y-offset = #5
31 \once \override TextSpanner.bound-details.left.padding = #0.5
32 \once \override TextSpanner.bound-details.right.padding = #-0.25
33 #starting_note
34 \startTextSpan
35 #})
36
37
38 graceNoteBeforeBeatOff =
39 #(define-music-function (ending_note) (ly:music?)
40   #{
41     #ending_note
42     \stopTextSpan
43   #})
44
45
46 graceNoteAfterBeatOn =
47 #(define-music-function (starting_note) (ly:music?)
48   #{
49     \once \override TextSpanner.style = #'line
50     \once \override TextSpanner.bound-details.right.text =
51     \markup {
52       \combine \draw-line #'(0 . -1)
53       \postscript "newpath
54 0 -1 moveto
55 0 -1 rlineto
56 stroke"
57     }
58     \once \override TextSpanner.bound-details.left.text =
59     \markup {
60       \postscript
61       "newpath 0 0 moveto
62 0 -1 rlineto
63 stroke
64 newpath
65 -0.275 -0.75 moveto

```

```

66 0.275 -0.75 rlineto
67 0.275 0.75 rlineto
68 -0.275 -0.2 rlineto
69 closepath
70 fill"
71   }
72   \once \override TextSpanner.Y-offset = #2
73   \once \override TextSpanner.bound-details.left.padding = #0.5
74   \once \override TextSpanner.bound-details.right.padding = #-0.25
75   #starting_note
76   \startTextSpan
77 #})
78
79
80 graceNoteAfterBeatOff =
81 #(define-music-function (ending_note) (ly:music?)
82   #{
83     #ending_note
84     \stopTextSpan
85   #})
86
87 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%LSR SNIPPET START%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
88
89 #(define (degrees->radians deg)
90   (* PI (/ deg 180.0)))
91
92 slash =
93 #(define-music-function (ang stem-fraction protrusion)
94   (number? number? number?)
95   (remove-grace-property 'Voice 'Stem 'direction)
96   #{
97     \once \override Stem.stencil =
98     #(lambda (grob)
99       (let* ((x-parent (ly:grob-parent grob X))
100              (is-rest? (ly:grob?
101                          (ly:grob-object x-parent 'rest))))
102         (beam (ly:grob-object grob 'beam))
103         (stil (ly:stem::print grob)))
104     (cond
105      (is-rest? empty-stencil)
106      ((ly:grob? beam)
107       (let* ((refp (ly:grob-system grob))
108              (stem-y-ext (ly:grob-extent grob Y))
109              (stem-length
110                (- (cdr stem-y-ext) (car stem-y-ext))))
111         (beam-X-pos (ly:grob-property beam 'X-positions))
112         (beam-Y-pos (ly:grob-property beam 'positions))
113         (beam-slope (/ (- (cdr beam-Y-pos) (car beam-Y-pos))

```



```

114         (- (cdr beam-X-pos) (car beam-X-pos))))
115     (beam-angle (atan beam-slope))
116     (dir (ly:grob-property grob 'direction))
117     (line-dy (* stem-length stem-fraction))
118     (line-dy-with-protrusions (if (= dir 1)
119         (+ (* 4 protrusion) beam-angle)
120         (- (* 4 protrusion) beam-angle)))
121     (ang (if (> beam-slope 0)
122         (if (= dir 1)
123             (+ (degrees->radians ang) (* beam-angle 0.7))
124             (degrees->radians ang))
125         (if (= dir 1)
126             (degrees->radians ang)
127             (- (degrees->radians ang) (* beam-angle 0.7)))))
128     (line-dx (/ line-dy-with-protrusions (tan ang)))
129     (protrusion-dx (/ protrusion (tan ang)))
130     (corr (if (= dir 1) (car stem-y-ext) (cdr stem-y-ext)))
131 (ly:stencil-add
132   stil
133   (grob-interpret-markup grob
134     (markup
135       #:translate
136       (cons (- protrusion-dx)
137         (+ corr
138           (* dir
139             (- stem-length
140               (+ stem-fraction protrusion))))))
141       #:override '(thickness . 1.7)
142       #:draw-line
143       (cons line-dx
144         (* dir line-dy-with-protrusions))))))
145   (else stil)))
146 #}}
147
148 startSlashedGraceMusic = {
149   \slash 40 1 0.5
150   \override Flag.stroke-style = #"grace"
151 }
152 stopSlashedGraceMusic = {
153   \revert Flag.stroke-style
154 }
155
156 startAcciaccaturaMusic = {
157   \slash 40 1 0.5
158   s1*0(
159   \override Flag.stroke-style = #"grace"
160 }
161 stopAcciaccaturaMusic = {

```

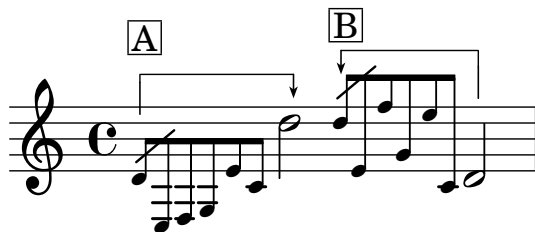
```

162   \revert Flag.stroke-style
163   s1*0)
164 }
165 %%%%%%%%%%%%%%% LSR SNIPPET END %%%%%%%%%%%%%%%
166
167
168 {
169   \grace {
170     \startSlashedGraceMusic
171     \graceNoteBeforeBeatOn d''8^\markup{\box A} e' f'' g' e'' c'
172   }
173   \graceNoteBeforeBeatOff d'2
174   \grace {
175     \startSlashedGraceMusic
176     \graceNoteAfterBeatOn d''8^\markup{\box B} e' f'' g' e'' c'
177   }
178   \graceNoteAfterBeatOff d'2
179 }

```

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8.4 Grace Note Brackets II



8.4.1 Description

This is an updated version of Grace Note Brackets I. It differs from the original version in that this version takes a list of three parameters in order to finely adjust the shape of the bracket in order to accommodate various shapes of grace notes and the actual note.

8.4.2 Grammar

```
\graceNoteBeforeBeatOn #'(OVERALL LEFT RIGHT) NOTE
\graceNoteBeforeBeatOff #'(OVERALL LEFT RIGHT) NOTE
\graceNoteAfterBeatOn #'(OVERALL LEFT RIGHT) NOTE
\graceNoteAfterBeatOff #'(OVERALL LEFT RIGHT) NOTE
```

NB The list accepts three integers as parameters, i.e.:

1. **OVERALL** is a value of the distance between the top line of the staff and the horizontal line of the grace note bracket. This value cannot be smaller than the skyline value established by the staff line and the notes; when the skyline value is greater than what is specified in this bracket, the skyline value is favored. When in doubt, start with 0, then increase the amount gradually.
2. **LEFT** and **RIGHT** values (negative value only!) adjust the lengths of the left and right hooks.

8.4.3 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 % This code includes snippet for grace note
5 % slashes, which has been taken from:
6 % https://lsr.di.unimi.it/LSR/Item?id=1048
7
8 % Slightly revised, Jan. 19/22 2025 - YO
9
10 graceNoteBeforeBeatOn =
11 #(define-music-function (setting-list starting_note) (list? ly:music? )
12   #{
13     \once \override TextSpanner.style = #'line
```

```

14 \once \override TextSpanner.bound-details.left.text =
15 \markup {
16 \combine
17 \draw-line #(cons 0 -0.5)
18 \postscript #(string-append "newpath
19 0 -0.5 moveto
20 0 " (number->string (cadr setting-list)) " rlineto
21 stroke")
22 }
23 \once \override TextSpanner.bound-details.right.text =
24 \markup {
25 \postscript
26 #(string-append "newpath 0 0 moveto
27 0 " (number->string (caddr setting-list)) " rlineto
28 stroke
29 newpath
30 -0.275 " (number->string (+ (caddr setting-list) 0.25)) " moveto
31 0.275 -0.75 rlineto
32 0.275 0.75 rlineto
33 -0.275 -0.2 rlineto
34 closepath
35 fill")
36 }
37 \once \override TextSpanner.extra-offset = #(cons 0 (car setting-list))
38 \once \override TextSpanner.bound-details.left.padding = #0.5
39 \once \override TextSpanner.bound-details.right.padding = #-0.25
40 #starting_note
41 \startTextSpan
42 #})
43
44
45 graceNoteBeforeBeatOff =
46 #(define-music-function (ending_note) (ly:music?)
47 #{
48 #ending_note
49 \stopTextSpan
50 #})
51
52
53 graceNoteAfterBeatOn =
54 #(define-music-function (setting-list starting_note) (list? ly:music?)
55 #{
56 \once \override TextSpanner.style = #'line
57 \once \override TextSpanner.bound-details.right.text =
58 \markup {
59 \combine
60 \draw-line #(cons 0 -1)
61 \postscript #(string-append "newpath

```



```

110         (beam (ly:grob-object grob 'beam))
111         (stil (ly:stem::print grob)))
112     (cond
113       (is-rest? empty-stencil)
114       ((ly:grob? beam)
115        (let* ((refp (ly:grob-system grob))
116               (stem-y-ext (ly:grob-extent grob grob Y))
117               (stem-length
118                (- (cdr stem-y-ext) (car stem-y-ext)))
119               (beam-X-pos (ly:grob-property beam 'X-positions))
120               (beam-Y-pos (ly:grob-property beam 'positions))
121               (beam-slope (/ (- (cdr beam-Y-pos) (car beam-Y-pos))
122                              (- (cdr beam-X-pos) (car beam-X-pos))))
123               (beam-angle (atan beam-slope))
124               (dir (ly:grob-property grob 'direction))
125               (line-dy (* stem-length stem-fraction))
126               (line-dy-with-protrusions (if (= dir 1)
127                                              (+ (* 4 protrusion) beam-angle)
128                                              (- (* 4 protrusion) beam-angle)))
129               (ang (if (> beam-slope 0)
130                       (if (= dir 1)
131                           (+ (degrees->radians ang) (* beam-angle 0.7))
132                           (degrees->radians ang))
133                       (if (= dir -1)
134                           (degrees->radians ang)
135                           (- (degrees->radians ang) (* beam-angle 0.7)))))
136               (line-dx (/ line-dy-with-protrusions (tan ang)))
137               (protrusion-dx (/ protrusion (tan ang)))
138               (corr (if (= dir 1) (car stem-y-ext) (cdr stem-y-ext))))
139       (ly:stencil-add
140        stil
141        (grob-interpret-markup grob
142         (markup
143          #:translate
144          (cons (- protrusion-dx)
145                (+ corr
146                  (* dir
147                    (- stem-length
148                      (+ stem-fraction protrusion))))))
149          #:override '(thickness . 1.7)
150          #:draw-line
151          (cons line-dx
152                (* dir line-dy-with-protrusions))))))
153      (else stil)))
154   #})
155
156 startSlashedGraceMusic = {
157   \slash 40 1 0.5

```

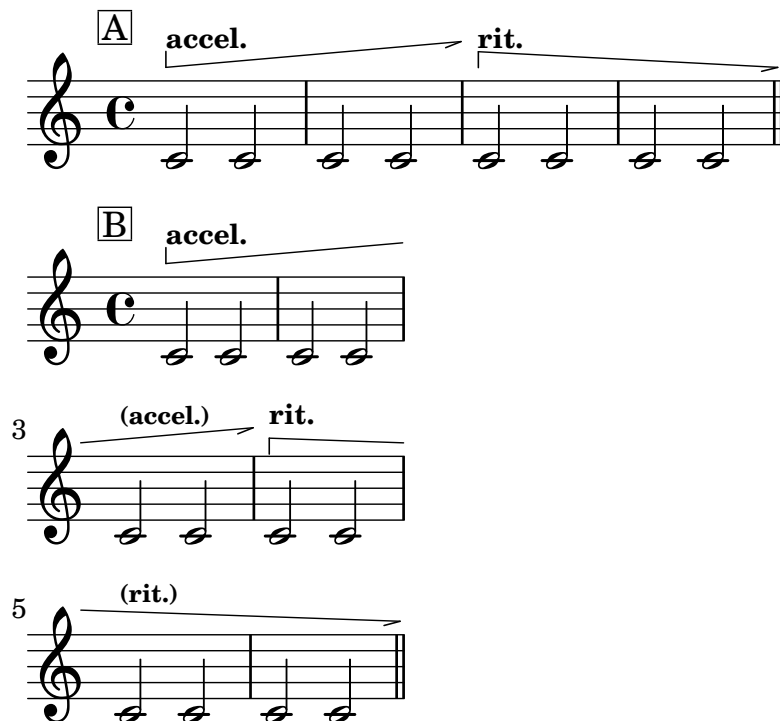
```

158 \override Flag.stroke-style = #"grace"
159 }
160 stopSlashedGraceMusic = {
161 \revert Flag.stroke-style
162 }
163
164 startAcciaccaturaMusic = {
165 \slash 40 1 0.5
166 s1*0(
167 \override Flag.stroke-style = #"grace"
168 }
169 stopAcciaccaturaMusic = {
170 \revert Flag.stroke-style
171 s1*0)
172 }
173 %%%%%%%%%%%%%%% LSR SNIPPET END %%%%%%%%%%%%%%%
174
175 {
176 \grace {
177 \startSlashedGraceMusic
178 \graceNoteBeforeBeatOn #'(1 -2 -1) d'8^\markup{\translate #'(0 . 3) \box A} e f g e' c'
179 }
180 \graceNoteBeforeBeatOff d''2
181 \grace {
182 \startSlashedGraceMusic
183 \graceNoteAfterBeatOn #'(0 -1 -2) d''8^\markup{\box B} e' f'' g' e'' c'
184 }
185 \graceNoteAfterBeatOff d'2
186 }

```

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8.5 Tempo Arrows



8.5.1 Description

Replication of accelerando and rallentando arrows chiefly seen in scores by Tōru Takemitsu.⁴ The snippets also handle line break.

8.5.2 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`.
2. These commands only set the tempo arrows; as such, indications such as `accel.` and `rall.` need to be added separately.

8.5.3 Code

```
1 \version "2.24.4"
2
```

4. 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.


```

3 % freely modified from: https://lsr.di.unimi.it/LSR/Item?id=1168
4 % as well as http://lsr.di.unimi.it/LSR/Item?id=1023
5
6
7 accelArrow =
8 #(define-music-function (line_angle) (number?)
9
10     (define x_value (cos (* (/ 3.14159265358979 180) (- 90 line_angle))))
11     (define y_value (sin (* (/ 3.14159265358979 180) (- 90 line_angle))))
12     #{
13         \tweak direction #up
14         \tweak style #'line
15         \tweak thickness #1
16         \tweak to-barline ##t
17         \tweak rotation #(list line_angle -1 0 )
18         \tweak bound-details.left.stencil #ly:text-interface::print
19         \tweak bound-details.left.text \markup \postscript
20         #(string-append
21             "gsave newpath
22 0 0 moveto "
23             (number->string x_value) " "
24             (number->string y_value)
25             " rlineto
26 stroke
27 grestore")
28         \tweak bound-details.left-broken.stencil #ly:text-interface::print
29         \tweak bound-details.left-broken.text ##f
30
31         \tweak bound-details.right.stencil #ly:text-interface::print
32         \tweak bound-details.right.text \markup \postscript
33         "newpath
34 0 0 moveto
35 -1 -0.3 rlineto
36 stroke"
37         \tweak bound-details.right-broken.stencil #ly:text-interface::print
38         \tweak bound-details.right-broken.text ##f
39         \tweak font-shape #'upright
40         \tweak bound-details.left.padding #0
41         \tweak bound-details.right.padding #0
42         \tweak breakable ##t
43         \tweak after-line-breaking ##t
44
45         \startTextSpan
46     #})
47
48 rallArrow =
49 #(define-music-function (line_angle) (number?)
50

```

```

51     (define x_value (cos (* (/ 3.14159265358979 180) (- 90 line_angle))))
52     (define y_value (sin (* (/ 3.14159265358979 180) (- 90 line_angle))))
53     #{
54         \tweak direction #up
55         \tweak style #'line
56         \tweak thickness #1
57         \tweak to-barline ##t
58         \tweak rotation #(list (* -1 line_angle) 1 0 )
59         \tweak bound-details.left.stencil #ly:text-interface::print
60         \tweak bound-details.left.text \markup \postscript
61         #(string-append
62            "gsave
63 newpath
64 0 0 moveto "
65         (number->string x_value) " "
66         (number->string (* -1 y_value))
67         " rlineto
68 stroke
69 grestore")
70         \tweak bound-details.left-broken.stencil #ly:text-interface::print
71         \tweak bound-details.left-broken.text ##f
72
73         \tweak bound-details.right.stencil #ly:text-interface::print
74         \tweak bound-details.right.text \markup \postscript
75         "newpath
76 0 0 moveto
77 -1 -0.3 rlineto
78 stroke"
79         \tweak bound-details.right-broken.stencil #ly:text-interface::print
80         \tweak bound-details.right-broken.text ##f
81         \tweak font-shape #'upright
82         \tweak bound-details.left.padding #0
83         \tweak bound-details.right.padding #0
84         \tweak breakable ##t
85         \tweak after-line-breaking ##t
86
87         \startTextSpan
88     #})
89
90 \score {
91     \layout {
92         indent = 0
93     }
94     {
95         c'2~\markup{\translate #'(-4 . 2) \box "A"}
96         ~\markup {\translate #'(0 . 1.5) \tiny \bold "accel."}
97         \accelArrow #5 c'2
98         c'2 \after 2 \stopTextSpan c'2

```

```

99      c'2 ^\markup {\translate #'(0 . 1.5) \tiny \bold "rit."}
100          \rallArrow #3 c'2
101      c'2 \after 2 \stopTextSpan c'2 \bar "||"
102  }
103 }
104
105 \score {
106   \layout {
107     indent = 0
108     line-width = 40
109   }
110   {
111     c'2^\markup{\translate #'(-4 . 2) \box "B"}
112     ^\markup {\translate #'(0 . 1.5) \tiny \bold "accel."}
113       \accelArrow #5 c'2
114     c'2 c'2
115     c'2^\markup {\translate #'(0 . 1.5) \teeny \bold "(accel.)"}
116       \after 2 \stopTextSpan c'2
117     c'2 ^\markup {\translate #'(0 . 1.5) \tiny \bold "rit."}
118       \rallArrow #2 c'2 \break
119     c'2^\markup {\translate #'(0 . 1.5) \teeny \bold "(rit.)"} c'2
120     c'2 \after 2 \stopTextSpan c'2 \bar "||"
121   }
122 }

```

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```

11      \postscript #(string-append
12          "newpath
13          0 4 moveto
14          0 4 6 2 " (number->string staffDist) " 2 curveto
15          0 2 moveto
16          0 2 6 1 " (number->string staffDist) " 1 curveto
17          0 0 moveto "
18          (number->string staffDist) " 0 lineto
19          0 -2 moveto
20          0 -2 6 -1 " (number->string staffDist) " -1 curveto
21          0 -4 moveto
22          0 -4 6 -2 " (number->string staffDist) " -2 curveto
23          stroke")
24
25
26      }
27      \override Staff.StaffSymbol.line-positions = #'(-4 -2 0 2 4 )
28      \startStaff
29      #})
30
31  normalStaff = {
32      \stopStaff
33      \revert Staff.StaffSymbol.line-positions
34      \revert Staff.StaffSymbol.stencil
35      \startStaff
36  }
37
38  expandingStaff =
39  #(define-music-function
40      (staffDist)
41      (number?)
42
43      #{
44
45          \stopStaff
46          \once \override Staff.StaffSymbol.stencil = #ly:text-interface::print
47          \once \override Staff.StaffSymbol.text = \markup {
48              \postscript #(string-append
49                  "newpath
50                  0 2 moveto
51                  0 2 6 2 " (number->string staffDist) " 4 curveto
52                  0 1 moveto
53                  0 1 6 1 " (number->string staffDist) " 2 curveto
54                  0 0 moveto "
55                  (number->string staffDist) " 0 lineto
56                  0 -1 moveto
57                  0 -1 6 -1 " (number->string staffDist) " -2 curveto
58                  0 -2 moveto

```

```

59         0 -2 6 -2 " (number->string staffDist) " -4 curveto
60         stroke ")
61     }
62
63     \startStaff
64     \override Staff.StaffSymbol.line-positions = #'(-8 -4 0 4 8 )
65     #})
66
67     bloatedStaff = {
68         \stopStaff
69         \override Staff.StaffSymbol.line-positions = #'(-8 -4 0 4 8 )
70         \override Staff.LedgerLineSpanner.stencil = ##f
71         \startStaff}
72
73
74
75 % to adjust the length of the individual barlines, see:
76 % https://lilypond.org/doc/v2.24/Documentation/internals/barline
77
78 {
79
80     \override Staff.LedgerLineSpanner.transparent = ##t
81     \numericTimeSignature
82     \time 3/4
83     \once \override Staff.BarLine.bar-extent = #'(-2 . 2)
84     d''4 \expandingStaff #8.5
85
86     g'8 a' b' c''
87     \once \override Staff.BarLine.bar-extent = #'(-4 . 4)
88     \shrinkingStaff #8.5
89     d''4 g' \expandingStaff #9.5 g'
90     \once \override Staff.BarLine.bar-extent = #'(-2.5 . 2.5)
91
92
93     e''4 \bloatedStaff c''8 d'' e'' fs''
94     \once \override Staff.BarLine.bar-extent = #'(-4 . 4)
95
96     \shrinkingStaff #13.5
97
98     g''4 g' g'
99     \bar ".."
100
101 }
102
103 \layout {
104     \context{
105         \Score    proportionalNotationDuration = #(ly:make-moment 1/6)
106     }

```

107 }

108

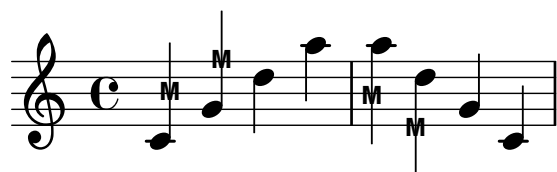
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Chapter 10

Stems

10.1 "M" on Stem



10.1.1 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.

10.1.2 Grammar

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

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

10.1.3 Code

```
1 MOnStemOn = {  
2   \override Stem.length = #12  
3   \override Stem.details.beamed-lengths = #'(5.5)  
4   \override Stem.stencil =  
5   #(lambda (grob)  
6     (let* ((x-parent (ly:grob-parent grob X))  
7             (is-rest? (ly:grob? (ly:grob-object x-parent 'rest))))  
8       (if is-rest?  
9           empty-stencil  
10          (ly:stencil-combine-at-edge  
11            (ly:stem::print grob)  
12            Y
```



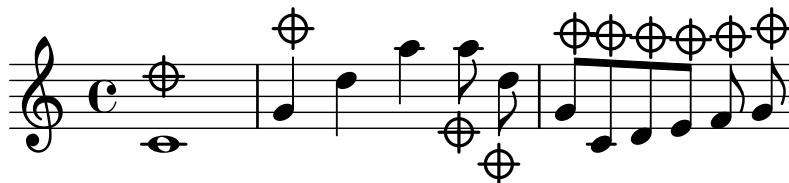
```

13         (- (ly:grob-property grob 'direction))
14         (grob-interpret-markup grob
15         (markup
16         #:center-align
17         #:teeny #:sans #:bold "M"))
18         -3.5))))
19   }
20
21   MOnStemOff = {
22     \revert Stem.length
23     \revert Stem.details.beamed-lengths
24     \revert Stem.stencil
25     \revert Flag.stencil
26   }
27
28   {
29     \MOnStemOn c'4 g' \MOnStemOff d'' a''
30     \MOnStemOn a'' d'' \MOnStemOff g' c'
31   }

```

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10.2 Mute Sign on Stem



10.2.1 Description

This function attaches a mute sign *above/below* the stem.

10.2.2 Grammar

```
\muteSignOnStemOn NOTE ...
\muteSignOnStemOff
```

NB `\muteSignOnStemOn` toggles the feature on, while `\muteSignOnStemOff` toggles it off.

10.2.3 Code

```
1 \version "2.24.4"
2 \pointAndClickOff
3
4 muteSignOnStemOn = {
5
6   % Somewhat rough state; I think I will revisit at a later date.
7
8   % \override Stem.length =
9   % #(lambda (grob)
10  %       (if (= UP (ly:grob-property grob 'direction ))
11  %
12  %   7.5
13  %   7.5))
14
15  % \override Stem.details.beamed-lengths = #'(5.5)
16
17  \override Stem.stencil =
18  #(lambda (grob)
19    (let* ((x-parent (ly:grob-parent grob X))
20          (is-rest? (ly:grob? (ly:grob-object x-parent 'rest))))
21      (if is-rest?
22          empty-stencil
23
24          (if (= UP (ly:grob-property grob 'direction))
25
26              (ly:stencil-combine-at-edge
27                (ly:stem::print grob)
28
```

```

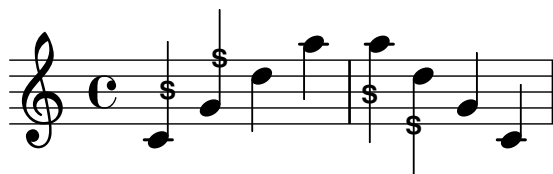
29      (+ (ly:grob-property grob 'direction))
30      (grob-interpret-markup
31      grob
32      (markup
33
34          #:postscript
35          "newpath
36      0.2 setlinewidth
37      1 setlinecap
38      0 0 moveto
39      0 2.5 rlineto
40      -1.25 1.25 moveto
41      2.5 0 rlineto
42      stroke
43      newpath
44      0 1.25 0.85 0 360 arc
45      stroke"
46      ))
47      0.5)
48
49      (ly:stencil-combine-at-edge
50      (ly:stem::print grob)
51      Y
52      (+ (ly:grob-property grob 'direction))
53      (grob-interpret-markup
54      grob
55      (markup
56          #:rotate 180
57          #:postscript
58          "newpath
59      0.2 setlinewidth
60      1 setlinecap
61      0 0 moveto
62      0 2.5 rlineto
63      -1.25 1.25 moveto
64      2.5 0 rlineto
65      stroke
66      newpath
67      0 1.25 0.85 0 360 arc
68      stroke"
69      ))
70      0.5)
71      ))))
72  }
73
74  muteSignOnStemOff = {
75      \revert Stem.length
76      \revert Stem.details.beamed-lengths

```

```
77 \revert Stem.stencil
78 \revert Flag.stencil
79 }
80
81 {
82 \muteSignOnStemOn c'1 g'4 \muteSignOnStemOff d'' a''
83 \muteSignOnStemOn a''8 \noBeam d'' g' c' d' e' f' g'
84 }
```

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10.3 "S" on Stem



10.3.1 Description

This function attaches "S" to the stem. I have used this to indicate **S**plit 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.

10.3.2 Grammar

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

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

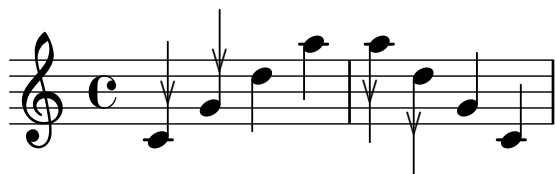
10.3.3 Code

```
1  SOnStemOn = {
2    \override Stem.length = #12
3    \override Stem.details.beamed-lengths = #'(5.5)
4    \override Stem.stencil =
5    #(lambda (grob)
6      (let* ((x-parent (ly:grob-parent grob X))
7              (is-rest? (ly:grob? (ly:grob-object x-parent 'rest))))
8        (if is-rest?
9            empty-stencil
10           (ly:stencil-combine-at-edge
11             (ly:stem::print grob)
12             Y
13             (- (ly:grob-property grob 'direction))
14             (grob-interpret-markup grob
15                                   (markup
16                                     #:center-align
17                                     #:teeny #:sans #:bold "S")))
18           -3.5))))
19 }
20
21 SOnStemOff = {
22   \revert Stem.length
23   \revert Stem.details.beamed-lengths
24   \revert Stem.stencil
25   \revert Flag.stencil
26 }
27
```

```
28  {  
29    \SOnStemOn c'4 g' \SOnStemOff d'' a''  
30    \SOnStemOn a'' d'' \SOnStemOff g' c'  
31  }
```

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10.4 "V" on Stem



10.4.1 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.

10.4.2 Grammar

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

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

10.4.3 Code

```
1  \VOnStemOn = {
2    \override Stem.no-stem-extend = ##f
3    \override Stem.length = #12
4    \override Stem.details.beamed-lengths = #'(5.5)
5    \override Stem.stencil =
6    #(lambda (grob)
7      (let* ((x-parent (ly:grob-parent grob X))
8              (is-rest? (ly:grob? (ly:grob-object x-parent 'rest))))
9        (if is-rest?
10           empty-stencil
11           (ly:stencil-combine-at-edge
12             (ly:stem::print grob)
13             Y
14             (- (ly:grob-property grob 'direction))
15             (grob-interpret-markup grob
16                                   (markup
17                                     #:center-align
18                                     #:teeny #:sans #:musicglyph "scripts.upbow")))
19             -3.5))))
20  }
21
22  \VOnStemOff = {
23    \revert Stem.length
24    \revert Stem.stencil
25    \revert Flag.stencil
26  }
```

```
27
28
29 {
30     \VOnStemOn c'4 g' \VOnStemOff d'' a''
31     \VOnStemOn a'' d'' \VOnStemOff g' c'
32 }
```

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Chapter 11

Time Signatures

First nine entries of this chapter discuss fractional time signatures (variants of the irrational time signatures) and their compound forms. I have been inspired to create these implementations after chancing upon the email exchanges on `lilypond-user` dated from 2014.¹

While Gould discourages the use of time signatures with numerators as fractions,² there are cases where the use of such time signatures seems justified, particularly when the fractions deal with some form of tuplets. This is a form of time signature notation widely seen in works by Chaya Czernowin, Stefan Beyer, myself, and so many others.

I present the implementation of fractional time signatures in three different styles, A, B, and C. There are implementations for compound meters for each of the styles, in two and three time signatures.

11.1 Fractional Time Signatures, Style A



1. See: <https://lists.gnu.org/archive/html/lilypond-user/2014-06/msg00209.html>. However, in the process of writing this documentation I have come across another email thread on the same mailing list: <https://mail.gnu.org/archive/html/lilypond-user/2020-04/msg00423.html>

2. Gould, *Behind bars : the definitive guide to music notation*, 180.

11.1.1 Description

This particular style of fractional time signatures³ can be seen in scores by Stefan Beyer, for example *Marsch* (2013-14),⁴ *Mittel und Zwecke (Boulevard)* (2014),⁵ *Bleib hier. Schau zu. Mach kein Geräusch.* (2017),⁶ and *Most of My Clients Come Back* (2012-13).⁷ In the case of *Mass und Gewicht* (2021), Beyer uses fractions on the denominator of the time signatures.⁸

Because the size the fractions is a half of the ordinary time signatures, it may be difficult to see from afar.⁹

11.1.2 Grammar

```
\fractionalTimeSignatureA
    #'(NUM1 NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
\fractionalTimeSignatureA
    #'(NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
\fractionalTimeSignatureAPlus
    #'(NUM1 NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
\fractionalTimeSignatureAPlus
    #'(NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
```

NB

1. `\fractionalTimeSignatureA` lists time signatures *without* the use of the + (plus) sign.
2. `\fractionalTimeSignatureAPlus` lists time signatures with the + (plus) sign, when the list with four NUMs are given.
3. NUM1, NUM2, NUM3, and NUM4 can be understood as follows:

$$\frac{1 + \frac{2}{3}}{4}$$

where NUM1 is optional. The code has `cond` clause, which adjusts the appearance of the time signature according to the length of the list, either having 3 or 4 numbers.

4. MEASURE_SPAN denotes how the measure may be written using an *irrational time signature*. In the example snippet, this would be:

$$\frac{3}{4} + \frac{2}{12} = \frac{11}{12}$$

3. After having come up with this code, there were other implementations that could be seen on this email thread: <https://mail.gnu.org/archive/html/lilypond-user/2020-04/msg00423.html>

4. Stefan Beyer, *Marsch* (Manuscript, 2013-14).

5. Stefan Beyer, *Mittel und Zwecke (Boulevard)* (Manuscript, 2014).

6. Stefan Beyer, *Bleib hier. Schau zu. Mach kein Geräusch.* (Manuscript, 2017).

7. Stefan Beyer, *Most of My Clients Come Back* (Manuscript, 2012-13).

8. It would be relatively easy to modify the Scheme code so that the fraction appears next to the denominator of the time signature, instead.

9. It should be noted that in other works such as Lotte Reiniger's *The Sleeping Beauty* (2020-21), Beyer also uses the irrational time signatures as seen in the *Incomplete Tuplet Bracket for Irrational Time Signatures* section of this document.

5. BEAT_STRUCT indicates beat structure, by which the beaming of the measure abides.

11.1.3 Code

```

1  % Inspired by:
2  % https://lists.gnu.org/archive/html/lilypond-user/2014-06/msg00209.html
3
4  \version "2.24.4"
5  \language "english"
6
7  suppressWarning =
8  #(define-void-function (amount message)(number? string?)
9    (for-each
10     (lambda (warning)
11       (ly:expect-warning message))
12     (iota amount 1 1)))
13
14  \suppressWarning 3 "strange time signature found"
15
16  incompleteTupletBracket = {
17    \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
18    \once \override Voice.TupletBracket.bracket-visibility = ##t
19
20  }
21  incompleteSmallTupletBracket = {
22    \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
23    \once \override Voice.TupletBracket.bracket-visibility = ##t
24    \once \override Voice.TupletNumber.X-offset =
25    #(lambda (grob)
26      (if (= UP (ly:grob-property grob 'direction))
27          2.2
28          1.2))
29
30    \once \override Voice.TupletBracket.shorten-pair =
31    #(lambda (grob)
32      (if (= UP (ly:grob-property grob 'direction))
33          '(-0.7 . 0.15)
34          '(-0.3 . 0.8)))
35    \once \override Voice.TupletBracket.X-positions =
36    #(lambda (grob)
37      (if (= UP (ly:grob-property grob 'direction))
38          '(1.8 . 3)
39          '(0.3 . 2.7)))
40  }
41
42  fractionalTimeSignatureA =
43  #(define-music-function
44    (timeSignatureToShow underlyingMeter beatStructure)

```



```

93         #:number
94         (number->string (caddr timeSignatureToShow))))))
95
96     )
97     #})
98
99     fractionalTimeSignatureAPlus =
100     #(define-music-function
101       (timeSignatureToShow underlyingMeter beatStructure)
102       (list? fraction? number-list?)
103       #{
104         \time $underlyingMeter
105         \set beatStructure = $beatStructure
106
107         \override Staff.TimeSignature.stencil =
108         #ly:text-interface::print
109
110         \override Staff.TimeSignature.text =
111         #(if (= (length timeSignatureToShow) 4)
112
113             (markup
114               #:override
115               (cons 'baseline-skip 0)
116               (#:center-column
117                 (#:number
118                   (#:concat
119                     (#:simple
120                       (number->string (car timeSignatureToShow))
121
122                       (#:fontsize -12 (string-append " "))
123                       (string-append "+")
124                       (#:fontsize -12 (string-append " ")))
125
126                   #:center-column
127                   ((#:translate
128                     (cons 0 1)
129                     (#:fontsize -6
130                      (number->string
131                       (cadr timeSignatureToShow))))))
132                   (#:translate
133                     (cons 0 0)
134                     (#:fontsize -6
135                      (number->string
136                       (caddr timeSignatureToShow)))))))
137                 #:number
138                 (number->string (caddr timeSignatureToShow))))))
139
140             (markup

```

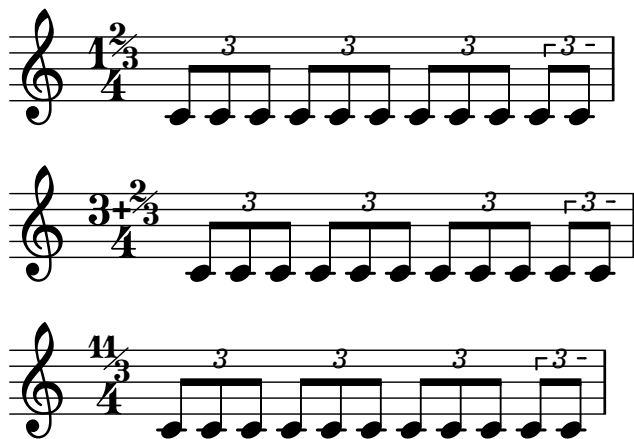
```

141      #:override
142      (cons 'baseline-skip 0)
143      (#:center-column
144      (#:number
145      (#:translate
146      (cons 0 1)
147      (#:fontsize -6 (number->string
148      (car timeSignatureToShow))))
149      #:number
150      (#:translate
151      (cons 0 0)
152      (#:fontsize -6 (number->string
153      (cadr timeSignatureToShow))))
154      #:number
155      (number->string (caddr timeSignatureToShow))))
156    )
157  #})
158  \new Staff \with { instrumentName = \markup {\fontsize #4 \box "A"}} {
159    \fractionalTimeSignatureA #'(3 2 3 4) 11/12 3,3,3,2
160    \tuplet 3/2 { c'8 c' c'} \tuplet 3/2 {c' c' c'}
161    \tuplet 3/2 {c' c' c'}
162    \incompleteTupletBracket \tuplet 3/2 {c' c'}
163  }
164  \new Staff \with { instrumentName = \markup {\fontsize #4 \box "B"}} {
165    \fractionalTimeSignatureAPlus #'(3 2 3 4) 11/12 3,3,3,2
166    \tuplet 3/2 { c'8 c' c'} \tuplet 3/2 {c' c' c'}
167    \tuplet 3/2 {c' c' c'}
168    \incompleteTupletBracket \tuplet 3/2 {c' c'}
169  }
170  \new Staff \with { instrumentName = \markup {\fontsize #4 \box "C"}} {
171    \fractionalTimeSignatureA #'(11 3 4) 11/12 3,3,3,2
172    \tuplet 3/2 { c'8 c' c'} \tuplet 3/2 {c' c' c'}
173    \tuplet 3/2 {c' c' c'}
174    \incompleteTupletBracket \tuplet 3/2 {c' c'}
175  }
176  }
177

```

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11.2 Fractional Time Signatures, Style B



11.2.1 Description

Style B differs from Style A, as the fraction has a bigger font size. This is similar to the design of fractional time signatures I have used in works such as *Gz II* (2017-22).¹⁰

11.2.2 Grammar

```
\fractionalTimeSignatureB
    #'(NUM1 NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
\fractionalTimeSignatureB
    #'(NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
\fractionalTimeSignatureBPlus
    #'(NUM1 NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
\fractionalTimeSignatureBPlus
    #'(NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
```

NB

1. `\fractionalTimeSignatureB` lists time signatures *without* the use of the + (plus) sign.
2. `\fractionalTimeSignatureBPlus` lists time signatures with the + (plus) sign, when the list with four NUMs are given.
3. See [Grammar of Fractional Time Signatures, Style A](#) for the explanation on the arguments.

11.2.3 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 % Revised Jan 2 2025 for improving the appearance of fractions
5
6 suppressWarning =
```

10. Yoshiaki Onishi, *Gz II : for two accordions* (Brühl and Berlin: Edition Gravis, 2024).

```

7  #(define-void-function (amount message)(number? string?)
8      (for-each
9          (lambda (warning)
10              (ly:expect-warning message))
11              (iota amount 1 1)))
12
13  \suppressWarning 3 "strange time signature found"
14
15  incompleteTupletBracket = {
16      \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
17      \once \override Voice.TupletBracket.bracket-visibility = ##t
18
19  }
20  incompleteSmallTupletBracket = {
21      \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
22      \once \override Voice.TupletBracket.bracket-visibility = ##t
23      \once \override Voice.TupletNumber.X-offset =
24      #(lambda (grob)
25          (if (= UP (ly:grob-property grob 'direction))
26              2.2
27              1.2))
28
29      \once \override Voice.TupletBracket.shorten-pair =
30      #(lambda (grob)
31          (if (= UP (ly:grob-property grob 'direction))
32              '(-0.7 . 0.15)
33              '(-0.3 . 0.8)))
34      \once \override Voice.TupletBracket.X-positions =
35      #(lambda (grob)
36          (if (= UP (ly:grob-property grob 'direction))
37              '(1.8 . 3)
38              '(0.3 . 2.7)))
39  }
40
41  fractionalTimeSignatureB =
42  #(define-music-function
43      (timeSignatureToShow underlyingMeter beatStructure)
44      (list? fraction? number-list?)
45      #{
46
47          \time $underlyingMeter
48          \set beatStructure = $beatStructure
49
50          \override Staff.TimeSignature.stencil =
51          #ly:text-interface::print
52          \override Staff.TimeSignature.text =
53
54          #(if (= (length timeSignatureToShow) 4)

```



```

55
56      (markup
57        (make-override-markup
58          (cons 'baseline-skip 0)
59          (make-center-column-markup
60            (list
61              (make-line-markup
62                (list
63                  (make-number-markup
64                    (number->string (car timeSignatureToShow)))
65
66
67                  (make-hspace-markup -0.5)
68                  (make-right-align-markup
69                    (make-number-markup
70                      (make-translate-markup
71                        (cons 0 1.5)
72                        (make-fontsize-markup
73                          -3
74                          (number->string (cadr timeSignatureToShow))))))
75
76                  (make-hspace-markup -1.5)
77
78                  (make-override-markup
79                    (cons 'alignment 0)
80                    (make-translate-markup
81                      (cons 0 0.8)
82                      (make-draw-line-markup (cons 1.5 1.35))))))
83
84                  (make-hspace-markup -1.5)
85
86                  (make-number-markup
87                    (make-left-align-markup
88                      (make-fontsize-markup
89                        -3
90                        (number->string (caddr timeSignatureToShow))))))
91
92                  (make-number-markup
93                    (number->string (caddr timeSignatureToShow))))))
94
95      (markup
96        (make-override-markup
97          (cons 'baseline-skip 0)
98          (make-center-column-markup
99            (list
100              (make-line-markup
101                (list
102
```

```

103         (make-number-markup
104         (make-right-align-markup
105         (make-translate-markup
106         (cons 0 1.5)
107         (make-fontsize-markup
108         -3
109         (number->string (car timeSignatureToShow))))))
110
111         (make-hspace-markup -1.5)
112
113         (make-override-markup
114         (cons 'alignment 0)
115         (make-translate-markup
116         (cons 0 0.8)
117         (make-draw-line-markup (cons 1.5 1.35))))
118
119         (make-hspace-markup -1.5)
120
121         (make-translate-markup
122         (cons 0 0)
123         (make-fontsize-markup
124         -3
125         (make-number-markup
126         (number->string (cadr timeSignatureToShow))))))
127
128         (make-number-markup
129         (number->string (caddr timeSignatureToShow))))))
130
131     )
132 #})
133
134 fractionalTimeSignatureBPlus =
135 #(define-music-function
136   (timeSignatureToShow underlyingMeter beatStructure)
137   (list? fraction? number-list?)
138   #{
139
140     \time $underlyingMeter
141     \set beatStructure = $beatStructure
142
143     \override Staff.TimeSignature.stencil =
144     #ly:text-interface::print
145     \override Staff.TimeSignature.text =
146
147     #(if (= (length timeSignatureToShow) 4)
148
149
150     (markup

```

```

151      (make-override-markup
152      (cons 'baseline-skip 0)
153      (make-center-column-markup
154      (list
155      (make-line-markup
156      (list
157      (make-number-markup
158      (number->string (car timeSignatureToShow)))
159      (make-fontsize-markup
160      -12
161      (make-simple-markup " ")))
162
163
164      (make-hspace-markup -1.25)
165      (make-translate-markup
166      (cons 0 0.4)
167      (make-bold-markup
168      (make-simple-markup "+"))))
169
170      (make-hspace-markup -0.25)
171
172      (make-hspace-markup -0.5)
173      (make-right-align-markup
174      (make-number-markup
175      (make-translate-markup
176      (cons 0 1.5)
177      (make-fontsize-markup
178      -3
179      (number->string (cadr timeSignatureToShow))))))
180
181
182
183
184      (make-hspace-markup -1.5)
185
186      (make-override-markup
187      (cons 'alignment 0)
188      (make-translate-markup
189      (cons 0 0.8)
190      (make-draw-line-markup (cons 1.5 1.35))))
191
192      (make-hspace-markup -1.5)
193
194      (make-number-markup
195      (make-left-align-markup
196      (make-fontsize-markup
197      -3
198      (number->string (caddr timeSignatureToShow))))))

```

```

199
200         (make-number-markup
201           (number->string (caddr timeSignatureToShow))))))
202
203
204     (markup
205       (make-override-markup
206         (cons 'baseline-skip 0)
207         (make-center-column-markup
208           (list
209             (make-line-markup
210               (list
211                 (make-number-markup
212                   (make-right-align-markup
213                     (make-translate-markup
214                       (cons 0 1.6)
215                       (make-fontsize-markup
216                         -3
217                         (number->string (car timeSignatureToShow))))))
218
219                 (make-hspace-markup -1.5)
220
221                 (make-override-markup
222                   (cons 'alignment 0)
223                   (make-translate-markup
224                     (cons 0 0.8)
225                     (make-draw-line-markup (cons 1.5 1.35))))
226
227                 (make-hspace-markup -1.5)
228
229                 (make-translate-markup
230                   (cons 0 0)
231                   (make-fontsize-markup
232                     -3
233                     (make-number-markup
234                       (number->string (cadr timeSignatureToShow))))))
235
236                 (make-number-markup
237                   (number->string (caddr timeSignatureToShow))))))
238       )
239   #})
240
241
242 {
243   \fractionalTimeSignatureB #'(1 2 3 4) 11/12 3,3,3,2
244   \tuplet 3/2 {c'8 c' c'} \tuplet 3/2 {c' c' c'}
245   \tuplet 3/2 {c' c' c'}
246   \incompleteTupletBracket \tuplet 3/2 {c' c'}

```

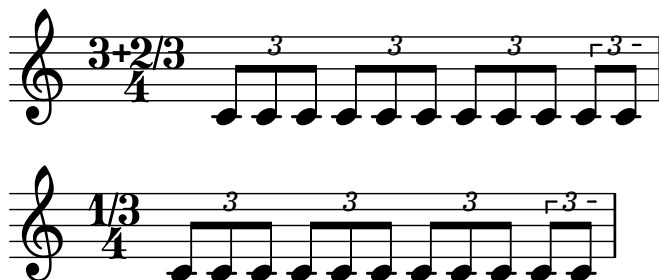
```

247 }
248
249 {
250 \fractionalTimeSignatureBPlus #'(3 2 3 4) 11/12 3,3,3,2
251 \tuplet 3/2 {c'8 c' c'} \tuplet 3/2 {c' c' c'}
252 \tuplet 3/2 {c' c' c'}
253 \incompleteTupletBracket \tuplet 3/2 {c' c'}
254 }
255
256 {
257 \fractionalTimeSignatureB #'(11 3 4) 11/12 3,3,3,2
258 \tuplet 3/2 {c'8 c' c'} \tuplet 3/2 {c' c' c'}
259 \tuplet 3/2 {c' c' c'}
260 \incompleteTupletBracket \tuplet 3/2 {c' c'}
261 }

```

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11.3 Fractional Time Signatures, Style C



11.3.1 Description

Style C of the fractional time signatures offers the largest font size for displaying the fractions. This design is commonly seen in scores by Chaya Czernowin, in such works as *String Quartet* (1995),¹¹ *Lovesong* (2010),¹² *Streams (Slow Summer Stay I)* (2012),¹³ and *At the fringe of our gaze* (2012/13).¹⁴

11.3.2 Grammar

```
\fractionalTimeSignatureC
    #'(NUM1 NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
\fractionalTimeSignatureC
    #'(NUM2 NUM3 NUM4) MEASURE_SPAN BEAT_STRUCT
```

NB

1. By default, `\fractionalTimeSignatureC` shows + (plus) sign when four NUMs are given. As the font size for the ordinary numerator and the fractions is the same, without + it becomes very confusing to read the time signature. Thus, contrary to Styles A and B, there is no separate function for the time signature with the + sign given.
2. See [Grammar of Fractional Time Signatures, Style A](#) for the explanation on the arguments.

11.3.3 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 % Revised Jan 2 2025 for improving the appearance of fractions
5
6 suppressWarning =
7 #(define-void-function (amount message)(number? string?)
8   (for-each
9     (lambda (warning)
```

11. Chaya Czernowin, *String Quartet* (Schott, 1995).

12. Chaya Czernowin, *Lovesong : for mixed ensemble* (Schott, 2010).

13. Chaya Czernowin, *Streams (Slow Summer Stay I) : for 8 players* (Schott, 2012).

14. Chaya Czernowin, *At the fringe of our gaze : for Orchestra and Concertino Group* (Schott, 2012/13).

```

10         (ly:expect-warning message))
11         (iota amount 1 1)))
12
13 \suppressWarning 2 "strange time signature found"
14
15 incompleteTupletBracket = {
16     \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
17     \once \override Voice.TupletBracket.bracket-visibility = ##t
18
19 }
20 incompleteSmallTupletBracket = {
21     \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
22     \once \override Voice.TupletBracket.bracket-visibility = ##t
23     \once \override Voice.TupletNumber.X-offset =
24     #(lambda (grob)
25         (if (= UP (ly:grob-property grob 'direction))
26             2.2
27             1.2))
28
29     \once \override Voice.TupletBracket.shorten-pair =
30     #(lambda (grob)
31         (if (= UP (ly:grob-property grob 'direction))
32             '(-0.7 . 0.15)
33             '(-0.3 . 0.8)))
34     \once \override Voice.TupletBracket.X-positions =
35     #(lambda (grob)
36         (if (= UP (ly:grob-property grob 'direction))
37             '(1.8 . 3)
38             '(0.3 . 2.7)))
39 }
40
41 fractionalTimeSignatureC =
42 #(define-music-function
43   (timeSignatureToShow underlyingMeter beatStructure)
44   (list? fraction? number-list?)
45   #{
46
47       \time $underlyingMeter
48       \set beatStructure = $beatStructure
49
50       \override Staff.TimeSignature.stencil =
51       #ly:text-interface::print
52       \override Staff.TimeSignature.text =
53
54       #(if (= (length timeSignatureToShow) 4)
55
56           (markup
57             (make-override-markup

```

```

58      (cons 'baseline-skip 0)
59      (make-center-column-markup
60      (list
61      (make-line-markup
62      (list
63      (make-number-markup
64      (number->string
65      (car timeSignatureToShow)))
66      (make-fontsize-markup
67      -12
68      (make-simple-markup " ")))
69
70
71      (make-hspace-markup -1.25)
72      (make-translate-markup
73      (cons 0 0.4)
74      (make-bold-markup
75      (make-simple-markup "+"))))
76
77      (make-hspace-markup -0.25)
78
79      (make-hspace-markup -0.5)
80      (make-right-align-markup
81      (make-number-markup
82      (number->string
83      (cadr timeSignatureToShow))))
84
85      (make-hspace-markup -0.6)
86
87      (make-override-markup
88      (list (cons 'alignment 0)
89      (cons 'thickness 2))
90      (make-draw-line-markup (cons 0.5 2)))
91
92      (make-hspace-markup -0.6)
93
94      (make-number-markup
95      (make-left-align-markup
96      (number->string
97      (caddr timeSignatureToShow))))))
98
99      (make-number-markup
100      (number->string
101      (caddr timeSignatureToShow))))))
102
103
104      (markup
105      (make-override-markup

```



```

106         (cons 'baseline-skip 0)
107         (make-center-column-markup
108         (list
109         (make-line-markup
110         (list
111
112             (make-right-align-markup
113             (make-number-markup
114             (number->string
115             (car timeSignatureToShow))))))
116
117         (make-hspace-markup -0.6)
118
119         (make-override-markup
120         (list (cons 'alignment 0)
121             (cons 'thickness 2))
122         (make-draw-line-markup
123         (cons 0.5 2)))
124
125         (make-hspace-markup -0.6)
126
127         (make-number-markup
128         (make-left-align-markup
129         (number->string
130         (cadr timeSignatureToShow))))))
131
132         (make-number-markup
133         (number->string
134         (caddr timeSignatureToShow))))))
135     ))
136 #}})
137
138
139 {
140     \fractionalTimeSignatureC #'(3 2 3 4) 11/12 3,3,3,2
141     \tuplet 3/2 { c'8 c' c'} \tuplet 3/2 {c' c' c'}
142     \tuplet 3/2 {c' c' c'}
143     \incompleteTupletBracket \tuplet 3/2 {c' c'}
144 }
145
146
147 {
148     \fractionalTimeSignatureC #'(1 3 4) 11/12 3,3,3,2
149     \tuplet 3/2 { c'8 c' c'} \tuplet 3/2 {c' c' c'}
150     \tuplet 3/2 {c' c' c'}
151     \incompleteTupletBracket \tuplet 3/2 {c' c'}
152 }

```

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11.4 Compound Meter with Two Fractional Time Signatures, Style A



11.4.1 Description

This is an implementation of a compound meter with two fractional time signatures with Style A.

11.4.2 Grammar

```
\compoundFractionalTimeSignatureATwo
  #'((TIME_SIG1)(TIME_SIG2)) MEASURE_SPAN BEAT_STRUCT
```

NB

1. Following the convention of `\compoundMeter` to enter the two time signatures, you will create a list of lists. Each `TIME_SIG` accepts:

- an ordinary time signature (list with two numbers);
- a time signature with a fraction (list with three numbers), or;
- a time signature with an ordinary numerator and a fraction.

See [Grammar of Fractional Time Signatures, Style A](#) for the explanation on the arguments for the order of arguments to specify time signatures.

2. `MEASURE_SPAN` and `BEAT_STRUCT` follow the same convention as before.

11.4.3 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 suppressWarning =
5 #(define-void-function (amount message)(number? string?)
6   (for-each
7     (lambda (warning)
8       (ly:expect-warning message))
9     (iota amount 1 1)))
10
11 \suppressWarning 1 "strange time signature found"
12
13 incompleteTupletBracket = {
14   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
15   \once \override Voice.TupletBracket.bracket-visibility = ##t
```

```

16
17 }
18 incompleteSmallTupletBracket = {
19   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
20   \once \override Voice.TupletBracket.bracket-visibility = ##t
21   \once \override Voice.TupletNumber.X-offset =
22     #(lambda (grob)
23       (if (= UP (ly:grob-property grob 'direction))
24           2.2
25           1.2))
26
27   \once \override Voice.TupletBracket.shorten-pair =
28     #(lambda (grob)
29       (if (= UP (ly:grob-property grob 'direction))
30           '(-0.7 . 0.15)
31           '(-0.3 . 0.8)))
32   \once \override Voice.TupletBracket.X-positions =
33     #(lambda (grob)
34       (if (= UP (ly:grob-property grob 'direction))
35           '(1.8 . 3)
36           '(0.3 . 2.7)))
37 }
38
39 compoundFractionalTimeSignatureATwo =
40 #(define-music-function
41   (timeSignatureToShow underlyingMeter beatStructure)
42   (list? fraction? number-list?)
43   (define mkup
44     (markup
45       #:concat
46       (
47         #:override
48         (cons 'baseline-skip 0)
49         (cond ((= (length (car timeSignatureToShow)) 2)
50               (make-center-column-markup
51                 (list (make-number-markup
52                       (number->string
53                        (car (car timeSignatureToShow))))
54                       (make-number-markup
55                        (number->string
56                         (cadr (car timeSignatureToShow))))))))
57               ((= (length (car timeSignatureToShow)) 3)
58                 (make-override-markup
59                   (cons 'baseline-skip 0)
60                   (make-center-column-markup
61                     (list

```

```

64
65         (make-center-column-markup
66         (list
67         (make-translate-markup
68         (cons 0 1)
69         (make-fontsize-markup
70         -6
71         (make-number-markup
72         (number->string
73         (car (car timeSignatureToShow))))))
74         (make-translate-markup
75         (cons 0 0)
76         (make-fontsize-markup
77         -6
78         (make-number-markup
79         (number->string
80         (cadr (car timeSignatureToShow)))))))
81         (make-number-markup
82         (number->string
83         (caddr (car timeSignatureToShow))))))
84     ))
85
86
87     ((= (length (car timeSignatureToShow)) 4)
88
89     (make-override-markup
90     (cons 'baseline-skip 0)
91     (make-center-column-markup
92     (list
93
94     (make-concat-markup
95     (list (make-number-markup
96     (number->string
97     (car (car timeSignatureToShow))))
98     (make-halign-markup
99     -1.5
100     (make-center-column-markup
101     (list
102     (make-translate-markup
103     (cons 0 1)
104     (make-fontsize-markup
105     -6
106     (make-number-markup
107     (number->string
108     (cadr (car timeSignatureToShow))))))
109     (make-translate-markup
110     (cons 0 0)
111     (make-fontsize-markup

```

```

112             -6
113             (make-number-markup
114               (number->string
115                 (caddr (car timeSignatureToShow)))))))))
116     (make-number-markup
117       (number->string
118         (caddr (car timeSignatureToShow))))))
119   ))
120 )
121
122
123 #:translate
124 (cons 0 -0.5)
125 (#:fontsize -12 " ")
126 #:translate
127 (cons 0 -0.5)
128 (#:bold "+")
129 #:translate
130 (cons 0 -0.5)
131 (#:fontsize -12 " ")
132
133 #:override
134 (cons 'baseline-skip 0)
135 (cond ((= (length (cadr timeSignatureToShow)) 2)
136        (make-center-column-markup
137          (list (make-number-markup
138                 (number->string
139                   (car (cadr timeSignatureToShow))))
140                (make-number-markup
141                  (number->string
142                    (cadr (cadr timeSignatureToShow)))))))
143        ((= (length (cadr timeSignatureToShow)) 3)
144          (make-override-markup
145            (cons 'baseline-skip 0)
146            (make-center-column-markup
147              (list
148                (make-center-column-markup
149                  (list
150                    (make-translate-markup
151                      (cons 0 1)
152                      (make-fontsize-markup
153                        -6
154                        (make-number-markup
155                          (number->string

```

```

160         (car (cadr timeSignatureToShow))))))
161     (make-translate-markup
162       (cons 0 0)
163       (make-fontsize-markup
164         -6
165         (make-number-markup
166           (number->string
167             (cadr (cadr timeSignatureToShow))))))
168     (make-number-markup
169       (number->string
170         (caddr (cadr timeSignatureToShow))))
171   ))
172
173
174   ((= (length (cadr timeSignatureToShow)) 4)
175
176     (make-override-markup
177       (cons 'baseline-skip 0)
178       (make-center-column-markup
179         (list
180
181           (make-concat-markup
182             (list (make-number-markup
183                   (number->string
184                     (car (cadr timeSignatureToShow))))
185                 (make-halign-markup
186                   -1.5
187                   (make-center-column-markup
188                     (list
189                       (make-translate-markup
190                         (cons 0 1)
191                         (make-fontsize-markup
192                           -6
193                           (make-number-markup
194                             (number->string
195                               (cadr (cadr timeSignatureToShow))))))
196                       (make-translate-markup
197                         (cons 0 0)
198                         (make-fontsize-markup
199                           -6
200                           (make-number-markup
201                             (number->string
202                               (caddr (cadr timeSignatureToShow)))))))))
203           (make-number-markup
204             (number->string
205               (caddr (cadr timeSignatureToShow))))
206         ))
207   )

```

```

208     )))
209
210     #{
211       \time $underlyingMeter
212       \set beatStructure = $beatStructure
213
214       \override Timing.TimeSignature.stencil =
215         #ly:text-interface::print
216       \override Timing.TimeSignature.text =
217         #mkup
218     #})
219
220
221   {
222     \compoundFractionalTimeSignatureATwo #'((3 4)(2 3 4)) 11/12 3,3,3,2
223     \tuplet 3/2 { c'8 c' c'} \tuplet 3/2 {c' c' c'}
224     \tuplet 3/2 {c' c' c'}
225     \incompleteTupletBracket \tuplet 3/2 {c' c'}
226   }

```

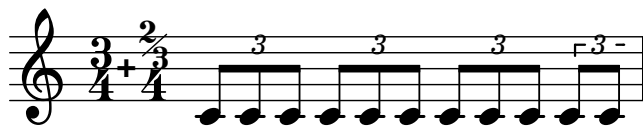
11.4.4 Discussion

1. This was a tricky one to make, as I had to resort to building the Scheme code without using the syntactic sugars, i.e. `#:`.¹⁵ If any modification are to be made to this code, it is recommended to carefully examine where the corresponding parenthesis of a starting parenthesis is located. It is also helpful to watch LilyPond Log for any errors, as it seems to give hints for how many argument(s) a function is looking for.
2. I am hoping to find ways to simplify the code, as the same bits (with variations in variables that are called upon) of the codes are used to streamline the formatting of the time signature appearances.

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15. See *Known issues and warnings* at: <https://lilypond.org/doc/v2.24/Documentation/extending/markup-construction-in-scheme>

11.5 Compound Meter with Two Fractional Time Signatures, Style B



11.5.1 Description

This is an implementation of a compound meter with two fractional time signatures with Style B.

11.5.2 Grammar

```
\compoundFractionalTimeSignatureBTwo
  #'((TIME_SIG1)(TIME_SIG2)) MEASURE_SPAN BEAT_STRUCT
```

NB

1. Following the convention of `\compoundMeter` to enter the two time signatures, you will create a list of lists. Each `TIME_SIG` accepts: an ordinary time signature (list with two numbers), a time signature with a fraction (list with three numbers), or a time signature with an ordinary numerator and a fraction. See [Grammar of Fractional Time Signatures, Style A](#) for the explanation on the arguments for the order of arguments to specify time signatures.
2. `MEASURE_SPAN` and `BEAT_STRUCT` follow the same convention as before.

11.5.3 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 % Revised Jan 2 2025 for improving the appearance of fractions
5
6 suppressWarning =
7 #(define-void-function (amount message)(number? string?)
8   (for-each
9     (lambda (warning)
10       (ly:expect-warning message))
11     (iota amount 1 1)))
12
13 \suppressWarning 1 "strange time signature found"
14
15 incompleteTupletBracket = {
16   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
17   \once \override Voice.TupletBracket.bracket-visibility = ##t
18 }
19 }
```

```

20 incompleteSmallTupletBracket = {
21     \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
22     \once \override Voice.TupletBracket.bracket-visibility = ##t
23     \once \override Voice.TupletNumber.X-offset =
24     #(lambda (grob)
25         (if (= UP (ly:grob-property grob 'direction))
26             2.2
27             1.2))
28
29     \once \override Voice.TupletBracket.shorten-pair =
30     #(lambda (grob)
31         (if (= UP (ly:grob-property grob 'direction))
32             '(-0.7 . 0.15)
33             '(-0.3 . 0.8)))
34     \once \override Voice.TupletBracket.X-positions =
35     #(lambda (grob)
36         (if (= UP (ly:grob-property grob 'direction))
37             '(1.8 . 3)
38             '(0.3 . 2.7)))
39 }
40
41 compoundFractionalTimeSignatureBTwo =
42 #(define-music-function
43   (timeSignatureToShow underlyingMeter beatStructure)
44   (list? fraction? number-list?)
45   (define mkup
46     (markup
47       #:concat
48       (
49
50         #:override
51         (cons 'baseline-skip 0)
52         (cond ((= (length (car timeSignatureToShow)) 2)
53             (make-center-column-markup
54               (list (make-number-markup
55                     (number->string
56                     (car (car timeSignatureToShow))))
57                     (make-number-markup
58                     (number->string
59                     (cadr (car timeSignatureToShow)))))))
60
61             ((= (length (car timeSignatureToShow)) 3)
62             (make-override-markup
63               (cons 'baseline-skip 0)
64               (make-center-column-markup
65                 (list
66                   (make-line-markup
67                     (list

```

```

68         (make-number-markup
69         (make-right-align-markup
70         (make-translate-markup
71         (cons 0 1.6)
72         (make-fontsize-markup
73         -3
74         (number->string
75         (car (car timeSignatureToShow))))))
76
77         (make-hspace-markup -1.5)
78
79         (make-override-markup
80         (cons 'alignment 0)
81         (make-translate-markup
82         (cons 0 0.8)
83         (make-draw-line-markup (cons 1.5 1.35))))
84
85         (make-hspace-markup -1.5)
86
87         (make-translate-markup
88         (cons 0 0)
89         (make-fontsize-markup
90         -3
91         (make-number-markup
92         (number->string
93         (cadr (car timeSignatureToShow))))))
94
95         (make-number-markup
96         (number->string
97         (caddr (car timeSignatureToShow))))))
98
99
100         ((= (length (car timeSignatureToShow)) 4)
101
102         (make-override-markup
103         (cons 'baseline-skip 0)
104         (make-center-column-markup
105         (list
106         (make-line-markup
107         (list
108         (make-number-markup
109         (number->string
110         (car (car timeSignatureToShow))))
111         (make-fontsize-markup
112         -12
113         (make-simple-markup " ")))
114
115         (make-hspace-markup -1.25)

```

```

116         (make-translate-markup
117         (cons 0 0.4)
118         (make-bold-markup
119         (make-simple-markup "+"))))
120
121         (make-hspace-markup -0.25)
122
123         (make-hspace-markup -0.5)
124         (make-right-align-markup
125         (make-number-markup
126         (make-translate-markup
127         (cons 0 1.5)
128         (make-fontsize-markup
129         -3
130         (number->string
131         (cadr (car timeSignatureToShow)))))))
132
133         (make-hspace-markup -1.5)
134
135         (make-override-markup
136         (cons 'alignment 0)
137         (make-translate-markup
138         (cons 0 0.8)
139         (make-draw-line-markup
140         (cons 1.5 1.35))))
141
142         (make-hspace-markup -1.5)
143
144         (make-number-markup
145         (make-left-align-markup
146         (make-fontsize-markup
147         -3
148         (number->string
149         (caddr (car timeSignatureToShow)))))))
150
151         (make-number-markup
152         (number->string
153         (caddr (car timeSignatureToShow))))))
154
155 #:translate
156 (cons 0 -0.5)
157 (:fontsize -12 " ")
158 #:translate
159 (cons 0 -0.5)
160 (:bold "+")
161 #:translate
162 (cons 0 -0.5)
163

```

```

164         (#:fontsize -12 " ")
165
166     #:override
167     (cons 'baseline-skip 0)
168
169     (cond ((= (length (cadr timeSignatureToShow)) 2)
170           (make-center-column-markup
171             (list (make-number-markup
172                   (number->string
173                     (car (cadr timeSignatureToShow))))
174                   (make-number-markup
175                     (number->string
176                       (cadr (cadr timeSignatureToShow)))))))
177
178           ((= (length (cadr timeSignatureToShow)) 3)
179            (make-override-markup
180              (cons 'baseline-skip 0)
181              (make-center-column-markup
182                (list
183                  (make-line-markup
184                    (list
185                      (make-number-markup
186                        (make-right-align-markup
187                          (make-translate-markup
188                            (cons 0 1.6)
189                            (make-fontsize-markup
190                              -3
191                              (number->string
192                                (car (cadr timeSignatureToShow)))))))
193                      (make-hspace-markup -1.5)
194                      (make-override-markup
195                        (cons 'alignment 0)
196                        (make-translate-markup
197                          (cons 0 0.8)
198                          (make-draw-line-markup (cons 1.5 1.35))))))
199                  (make-hspace-markup -1.5)
200                  (make-translate-markup
201                    (cons 0 0)
202                    (make-fontsize-markup
203                      -3
204                      (make-number-markup
205                        (number->string
206                          (cadr (cadr timeSignatureToShow)))))))
207
208            (make-hspace-markup -1.5)
209
210            (make-translate-markup
211              (cons 0 0)
212              (make-fontsize-markup
213                -3
214                (make-number-markup
215                  (number->string
216                    (cadr (cadr timeSignatureToShow)))))))

```

```

212         (make-number-markup
213         (number->string
214         (caddr (cadr timeSignatureToShow)))))))))
215
216
217     ((= (length (cadr timeSignatureToShow)) 4)
218
219     (make-override-markup
220     (cons 'baseline-skip 0)
221     (make-center-column-markup
222     (list
223     (make-line-markup
224     (list
225     (make-number-markup
226     (number->string
227     (car (cadr timeSignatureToShow))))
228     (make-fontsize-markup
229     -12
230     (make-simple-markup " ")))
231
232     (make-hspace-markup -1.25)
233     (make-translate-markup
234     (cons 0 0.4)
235     (make-bold-markup
236     (make-simple-markup "+"))))
237
238     (make-hspace-markup -0.25)
239
240     (make-hspace-markup -0.5)
241     (make-right-align-markup
242     (make-number-markup
243     (make-translate-markup
244     (cons 0 1.5)
245     (make-fontsize-markup
246     -3
247     (number->string
248     (cadr (cadr timeSignatureToShow)))))))))
249
250     (make-hspace-markup -1.5)
251
252     (make-override-markup
253     (cons 'alignment 0)
254     (make-translate-markup
255     (cons 0 0.8)
256     (make-draw-line-markup
257     (cons 1.5 1.35))))
258
259     (make-hspace-markup -1.5)

```

```

260
261             (make-number-markup
262             (make-left-align-markup
263             (make-fontsize-markup
264             -3
265             (number->string
266             (caddr (cadr timeSignatureToShow)))))))))
267
268             (make-number-markup
269             (number->string
270             (caddr (cadr timeSignatureToShow)))))))))
271         )))
272
273     #{
274         \time $underlyingMeter
275         \set beatStructure = $beatStructure
276
277         \override Timing.TimeSignature.stencil =
278         #ly:text-interface::print
279         \override Timing.TimeSignature.text =
280         #mkup
281     #})
282
283
284 {
285
286     \compoundFractionalTimeSignatureBTwo #'((3 4)(2 3 4)) 11/12 3,3,3,2
287     \tuplet 3/2 { c'8 c' c'} \tuplet 3/2 {c' c' c'}
288     \tuplet 3/2 {c' c' c'}
289     \incompleteTupletBracket \tuplet 3/2 {c' c'}
290 }

```

11.5.4 Discussion

See [Discussion](#) of the entry *Compound Meter with Two Fractional Time Signatures, Style A*.

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11.6 Compound Meter with Two Fractional Time Signatures, Style C



11.6.1 Description

This is an implementation of a compound meter with two fractional time signatures with Style C.

11.6.2 Grammar

```
\compoundFractionalTimeSignatureCTwo
  #'((TIME_SIG1)(TIME_SIG2)) MEASURE_SPAN BEAT_STRUCT
```

NB

1. Following the convention of `\compoundMeter` to enter the two time signatures, you will create a list of lists. Each `TIME_SIG` accepts: an ordinary time signature (list with two numbers), a time signature with a fraction (list with three numbers), or a time signature with an ordinary numerator and a fraction. See [Grammar of Fractional Time Signatures, Style A](#) for the explanation on the arguments for the order of arguments to specify time signatures.
2. `MEASURE_SPAN` and `BEAT_STRUCT` follow the same convention as before.

11.6.3 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 % Revised Jan 2 2025 for improving the appearance of fractions
5
6 suppressWarning =
7 #(define-void-function (amount message)(number? string?)
8   (for-each
9     (lambda (warning)
10       (ly:expect-warning message))
11     (iota amount 1 1)))
12
13 \suppressWarning 1 "strange time signature found"
14
15 incompleteTupletBracket = {
16   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
17   \once \override Voice.TupletBracket.bracket-visibility = ##t
18 }
19 }
```



```

20 incompleteSmallTupletBracket = {
21     \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
22     \once \override Voice.TupletBracket.bracket-visibility = ##t
23     \once \override Voice.TupletNumber.X-offset =
24     #(lambda (grob)
25         (if (= UP (ly:grob-property grob 'direction))
26             2.2
27             1.2))
28
29     \once \override Voice.TupletBracket.shorten-pair =
30     #(lambda (grob)
31         (if (= UP (ly:grob-property grob 'direction))
32             '(-0.7 . 0.15)
33             '(-0.3 . 0.8)))
34     \once \override Voice.TupletBracket.X-positions =
35     #(lambda (grob)
36         (if (= UP (ly:grob-property grob 'direction))
37             '(1.8 . 3)
38             '(0.3 . 2.7)))
39 }
40
41 compoundFractionalTimeSignatureCTwo =
42 #(define-music-function
43   (timeSignatureToShow underlyingMeter beatStructure)
44   (list? fraction? number-list?)
45   (define mkup
46     (markup
47       #:concat
48       (
49
50         #:override
51         (cons 'baseline-skip 0)
52         (cond ((= (length (car timeSignatureToShow)) 2)
53             (make-center-column-markup
54               (list (make-number-markup
55                     (number->string
56                     (car (car timeSignatureToShow))))
57                     (make-number-markup
58                     (number->string
59                     (cadr (car timeSignatureToShow)))))))
60
61             ((= (length (car timeSignatureToShow)) 3)
62             (make-override-markup
63               (cons 'baseline-skip 0)
64               (make-center-column-markup
65                 (list
66                   (make-line-markup
67                     (list

```

```

68
69         (make-right-align-markup
70         (make-number-markup
71         (number->string
72         (car (car timeSignatureToShow))))))
73
74         (make-hspace-markup -0.6)
75
76         (make-override-markup
77         (list (cons 'alignment 0)
78               (cons 'thickness 2))
79         (make-draw-line-markup
80         (cons 0.5 2)))
81
82         (make-hspace-markup -0.6)
83
84         (make-number-markup
85         (make-left-align-markup
86         (number->string
87         (cadr (car timeSignatureToShow))))))
88
89         (make-number-markup
90         (number->string
91         (caddr (car timeSignatureToShow))))))
92
93         ((= (length (car timeSignatureToShow)) 4)
94
95         (make-override-markup
96         (cons 'baseline-skip 0)
97         (make-center-column-markup
98         (list
99         (make-line-markup
100         (list
101         (make-number-markup
102         (number->string
103         (car (car timeSignatureToShow))))
104         (make-fontsize-markup
105         -12
106         (make-simple-markup " ")))
107         (make-hspace-markup -1.25)
108         (make-translate-markup
109         (cons 0 0.4)
110         (make-bold-markup
111         (make-simple-markup "+"))))
112
113
114
115

```

```

116             (make-hspace-markup -0.25)
117
118             (make-hspace-markup -0.5)
119             (make-right-align-markup
120             (make-number-markup
121             (number->string
122             (cadr (car timeSignatureToShow))))))
123
124             (make-hspace-markup -0.6)
125
126             (make-override-markup
127             (list (cons 'alignment 0)
128                   (cons 'thickness 2))
129             (make-draw-line-markup (cons 0.5 2)))
130
131             (make-hspace-markup -0.6)
132
133             (make-number-markup
134             (make-left-align-markup
135             (number->string
136             (caddr (car timeSignatureToShow))))))
137
138             (make-number-markup
139             (number->string
140             (caddr (car timeSignatureToShow))))))
141
142
143 #:translate
144 (cons 0 -0.5)
145 (:fontsize -12 " ")
146 #:translate
147 (cons 0 -0.5)
148 (:bold "+")
149 #:translate
150 (cons 0 -0.5)
151 (:fontsize -12 " ")
152
153 #:override
154 (cons 'baseline-skip 0)
155
156 (cond ((= (length (cadr timeSignatureToShow)) 2)
157       (make-center-column-markup
158       (list (make-number-markup
159             (number->string
160             (car (cadr timeSignatureToShow))))
161             (make-number-markup
162             (number->string
163             (cadr (cadr timeSignatureToShow))))))

```

```

164
165      ((= (length (cadr timeSignatureToShow)) 3)
166      (make-override-markup
167      (cons 'baseline-skip 0)
168      (make-center-column-markup
169      (list
170      (make-line-markup
171      (list
172
173      (make-right-align-markup
174      (make-number-markup
175      (number->string
176      (car (cadr timeSignatureToShow))))))
177
178      (make-hspace-markup -0.6)
179
180      (make-override-markup
181      (list (cons 'alignment 0)
182            (cons 'thickness 2))
183      (make-draw-line-markup
184      (cons 0.5 2)))
185
186      (make-hspace-markup -0.6)
187
188      (make-number-markup
189      (make-left-align-markup
190      (number->string
191      (cadr (cadr timeSignatureToShow))))))
192
193      (make-number-markup
194      (number->string
195      (caddr (cadr timeSignatureToShow))))))
196
197
198      ((= (length (cadr timeSignatureToShow)) 4)
199
200      (make-override-markup
201      (cons 'baseline-skip 0)
202      (make-center-column-markup
203      (list
204      (make-line-markup
205      (list
206      (make-number-markup
207      (number->string
208      (car (cadr timeSignatureToShow))))
209      (make-fontsize-markup
210      -12
211      (make-simple-markup " ")))

```

```

212
213
214         (make-hspace-markup -1.25)
215         (make-translate-markup
216         (cons 0 0.4)
217         (make-bold-markup
218         (make-simple-markup "+"))))
219
220         (make-hspace-markup -0.25)
221
222         (make-hspace-markup -0.5)
223         (make-right-align-markup
224         (make-number-markup
225         (number->string
226         (cadr (cadr timeSignatureToShow))))))
227
228         (make-hspace-markup -0.6)
229
230         (make-override-markup
231         (list (cons 'alignment 0)
232         (cons 'thickness 2))
233         (make-draw-line-markup (cons 0.5 2)))
234
235         (make-hspace-markup -0.6)
236
237         (make-number-markup
238         (make-left-align-markup
239         (number->string
240         (caddr (cadr timeSignatureToShow))))))
241
242         (make-number-markup
243         (number->string
244         (caddr (cadr timeSignatureToShow))))))
245     )))
246
247     #{
248         \time $underlyingMeter
249         \set beatStructure = $beatStructure
250         \override Timing.TimeSignature.stencil =
251         #ly:text-interface::print
252         \override Timing.TimeSignature.text =
253         #mkup
254     #})
255
256 {
257
258
259     \compoundFractionalTimeSignatureCTwo

```

```

260          #'((3 4)(2 3 4)) 11/12 3,3,3,2
261      \tuplet 3/2 {c'8 c' c'} \tuplet 3/2 {c' c' c'}
262      \tuplet 3/2 {c' c' c'}
263      \incompleteTupletBracket \tuplet 3/2 {c' c'}
264  }

```

11.6.4 Discussion

See [Discussion](#) of the entry *Compound Meter with Two Fractional Time Signatures, Style A*.

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11.7 Compound Meter with Three Fractional Time Signatures, Style A



11.7.1 Description

This is an implementation of a compound meter with three fractional time signatures with Style A.

11.7.2 Grammar

```
\compoundFractionalTimeSignatureAThree
  #'((TIME_SIG1)(TIME_SIG2)(TIME_SIG3)) MEASURE_SPAN BEAT_STRUCT
```

NB

1. Following the convention of `\compoundMeter` to enter the two time signatures, you will create a list of lists. Each `TIME_SIG` accepts:

- an ordinary time signature (list with two numbers);
- a time signature with a fraction (list with three numbers), or;
- a time signature with an ordinary numerator and a fraction.

See [Grammar of Fractional Time Signatures, Style A](#) for the explanation on the arguments for the order of arguments to specify time signatures.

2. In the code of the given snippet, the value for `MEASURE_SPAN` may appear absurd. However, this results from following the same convention as before, i.e. adding the constituent time signatures to give a general irrational time signature for the entire bar. Thus:

$$\frac{3}{4} + \frac{4}{20} + \frac{2}{12} = \frac{67}{60}$$

3. `BEAT_STRUCT` follows the same convention as before; however, as the given code shows, it may be necessary to still use `[` and `]` to explicitly specify the beaming.

11.7.3 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 suppressWarning =
5 #(define-void-function (amount message)(number? string?)
6   (for-each
7     (lambda (warning)
```

```

8      (ly:expect-warning message))
9      (iota amount 1 1)))
10
11 \suppressWarning 3 "strange time signature found"
12
13 incompleteTupletBracket = {
14   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
15   \once \override Voice.TupletBracket.bracket-visibility = ##t
16
17 }
18 incompleteSmallTupletBracket = {
19   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
20   \once \override Voice.TupletBracket.bracket-visibility = ##t
21   \once \override Voice.TupletNumber.X-offset =
22     #(lambda (grob)
23       (if (= UP (ly:grob-property grob 'direction))
24           2.2
25           1.2))
26
27   \once \override Voice.TupletBracket.shorten-pair =
28     #(lambda (grob)
29       (if (= UP (ly:grob-property grob 'direction))
30           '(-0.7 . 0.15)
31           '(-0.3 . 0.8)))
32   \once \override Voice.TupletBracket.X-positions =
33     #(lambda (grob)
34       (if (= UP (ly:grob-property grob 'direction))
35           '(1.8 . 3)
36           '(0.3 . 2.7)))
37 }
38
39 compoundFractionalTimeSignatureAThree =
40 #define-music-function
41 (timeSignatureToShow underlyingMeter beatStructure)
42 (list? fraction? number-list?)
43 (define mkup
44 (markup
45   #:concat
46   (
47     #:override
48     (cons 'baseline-skip 0)
49     (cond ((= (length (car timeSignatureToShow)) 2)
50           (make-center-column-markup
51             (list (make-number-markup
52                   (number->string
53                     (car (car timeSignatureToShow))))
54                   (make-number-markup
55                     (number->string

```



```

56         (cadr (car timeSignatureToShow))))))
57
58     ((= (length (car timeSignatureToShow)) 3)
59     (make-override-markup
60     (cons 'baseline-skip 0)
61     (make-center-column-markup
62     (list
63     (make-center-column-markup
64     (list
65     (make-translate-markup
66     (cons 0 1)
67     (make-fontsize-markup
68     -6
69     (make-number-markup
70     (number->string
71     (car (car timeSignatureToShow))))))
72     (make-translate-markup
73     (cons 0 0)
74     (make-fontsize-markup
75     -6
76     (make-number-markup
77     (number->string
78     (cadr (car timeSignatureToShow))))))
79     (make-number-markup
80     (number->string
81     (caddr (car timeSignatureToShow))))))
82     ))
83
84
85     ((= (length (car timeSignatureToShow)) 4)
86
87     (make-override-markup
88     (cons 'baseline-skip 0)
89     (make-center-column-markup
90     (list
91
92     (make-concat-markup
93     (list (make-number-markup
94     (number->string
95     (car (car timeSignatureToShow))))
96     (make-halign-markup
97     -1.5
98     (make-center-column-markup
99     (list
100     (make-translate-markup
101     (cons 0 1)
102     (make-fontsize-markup
103     -6

```

```

104             (make-number-markup
105               (number->string
106                 (cadr (car timeSignatureToShow))))))
107       (make-translate-markup
108         (cons 0 0)
109         (make-fontsize-markup
110           -6
111           (make-number-markup
112             (number->string
113               (caddr (car timeSignatureToShow)))))))))
114   (make-number-markup
115     (number->string
116       (caddr (car timeSignatureToShow))))))
117   ))
118 )
119
120
121 #:translate
122 (cons 0 -0.5)
123 (#:fontsize -12 " ")
124 #:translate
125 (cons 0 -0.5)
126 (#:bold "+")
127 #:translate
128 (cons 0 -0.5)
129 (#:fontsize -12 " ")
130
131 #:override
132 (cons 'baseline-skip 0)
133 (cond ((= (length (cadr timeSignatureToShow)) 2)
134        (make-center-column-markup
135          (list (make-number-markup
136                 (number->string
137                   (car (cadr timeSignatureToShow))))
138                (make-number-markup
139                  (number->string
140                    (cadr (cadr timeSignatureToShow)))))))
141        ((= (length (cadr timeSignatureToShow)) 3)
142          (make-override-markup
143            (cons 'baseline-skip 0)
144            (make-center-column-markup
145              (list
146
147                (make-center-column-markup
148                  (list

```

```

152         (make-translate-markup
153         (cons 0 1)
154         (make-fontsize-markup
155         -6
156         (make-number-markup
157         (number->string
158         (car (cadr timeSignatureToShow))))))
159 (make-translate-markup
160 (cons 0 0)
161 (make-fontsize-markup
162 -6
163 (make-number-markup
164 (number->string
165 (cadr (cadr timeSignatureToShow))))))
166 (make-number-markup
167 (number->string
168 (caddr (cadr timeSignatureToShow))))
169 ))
170
171
172 ((= (length (cadr timeSignatureToShow)) 4)
173
174 (make-override-markup
175 (cons 'baseline-skip 0)
176 (make-center-column-markup
177 (list
178
179 (make-concat-markup
180 (list (make-number-markup
181 (number->string
182 (car (cadr timeSignatureToShow))))
183 (make-halign-markup
184 -1.5
185 (make-center-column-markup
186 (list
187 (make-translate-markup
188 (cons 0 1)
189 (make-fontsize-markup
190 -6
191 (make-number-markup
192 (number->string
193 (cadr (cadr timeSignatureToShow))))))
194 (make-translate-markup
195 (cons 0 0)
196 (make-fontsize-markup
197 -6
198 (make-number-markup
199 (number->string

```

```

200                                     (caddr (cadr timeSignatureToShow)))))))))
201         (make-number-markup
202           (number->string
203             (caddr (cadr timeSignatureToShow))))))
204       ))
205     )
206     #:translate
207     (cons 0 -0.5)
208     (#:fontsize -12 " ")
209     #:translate
210     (cons 0 -0.5)
211     (#:bold "+")
212     #:translate
213     (cons 0 -0.5)
214     (#:fontsize -12 " ")
215
216     #:override
217     (cons 'baseline-skip 0)
218     (cond ((= (length (caddr timeSignatureToShow)) 2)
219       (make-center-column-markup
220         (list (make-number-markup
221           (number->string
222             (car (caddr timeSignatureToShow))))
223           (make-number-markup
224             (number->string
225               (cadr (caddr timeSignatureToShow)))))))
226
227       ((= (length (caddr timeSignatureToShow)) 3)
228
229         (make-override-markup
230           (cons 'baseline-skip 0)
231           (make-center-column-markup
232             (list
233
234               (make-center-column-markup
235                 (list
236                   (make-translate-markup
237                     (cons 0 1)
238                     (make-fontsize-markup
239                       -6
240                       (make-number-markup
241                         (number->string
242                           (car (caddr timeSignatureToShow))))))
243                   (make-translate-markup
244                     (cons 0 0)
245                     (make-fontsize-markup
246                       -6

```

```

248         (make-number-markup
249           (number->string
250             (cadr (caddr timeSignatureToShow))))))
251     (make-number-markup
252       (number->string
253         (caddr (caddr timeSignatureToShow))))
254   ))
255
256
257   ((= (length (caddr timeSignatureToShow)) 4)
258
259     (make-override-markup
260       (cons 'baseline-skip 0)
261       (make-center-column-markup
262         (list
263
264           (make-concat-markup
265             (list (make-number-markup
266                   (number->string
267                     (car (caddr timeSignatureToShow))))
268                 (make-halign-markup
269                   -1.5
270                   (make-center-column-markup
271                     (list
272                       (make-translate-markup
273                         (cons 0 1)
274                         (make-fontsize-markup
275                           -6
276                           (make-number-markup
277                             (number->string
278                               (cadr (caddr timeSignatureToShow))))))
279                       (make-translate-markup
280                         (cons 0 0)
281                         (make-fontsize-markup
282                           -6
283                           (make-number-markup
284                             (number->string
285                               (caddr (caddr timeSignatureToShow)))))))))
286             (make-number-markup
287               (number->string
288                 (caddr (caddr timeSignatureToShow))))))
289         ))
290     )
291
292
293   )))
294
295   #{

```

```

296     \time $underlyingMeter
297     \set beatStructure = $beatStructure
298
299     \override Timing.TimeSignature.stencil =
300     #ly:text-interface::print
301     \override Timing.TimeSignature.text =
302     #mkup
303     #})
304
305
306   {
307     \compoundFractionalTimeSignatureAThree
308       #'((3 4)(4 5 4)(2 3 4)) 67/60 3,3,3,4,2
309     \tuplet 3/2 {c'8 c' c'} \tuplet 3/2 {c' c' c'}
310     \tuplet 3/2 {c'[ c' c']}
311     \incompleteTupletBracket \tuplet 5/4 {c'16[ c' c' c']}
312     \incompleteTupletBracket \tuplet 3/2 {c'8 c'}
313   }

```

11.7.4 Discussion

1. As mentioned in the **Grammar** section, it appears that specifying the beaming in the LilyPond code is still necessary. This is probably because of the unusual value of the fraction that needs to be given in the second argument of the function, `MEASURE_SPAN`.
2. As in the case of the other compound meters introduced in this document, I am hoping to find ways to simplify the code.

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11.8 Compound Meter with Three Fractional Time Signatures, Style B



11.8.1 Description

This is an implementation of a compound meter with three fractional time signatures with Style B.

11.8.2 Grammar

```
\compoundFractionalTimeSignatureBThree
  #'((TIME_SIG1)(TIME_SIG2)(TIME_SIG3)) MEASURE_SPAN BEAT_STRUCT
```

NB

1. See [Grammar](#) of the entry *Compound Meter with Three Fractional Time Signatures, Style A*.

11.8.3 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 % Revised Jan 2 2025 for improving the appearance of fractions
5
6
7 suppressWarning =
8 #(define-void-function (amount message)(number? string?)
9   (for-each
10     (lambda (warning)
11       (ly:expect-warning message))
12     (iota amount 1 1)))
13
14 \suppressWarning 1 "strange time signature found"
15
16 incompleteTupletBracket = {
17   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
18   \once \override Voice.TupletBracket.bracket-visibility = ##t
19
20 }
21 incompleteSmallTupletBracket = {
22   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
23   \once \override Voice.TupletBracket.bracket-visibility = ##t
24   \once \override Voice.TupletNumber.X-offset =
```

```

25   #(lambda (grob)
26     (if (= UP (ly:grob-property grob 'direction))
27         2.2
28         1.2))
29
30 \once \override Voice.TupletBracket.shorten-pair =
31 #(lambda (grob)
32   (if (= UP (ly:grob-property grob 'direction))
33       '(-0.7 . 0.15)
34       '(-0.3 . 0.8)))
35 \once \override Voice.TupletBracket.X-positions =
36 #(lambda (grob)
37   (if (= UP (ly:grob-property grob 'direction))
38       '(1.8 . 3)
39       '(0.3 . 2.7)))
40 }
41
42 compoundFractionalTimeSignatureBThree =
43 # (define-music-function
44   (timeSignatureToShow underlyingMeter beatStructure)
45   (list? fraction? number-list?)
46   (define mkup
47     (markup
48       #:concat
49
50       (
51
52         #:override
53         (cons 'baseline-skip 0)
54         (cond ((= (length (car timeSignatureToShow)) 2)
55               (make-center-column-markup
56                 (list (make-number-markup
57                       (number->string
58                        (car (car timeSignatureToShow))))
59                       (make-number-markup
60                        (number->string
61                         (cadr (car timeSignatureToShow)))))))
62               ((= (length (car timeSignatureToShow)) 3)
63                 (make-override-markup
64                   (cons 'baseline-skip 0)
65                   (make-center-column-markup
66                     (list
67                       (make-line-markup
68                         (list
69                           (make-number-markup
70                             (make-right-align-markup
71                               (make-translate-markup

```



```

73             (cons 0 1.6)
74             (make-fontsize-markup
75               -3
76               (number->string
77                 (car (car timeSignatureToShow))))))
78
79             (make-hspace-markup -1.5)
80
81             (make-override-markup
82               (cons 'alignment 0)
83               (make-translate-markup
84                 (cons 0 0.8)
85                 (make-draw-line-markup (cons 1.5 1.35))))))
86
87             (make-hspace-markup -1.5)
88
89             (make-translate-markup
90               (cons 0 0)
91               (make-fontsize-markup
92                 -3
93                 (make-number-markup
94                   (number->string
95                     (cadr (car timeSignatureToShow))))))
96
97             (make-number-markup
98               (number->string
99                 (caddr (car timeSignatureToShow))))))
100
101
102             ((= (length (car timeSignatureToShow)) 4)
103
104             (make-override-markup
105               (cons 'baseline-skip 0)
106               (make-center-column-markup
107                 (list
108                   (make-line-markup
109                     (list
110                       (make-number-markup
111                         (number->string
112                           (car (car timeSignatureToShow))))
113                       (make-fontsize-markup
114                         -12
115                         (make-simple-markup " ")))
116                     (make-hspace-markup -1.25)
117                     (make-translate-markup
118                       (cons 0 0.4)
119                       (make-bold-markup

```

```

121             (make-simple-markup "+"))))
122
123             (make-hspace-markup -0.25)
124
125             (make-hspace-markup -0.5)
126             (make-right-align-markup
127             (make-number-markup
128             (make-translate-markup
129             (cons 0 1.5)
130             (make-fontsize-markup
131             -3
132             (number->string
133             (cadr (car timeSignatureToShow)))))))
134
135             (make-hspace-markup -1.5)
136
137             (make-override-markup
138             (cons 'alignment 0)
139             (make-translate-markup
140             (cons 0 0.8)
141             (make-draw-line-markup
142             (cons 1.5 1.35))))
143
144             (make-hspace-markup -1.5)
145
146             (make-number-markup
147             (make-left-align-markup
148             (make-fontsize-markup
149             -3
150             (number->string
151             (caddr (car timeSignatureToShow)))))))
152
153             (make-number-markup
154             (number->string
155             (caddr (car timeSignatureToShow))))))
156
157
158 #:translate
159 (cons 0 -0.5)
160 (#:fontsize -12 " ")
161 #:translate
162 (cons 0 -0.5)
163 (#:bold "+")
164 #:translate
165 (cons 0 -0.5)
166 (#:fontsize -12 " ")
167
168 #:override

```

```

169         (cons 'baseline-skip 0)
170
171     (cond ((= (length (cadr timeSignatureToShow)) 2)
172           (make-center-column-markup
173             (list (make-number-markup
174                   (number->string
175                     (car (cadr timeSignatureToShow))))
176                   (make-number-markup
177                     (number->string
178                       (cadr (cadr timeSignatureToShow)))))))
179
180           ((= (length (cadr timeSignatureToShow)) 3)
181             (make-override-markup
182               (cons 'baseline-skip 0)
183               (make-center-column-markup
184                 (list
185                   (make-line-markup
186                     (list
187                       (make-number-markup
188                         (make-right-align-markup
189                           (make-translate-markup
190                             (cons 0 1.6)
191                             (make-fontsize-markup
192                               -3
193                               (number->string
194                                 (car (cadr timeSignatureToShow)))))))
195                       (make-hspace-markup -1.5)
196                       (make-override-markup
197                         (cons 'alignment 0)
198                         (make-translate-markup
199                           (cons 0 0.8)
200                           (make-draw-line-markup (cons 1.5 1.35))))
201                       (make-hspace-markup -1.5)
202                       (make-translate-markup
203                         (cons 0 0)
204                         (make-fontsize-markup
205                           -3
206                           (make-number-markup
207                             (number->string
208                               (cadr (cadr timeSignatureToShow)))))))
209                       (make-number-markup
210                         (number->string
211                           (caddr (cadr timeSignatureToShow))))))
212                   (make-number-markup
213                     (number->string
214                       (caddr (cadr timeSignatureToShow))))))
215             (caddr (cadr timeSignatureToShow))))))
216

```

```

217
218
219      ((= (length (cadr timeSignatureToShow)) 4)
220
221      (make-override-markup
222      (cons 'baseline-skip 0)
223      (make-center-column-markup
224      (list
225      (make-line-markup
226      (list
227      (make-number-markup
228      (number->string
229      (car (cadr timeSignatureToShow))))))
230      (make-fontsize-markup
231      -12
232      (make-simple-markup " ")))
233
234      (make-hspace-markup -1.25)
235      (make-translate-markup
236      (cons 0 0.4)
237      (make-bold-markup
238      (make-simple-markup "+"))))
239
240      (make-hspace-markup -0.25)
241
242      (make-hspace-markup -0.5)
243      (make-right-align-markup
244      (make-number-markup
245      (make-translate-markup
246      (cons 0 1.5)
247      (make-fontsize-markup
248      -3
249      (number->string
250      (cadr (cadr timeSignatureToShow)))))))
251
252      (make-hspace-markup -1.5)
253
254      (make-override-markup
255      (cons 'alignment 0)
256      (make-translate-markup
257      (cons 0 0.8)
258      (make-draw-line-markup
259      (cons 1.5 1.35))))
260
261      (make-hspace-markup -1.5)
262
263      (make-number-markup
264      (make-left-align-markup

```

```

265             (make-fontsize-markup
266               -3
267               (number->string
268                 (caddr (cadr timeSignatureToShow))))))
269
270         (make-number-markup
271           (number->string
272             (caddr (cadr timeSignatureToShow))))))
273
274     #:translate
275     (cons 0 -0.5)
276     (#:fontsize -12 " ")
277     #:translate
278     (cons 0 -0.5)
279     (#:bold "+")
280     #:translate
281     (cons 0 -0.5)
282     (#:fontsize -12 " ")
283
284     #:override
285     (cons 'baseline-skip 0)
286
287     (cond ((= (length (caddr timeSignatureToShow)) 2)
288           (make-center-column-markup
289             (list (make-number-markup
290                   (number->string
291                     (car (caddr timeSignatureToShow))))
292                 (make-number-markup
293                   (number->string
294                     (cadr (caddr timeSignatureToShow))))))
295
296           ((= (length (caddr timeSignatureToShow)) 3)
297             (make-override-markup
298               (cons 'baseline-skip 0)
299               (make-center-column-markup
300                 (list
301                   (make-line-markup
302                     (list
303                       (make-number-markup
304                         (make-right-align-markup
305                           (make-translate-markup
306                             (cons 0 1.6)
307                             (make-fontsize-markup
308                               -3
309                               (number->string
310                                 (car (caddr timeSignatureToShow))))))
311
312                   (make-hspace-markup -1.5)

```

```

313
314         (make-override-markup
315           (cons 'alignment 0)
316           (make-translate-markup
317             (cons 0 0.8)
318             (make-draw-line-markup (cons 1.5 1.35))))))
319
320         (make-hspace-markup -1.5)
321
322         (make-translate-markup
323           (cons 0 0)
324           (make-fontsize-markup
325             -3
326             (make-number-markup
327               (number->string
328                 (cadr (caddr timeSignatureToShow)))))))
329
330         (make-number-markup
331           (number->string
332             (caddr (caddr timeSignatureToShow))))))
333
334
335         ((= (length (caddr timeSignatureToShow)) 4)
336
337         (make-override-markup
338           (cons 'baseline-skip 0)
339           (make-center-column-markup
340             (list
341               (make-line-markup
342                 (list
343                   (make-number-markup
344                     (number->string
345                       (car (caddr timeSignatureToShow))))
346                   (make-fontsize-markup
347                     -12
348                     (make-simple-markup " ")))
349                 (make-hspace-markup -1.25)
350                 (make-translate-markup
351                   (cons 0 0.4)
352                   (make-bold-markup
353                     (make-simple-markup "+")))
354                 (make-hspace-markup -0.25)
355
356                 (make-hspace-markup -0.5)
357                 (make-right-align-markup
358                   (make-number-markup

```

```

361             (make-translate-markup
362               (cons 0 1.5)
363               (make-fontsize-markup
364                 -3
365                 (number->string
366                   (cadr (caddr timeSignatureToShow))))))
367
368             (make-hspace-markup -1.5)
369
370             (make-override-markup
371               (cons 'alignment 0)
372               (make-translate-markup
373                 (cons 0 0.8)
374                 (make-draw-line-markup
375                   (cons 1.5 1.35))))
376
377             (make-hspace-markup -1.5)
378
379             (make-number-markup
380               (make-left-align-markup
381                 (make-fontsize-markup
382                   -3
383                   (number->string
384                     (caddr (caddr timeSignatureToShow))))))
385
386             (make-number-markup
387               (number->string
388                 (caddr (caddr timeSignatureToShow))))))
389         )
390
391     ))
392
393     #{
394       \time $underlyingMeter
395       \set beatStructure = $beatStructure
396
397       \override Timing.TimeSignature.stencil =
398       #ly:text-interface::print
399       \override Timing.TimeSignature.text =
400       #mkup
401     #})
402
403     {
404
405       \compoundFractionalTimeSignatureBThree
406       #'((3 4)(4 5 4)(2 3 4)) 67/60 3,3,3,4,2
407       \tuplet 3/2 {c'8 c' c'} \tuplet 3/2 {c' c' c'}
408       \tuplet 3/2 {c'[ c' c']}

```

```

409      \incompleteTupletBracket \tuplet 5/4 {c'16[ c' c' c']}
410      \incompleteTupletBracket \tuplet 3/2 {c'8 c'}
411  }

```

11.8.4 Discussion

See [Discussion](#) of the entry *Compound Meter with Three Fractional Time Signatures, Style A*.

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11.9 Compound Meter with Three Fractional Time Signatures, Style C



11.9.1 Description

This is an implementation of a compound meter with three fractional time signatures with Style C.

11.9.2 Grammar

```
\compoundFractionalTimeSignatureCThree
  #'((TIME_SIG1)(TIME_SIG2)(TIME_SIG3)) MEASURE_SPAN BEAT_STRUCT
```

NB

1. See [Grammar](#) of the entry *Compound Meter with Three Fractional Time Signatures, Style A*.

11.9.3 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 % Revised Jan 2 2025 for improving the appearance of fractions
5
6 suppressWarning =
7 #(define-void-function (amount message)(number? string?)
8   (for-each
9     (lambda (warning)
10       (ly:expect-warning message))
11     (iota amount 1 1)))
12
13 \suppressWarning 1 "strange time signature found"
14
15 incompleteTupletBracket = {
16   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
17   \once \override Voice.TupletBracket.bracket-visibility = ##t
18
19 }
20 incompleteSmallTupletBracket = {
21   \once \override Voice.TupletBracket.edge-height = #'(0.7 . 0)
22   \once \override Voice.TupletBracket.bracket-visibility = ##t
23   \once \override Voice.TupletNumber.X-offset =
24     #(lambda (grob)
```

[illegible]

```

73
74         (make-hspace-markup -0.6)
75
76         (make-override-markup
77         (list (cons 'alignment 0)
78               (cons 'thickness 2))
79         (make-draw-line-markup
80         (cons 0.5 2)))
81
82         (make-hspace-markup -0.6)
83
84         (make-number-markup
85         (make-left-align-markup
86         (number->string
87         (cadr (car timeSignatureToShow))))))
88
89         (make-number-markup
90         (number->string
91         (caddr (car timeSignatureToShow))))))
92
93
94         ((= (length (car timeSignatureToShow)) 4)
95
96         (make-override-markup
97         (cons 'baseline-skip 0)
98         (make-center-column-markup
99         (list
100         (make-line-markup
101         (list
102         (make-number-markup
103         (number->string
104         (car (car timeSignatureToShow))))
105         (make-fontsize-markup
106         -12
107         (make-simple-markup " ")))
108
109
110         (make-hspace-markup -1.25)
111         (make-translate-markup
112         (cons 0 0.4)
113         (make-bold-markup
114         (make-simple-markup "+"))))
115
116         (make-hspace-markup -0.25)
117
118         (make-hspace-markup -0.5)
119         (make-right-align-markup
120         (make-number-markup

```

```

121             (number->string
122             (cadr (car timeSignatureToShow))))))
123
124             (make-hspace-markup -0.6)
125
126             (make-override-markup
127             (list (cons 'alignment 0)
128                   (cons 'thickness 2))
129             (make-draw-line-markup (cons 0.5 2)))
130
131             (make-hspace-markup -0.6)
132
133             (make-number-markup
134             (make-left-align-markup
135             (number->string
136             (caddr (car timeSignatureToShow))))))
137
138             (make-number-markup
139             (number->string
140             (caddr (car timeSignatureToShow))))))
141
142
143             #:translate
144             (cons 0 -0.5)
145             (#:fontsize -12 " ")
146             #:translate
147             (cons 0 -0.5)
148             (#:bold "+")
149             #:translate
150             (cons 0 -0.5)
151             (#:fontsize -12 " ")
152
153             #:override
154             (cons 'baseline-skip 0)
155
156             (cond ((= (length (cadr timeSignatureToShow)) 2)
157                   (make-center-column-markup
158                   (list (make-number-markup
159                         (number->string
160                         (car (cadr timeSignatureToShow))))
161                         (make-number-markup
162                         (number->string
163                         (cadr (cadr timeSignatureToShow))))))
164
165                   ((= (length (cadr timeSignatureToShow)) 3)
166                   (make-override-markup
167                   (cons 'baseline-skip 0)
168                   (make-center-column-markup

```

```

169         (list
170         (make-line-markup
171         (list
172
173             (make-right-align-markup
174             (make-number-markup
175             (number->string
176             (car (cadr timeSignatureToShow))))))
177
178             (make-hspace-markup -0.6)
179
180             (make-override-markup
181             (list (cons 'alignment 0)
182                 (cons 'thickness 2))
183             (make-draw-line-markup
184             (cons 0.5 2)))
185
186             (make-hspace-markup -0.6)
187
188             (make-number-markup
189             (make-left-align-markup
190             (number->string
191             (cadr (cadr timeSignatureToShow))))))
192
193             (make-number-markup
194             (number->string
195             (caddr (cadr timeSignatureToShow))))))
196
197         (= (length (cadr timeSignatureToShow)) 4)
198
199         (make-override-markup
200         (cons 'baseline-skip 0)
201         (make-center-column-markup
202         (list
203         (make-line-markup
204         (list
205         (make-number-markup
206         (number->string
207         (car (cadr timeSignatureToShow))))
208         (make-fontsize-markup
209         -12
210         (make-simple-markup " ")))
211
212         (make-hspace-markup -1.25)
213
214         (make-translate-markup
215         (cons 0 0.4)

```

```

217         (make-bold-markup
218         (make-simple-markup "+"))
219
220         (make-hspace-markup -0.25)
221
222         (make-hspace-markup -0.5)
223         (make-right-align-markup
224         (make-number-markup
225         (number->string
226         (cadr (cadr timeSignatureToShow))))))
227
228         (make-hspace-markup -0.6)
229
230         (make-override-markup
231         (list (cons 'alignment 0)
232         (cons 'thickness 2))
233         (make-draw-line-markup (cons 0.5 2)))
234
235         (make-hspace-markup -0.6)
236
237         (make-number-markup
238         (make-left-align-markup
239         (number->string
240         (caddr (cadr timeSignatureToShow))))))
241
242         (make-number-markup
243         (number->string
244         (caddr (cadr timeSignatureToShow))))))
245
246 #:translate
247 (cons 0 -0.5)
248 (#:fontsize -12 " ")
249 #:translate
250 (cons 0 -0.5)
251 (#:bold "+")
252 #:translate
253 (cons 0 -0.5)
254 (#:fontsize -12 " ")
255
256 #:override
257 (cons 'baseline-skip 0)
258
259 (cond ((= (length (caddr timeSignatureToShow)) 2)
260        (make-center-column-markup
261        (list (make-number-markup
262        (number->string
263        (car (caddr timeSignatureToShow))))
264        (make-number-markup

```

```

265             (number->string
266               (cadr (caddr timeSignatureToShow))))))
267
268     ((= (length (caddr timeSignatureToShow)) 3)
269     (make-override-markup
270     (cons 'baseline-skip 0)
271     (make-center-column-markup
272     (list
273     (make-line-markup
274     (list
275
276       (make-right-align-markup
277       (make-number-markup
278       (number->string
279       (car (caddr timeSignatureToShow))))))
280
281     (make-hspace-markup -0.6)
282
283     (make-override-markup
284     (list (cons 'alignment 0)
285           (cons 'thickness 2))
286     (make-draw-line-markup
287     (cons 0.5 2)))
288
289     (make-hspace-markup -0.6)
290
291     (make-number-markup
292     (make-left-align-markup
293     (number->string
294     (cadr (caddr timeSignatureToShow))))))
295
296     (make-number-markup
297     (number->string
298     (caddr (caddr timeSignatureToShow))))))
299
300
301     ((= (length (caddr timeSignatureToShow)) 4)
302
303     (make-override-markup
304     (cons 'baseline-skip 0)
305     (make-center-column-markup
306     (list
307     (make-line-markup
308     (list
309     (make-number-markup
310     (number->string
311     (car (caddr timeSignatureToShow))))
312     (make-fontsize-markup

```

```

313             -12
314             (make-simple-markup " "))
315
316
317             (make-hspace-markup -1.25)
318             (make-translate-markup
319             (cons 0 0.4)
320             (make-bold-markup
321             (make-simple-markup "+"))))
322
323             (make-hspace-markup -0.25)
324
325             (make-hspace-markup -0.5)
326             (make-right-align-markup
327             (make-number-markup
328             (number->string
329             (cadr (caddr timeSignatureToShow))))))
330
331             (make-hspace-markup -0.6)
332
333             (make-override-markup
334             (list (cons 'alignment 0)
335                   (cons 'thickness 2))
336             (make-draw-line-markup (cons 0.5 2)))
337
338             (make-hspace-markup -0.6)
339
340             (make-number-markup
341             (make-left-align-markup
342             (number->string
343             (caddr (caddr timeSignatureToShow))))))
344
345             (make-number-markup
346             (number->string
347             (caddr (caddr timeSignatureToShow))))))
348         )
349     ))
350
351     #{
352         \time $underlyingMeter
353         \set beatStructure = $beatStructure
354
355         \override Timing.TimeSignature.stencil =
356         #ly:text-interface::print
357         \override Timing.TimeSignature.text =
358         #mkup
359     #})
360

```



```

361
362 {
363
364     \compoundFractionalTimeSignatureCThree
365         #'((3 4)(4 5 4)(2 3 4)) 67/60 3,3,3,4,2
366     \tuplet 3/2 {c'8 c' c'} \tuplet 3/2 {c' c' c'}
367     \tuplet 3/2 {c'[ c' c']}
368     \incompleteTupletBracket \tuplet 5/4 {c'16[ c' c' c']}
369     \incompleteTupletBracket \tuplet 3/2 {c'8 c'}
370 }
371

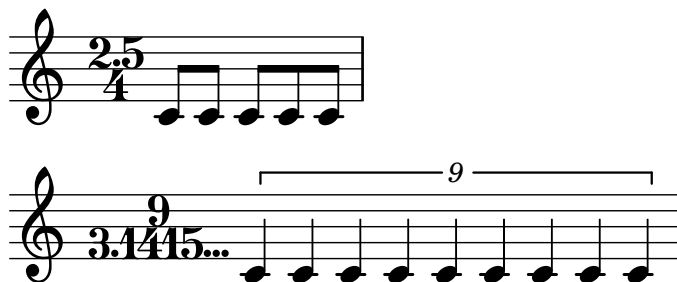
```

11.9.4 Discussion

See [Discussion](#) of the entry *Compound Meter with Three Fractional Time Signatures, Style A*.

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11.10 Time Signature with Decimals



11.10.1 Description

This is an implementation of a time signature with decimals. This function allows the user to use decimals for both numerator and denominator values of the time signature. While there are many examples where the numerator value contains decimals, notable examples for denominators that contain decimals include works by Mark Andre, such as *Un-fini I* (1995) for harp,¹⁶ *Un-fini II* (1994-95) for harpsichord,¹⁷ and *Contrapunctus* (1998/99) for piano..¹⁸ This function also has the option of showing ellipsis, as discussed in **Grammar**.

11.10.2 Grammar

```
\decimalPointTimeSignature
    #'((NUMERATOR)(DENOMINATOR)) MEASURE_SPAN BEAT_STRUCT
```

NB

1. The first argument takes a list of two lists. For both `NUMERATOR` and `DENOMINATOR`, one or two numbers can be placed.
 - (a) If only one number is placed, it is treated as an integer. For example, `#'((3)(4))` would print: $\frac{3}{4}$.
 - (b) If two numbers are placed, the first number is the integer portion of the number, and the second number is the decimals. For example, `#'((3 5)(4 232))` would print: $\frac{3.5}{4.232}$.
 - (c) Placing a dot `.` at the end of the second number will print the ellipsis `...` at the end. This is useful for notating infinite decimal representations. For example, `#'((3 14159.)(4))` would print: $\frac{3.14159...}{4}$.
2. `MEASURE_SPAN` denotes how the measure may be written without the use of "decimal point" time signature.
3. `BEAT_STRUCT` indicates beat structure, by which the beaming of the measure abides.

16. Mark Andre, *Un-fini I : 1995, für eine Harfenistin/einen Harfenisten (Harfe, Tam-tam, grosse Trommel)*, Neue Musik bei Carus (Stuttgart: Carus, 1997).

17. Mark Andre, *Un-fini II : pour clavecin (1996)* (Paris: Editions Durand, 1998).

18. Mark Andre, *Contrapunctus : pour piano* (Paris: Durand, 2006).

11.10.3 Code

```

1  \version "2.24.4"
2  \language "english"
3
4
5  decimalPointTimeSignature =
6  #(define-music-function
7    (timeSignatureToShow underlyingMeter beatStructure)
8    (list? fraction? number-list?)
9
10    (define (is-float? x)
11      (and (number? x) (inexact? x)))
12
13    #{
14      \time $underlyingMeter
15      \set beatStructure = $beatStructure
16      \override Staff.TimeSignature.stencil =
17      #ly:text-interface::print
18      \override Staff.TimeSignature.text =
19      #(markup
20        (make-override-markup
21          (cons 'baseline-skip 0)
22          (make-center-column-markup
23            (list
24              (if (= (length (car timeSignatureToShow)) 1)
25                (make-number-markup
26                  (number->string
27
28                    (car (car timeSignatureToShow))))
29                (make-line-markup
30                  (list
31                    (make-number-markup
32                      (number->string
33                        (car (car timeSignatureToShow))))
34                    (make-hspace-markup -0.5)
35                    (make-translate-markup
36                      '(0 . 0.15)
37                    (make-musicglyph-markup "period"))
38                    (make-hspace-markup -0.5)
39                    (if (not (is-float? (cadr (car timeSignatureToShow)))
40                      (make-number-markup
41                        (number->string
42                          (inexact->exact (cadr (car timeSignatureToShow)))
43                        ))
44                    (make-line-markup
45                      (list (make-number-markup
46                        (number->string

```

```

47             (inexact->exact
48               (cadr (car timeSignatureToShow)))
49             ))
50         (make-hspace-markup -0.5)
51         (make-translate-markup
52           '(0 . 0.15)
53           (make-musicglyph-markup "period"))
54         (make-hspace-markup -0.5)
55         (make-translate-markup
56           '(0 . 0.15)
57           (make-musicglyph-markup "period"))
58         (make-hspace-markup -0.5)
59         (make-translate-markup
60           '(0 . 0.15)
61           (make-musicglyph-markup "period"))))
62     )
63   )
64 )
65 )
66 (if (= (length (cadr timeSignatureToShow)) 1)
67     (make-number-markup
68       (number->string
69         (car (cadr timeSignatureToShow))))
70     (make-line-markup
71       (list
72         (make-number-markup
73           (number->string
74             (car (cadr timeSignatureToShow))))
75         (make-hspace-markup -0.5)
76         (make-translate-markup
77           '(0 . 0.15)
78           (make-musicglyph-markup "period"))
79         (make-hspace-markup -0.5)
80         (if (not (is-float? (cadr (cadr timeSignatureToShow))))
81             (make-number-markup
82               (number->string
83                 (inexact->exact (cadr (cadr timeSignatureToShow))))
84               ))
85         (make-line-markup
86           (list (make-number-markup
87                 (number->string
88                   (inexact->exact
89                     (cadr (cadr timeSignatureToShow))))
90                 ))
91           (make-hspace-markup -0.5)
92           (make-translate-markup
93             '(0 . 0.15)
94             (make-musicglyph-markup "period"))

```

```

95             (make-hspace-markup -0.5)
96             (make-translate-markup
97               '(0 . 0.15)
98               (make-musicglyph-markup "period"))
99             (make-hspace-markup -0.5)
100            (make-translate-markup
101              '(0 . 0.15)
102              (make-musicglyph-markup "period"))))
103          )
104      )
105  )
106  )
107  )
108  ))
109  (make-hspace-markup -1))
110  #})
111
112
113  {
114    \decimalPointTimeSignature #'((2 5)(4)) 5/8 2,3
115    c'8 c' c' c' c'
116  }
117
118
119  {
120    \decimalPointTimeSignature #'((9)(3 1415.)) 9/4 3,3,3
121    \tuplet 9/9 {c'4 4 4 4 4 4 4 4 4}
122  }

```

11.10.4 Discussion

The structure of the code where the user specifies integer and decimal portions of either numerator, denominator, or both, resulted from the fact that the period "." by default appeared too close to the staff line and the denominator, possibly rendering the time signature difficult to read. In the code I made these periods appear via `\translate` feature, where I offset the period upward by the value of 0.15, allowing the period sign to be separated from the staff line and the denominator.

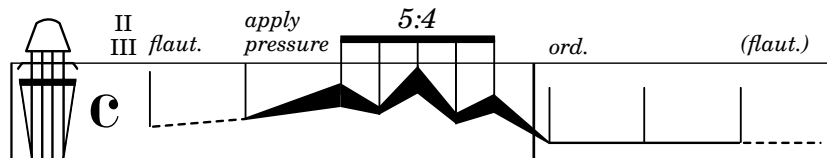
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Chapter 12

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.

12.1 Prescriptive Notation for String Instruments



12.1.1 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).

12.1.2 Variables Used

```
\stringPositionClef
  \stringPositionClefDesign
\dashedLineNotehead
\modularLineNotehead
\noteheadless
```

12.1.3 Code

```
1
2 \score {
```

```

3  {
4  \override Staff.StaffSymbol.line-positions = #'(6 -6)
5  \stringPositionClef
6  \dashedLineNotehead g'4
7      ^\markup {\fontsize #-4 \italic flaut.}
8      ^\markup \translate #'(-2.5 . -0) \center-column
9          {\translate #'(0 . -1.5) \fontsize #-4 II
10             \fontsize #-4 III}
11      a' #6
12  \modularLineNotehead a'
13      ^\markup \column {\translate #'(0 . -1.5)
14          \fontsize #-4 \italic apply \fontsize #-4
15          \italic pressure}
16      d'' #15 #150 #6
17  \override TupletNumber.text = #tuplet-number::calc-fraction-text
18  \stemUp \tuplet 5/4 {
19      \modularLineNotehead d''8 b' #150 #50 #2.5
20      \modularLineNotehead b' f'' #50 #175 #2.5
21      \modularLineNotehead f'' a' #175 #70 #2.5
22      \modularLineNotehead a' c'' #70 #120 #2.5
23      \modularLineNotehead c'' e' #120 #15 #3.5
24  }
25  |
26  \modularLineNotehead e'4
27      ^\markup {\fontsize #-4 \italic ord.}
28      e' #15 #15 #12
29  \noteheadless e'
30  \dashedLineNotehead e'
31      ^\markup {\fontsize #-4 \italic (flaut.)}
32      e' #5
33  }
34
35  \layout {
36      \context {
37          \Score proportionalNotationDuration = #(ly:make-moment 1/10)
38              \override SpacingSpanner.uniform-stretching = ##t
39      }
40  }
41  }
42

```

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12.2 Multiple Instances Of Spanners At Once

Figure 12.2.1 shows two musical staves, A and B, illustrating multiple instances of spanners. Both staves are in 5/4 time and start with a tempo of 100. A 'rall.' (rallentando) spanner is applied to the second measure, with a tempo of 50 indicated at the end of the spanner. The music features a sequence of notes with various articulations and a triplet in the third measure.

12.2.1 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).

12.2.2 Variables Used

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

12.2.3 Code

```
1
2 %%%%%%%%%%%%%%% A %%%%%%%%%%%%%%%
3 \score {
4   \new Staff = "allElementsCombined"
5   \with {instrumentName = \markup {\fontsize #4 \box "A"}} {
6     \numericTimeSignature
7     \override Score.MetronomeMark.Y-offset = #5.75
8     \tempo 4 = 100
9     \time 5/4
```



```

10      <<
11      {
12          \tieNeutral \stemNeutral d'4~
13          \tuplet 3/2 {d'8 d'4}
14          \stemUp \grace {
15              \startSlashedGraceMusic \graceNoteBeforeBeatOn e'8 f''
16              \stopSlashedGraceMusic
17          } \graceNoteBeforeBeatOff g'4~
18          \stemNeutral g'8.[ \grace {
19              \startSlashedGraceMusic \graceNoteAfterBeatOn
20              e''16 c'' e' c' \stopSlashedGraceMusic
21          }
22          \graceNoteAfterBeatOff d''16]~
23          \tuplet 3/2 {d''8 d'8 d'8~} |
24          \time 4/4
25          d'1 \bar"||"
26      }
27      \\\
28      {
29          s4 \tuplet 3/2 {
30              s8 \override Voice.TextSpanner.Y-offset = #6.5
31              s4~\markup {\translate #'(0 . 6.5) \bold "rall."}
32              \rallArrow #4
33          } s2. \tempo 4 = 50 s4*4 \stopTextSpan
34      }
35      >>
36  }
37 }
38
39
40
41
42
43 %%%%%%%%% B %%%%%%%%%
44 \score {
45     <<
46     \new Staff = "tempoLine" \with {
47         \remove Clef_engraver
48         \remove Staff_symbol_engraver
49         \remove Time_signature_engraver
50     }
51     {
52         \numericTimeSignature
53         \override Score.MetronomeMark.Y-offset = #6
54         \tempo 4 = 100
55         \time 5/4
56         s4 \tuplet 3/2 {
57             s8 \override Voice.TextSpanner.Y-offset = #-2.25

```

```

58      s4~\markup {\translate #'(0 . 0) \bold "rall."}
59      \rallArrow #4} s2 \after 64*15 \stopTextSpan s8*2 |
60      \tempo 4 = 50 s4*4
61  }
62  \new Staff = "music"
63  \with { instrumentName = \markup {\fontsize #4 \box "B"}}
64  {
65      \tieNeutral \stemNeutral d'4~
66      \tuplet 3/2 {d'8 d'4}
67      \grace {
68          \startSlashedGraceMusic \graceNoteBeforeBeatOn e'8 f''
69          \stopSlashedGraceMusic
70      } \graceNoteBeforeBeatOff g'4~
71      g'8.[ \grace { \startSlashedGraceMusic \graceNoteAfterBeatOn
72          e''16 c'' e' c' \stopSlashedGraceMusic
73      }
74      \graceNoteAfterBeatOff d''16]~
75      \tuplet 3/2 {d''8 d'8 d'8~} |
76      \time 4/4
77      d'1 \bar"||"
78  }
79  >>
80  }

```

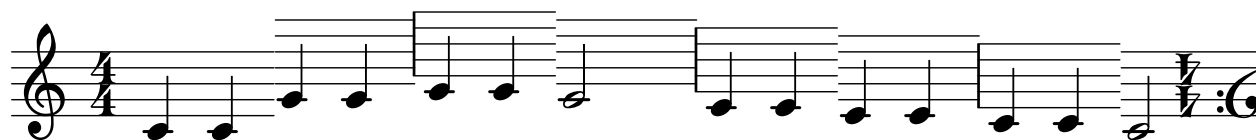
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Chapter 13

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.

13.1 Shifting Staffs, Rotated Clef and Time Signature



13.1.1 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.

13.1.2 Code

```
1 \version "2.24.4"
2 \language "english"
3
4 staone = {
5   \stopStaff
6   \override Staff.StaffSymbol.line-positions =
7   #'(0 2 4 6 8)
8   \startStaff
9 }
10 statwo = {
11   \stopStaff
12   \override Staff.StaffSymbol.line-positions =
13   #'(1 3 5 7 9)
14   \startStaff
15 }
16 stathree = {
```

```

17   \stopStaff
18   \override Staff.StaffSymbol.line-positions =
19   #'(-1 1 3 5 7)
20   \startStaff
21 }
22 stafour = {
23   \stopStaff
24   \override Staff.StaffSymbol.line-positions =
25   #'(-2 0 2 4 6)
26   \startStaff
27 }
28 stafive = {
29   \stopStaff
30   \override Staff.StaffSymbol.line-positions =
31   #'(-3 -1 1 3 5)
32   \startStaff
33 }
34 stanorm = {
35   \stopStaff
36   \revert Staff.StaffSymbol.line-positions
37   \startStaff
38 }
39 {
40   \numericTimeSignature
41   \time 4/4
42
43   c'4 c' \staone g' g' \statwo a' a' \staone g'2
44   \stathree f'4 f' \stafour e' e' \stafive d' d' \stanorm
45   \override TextScript.outside-staff-priority = ##f
46   \once \override TextScript.extra-offset = #'(0 . -4.5)
47   c'2 ^\markup \concat {
48     {
49       \hspace #3 \rotate #180
50       {\compound-meter #'(4 4)}
51     }
52     {
53       \translate-scaled #'(1 . 0.5)
54       \rotate #180 \musicglyph "clefs.F"
55     }
56   }
57   \bar ""
58
59 }
60
61 \layout {
62   \context{
63     \Score    proportionalNotationDuration = #(ly:make-moment 1/7)
64   }

```

65 }

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Chapter 14

Exploring Scheme

14.1 Introduction

Scheme, one of the dialects of the Lisp family of programming languages, is used in LilyPond as its extension language. Scheme allows LilyPond users to explore the inner workings of the program, enabling significant customization. The snippets in this document would not exist without taking advantage of it.¹

However, learning Scheme can be daunting. In his unfinished book on Scheme and LilyPond, Urs Liska refers to its "thorny path."² While I have experience with Common Lisp (another Lisp dialect) from my work with OpenMusic, adjusting to Scheme's grammatical nuances still took some time.

This chapter does not aim to be a comprehensive guide to using Scheme in LilyPond.³ Instead, it offers suggestions for newcomers to familiarize themselves with Scheme.

14.1.1 Step 1a: Focus on the Scheme Language Itself

Scheme is a language distinct from LilyPond, and understanding this distinction is essential. For simpler LilyPond tasks, Scheme may not be necessary. However, when working with internal parameters, Scheme allows deeper customization. It is beneficial to first study Scheme independently, learning its syntax and concepts by writing simple code.

14.1.2 Step 1b: Get Used to Prefix Notation

Scheme, like its Lisp relatives, uses prefix notation (Cambridge Polish Notation). Here are examples:

```
(+ 12 34)
>> This expression results in the value of 46.
```

1. For newcomers: parts of LilyPond code written in Scheme are often enclosed in `#(and)`. Numerical values preceded by `#`, and number pairs such as `\#' (1 . -2)`, are also part of the Scheme language.

2. Urs Liska, *Understanding Scheme In LilyPond*, vol. 2024, December 19 (2020), Web Page, <https://scheme-book.readthedocs.io/en/latest/>.

3. For a deeper dive, refer to the resource by Liska, as well as Jean Abou Samra, *Extending LilyPond*, vol. 2024, December 19 (2021), Web Page, <https://extending-lilypond.gitlab.io/en/index.html>. LilyPond also provides its own Extending Manual: <https://lilypond.org/doc/v2.24/Documentation/extending/index>

```
(+ 4 (* 3 9))
```

```
>> This expression first resolves the multiplication: (+ 4 27), which is 31.
```

If you are new to this, I recommend starting with Daniel P. Friedman and Matthias Felleisen, *The little Schemer (4th ed.)* (Cambridge, MA, USA: MIT Press, 1996), ISBN: 0262560992. While you might be eager to dive into using Scheme in LilyPond, learning Scheme as a programming language will make the process smoother.⁴

14.1.3 Step 2: Study Lots of Snippets

Once familiar with Scheme, study how it integrates with LilyPond by reviewing snippets from LSR. Start with shorter examples and analyze their structure. Here is an example snippet for adding the *Schleifer* ornament:⁵ The corresponding code:⁶



Figure 14.1: LSR No. 1185: *Schleifer* Ornament.

```

1 % Implementation by Martin Straeten of the Schleifer ornament
2 % as used by Johann Sebastian Bach, contributed to the user
3 % mailing list. In this case, it functions like a set of (always?)
4 % two grace notes, hence using a modified grace note to represent
5 % it in LilyPond makes sense.
6 %
7 % Code styling and user interface by Simon Albrecht 2024.
8
9 schleiferMarkup = \markup {
10   \large \halign #.2 \raise #0.0
11   \combine
12   \halign #.8 \musicglyph "scripts.prall"
13   \rotate #140 \normalsize \raise #2.4 \musicglyph "flags.u3"
14 }
15 schleiferGrace =
16 #(define-music-function (note) (ly:music?)
17   #{
18     \grace {
19       \once\override NoteHead.stencil = #ly:text-interface::print
20       \once\override NoteHead.X-extent = #'(-2 . -0)
21       \once\override NoteHead.text = \schleiferMarkup
22       \once\omit Stem
23       \once\omit Flag

```

4. Liska and Samra's resources serve as excellent refreshers later on.

5. <https://lsr.di.unimi.it/LSR/Item?id=1185>

6. The mailing list thread referenced in the preamble is available at <https://lists.gnu.org/archive/html/lilypond-user/2021-09/msg00352.html>

```

24         $note
25     }
26     #})
27
28 \relative {
29     \time 3/8
30     \partial 8
31     \clef bass
32     \key c \minor
33     g8
34     \schleiferGrace c es8. d16 c8
35     c4
36 }
37 \addlyrics {
38     Ich ha -- be ge -- nug
39 }

```

The `\schleiferGrace` variable creates a customized ornament using Scheme’s `define-music-function` macro. For a deeper understanding of the macro syntax, refer to the *LilyPond – Internals Reference*.⁷

Taking the variable `\schleiferGrace`, we see that invoking it creates an instance of activating a Scheme function that starts at Line 16. `define-music-function` is a macro that allows you to create a function that operates on LilyPond.

According to *LilyPond – Internals Reference*, the syntax for `define-music-function` is:

```

(define-music-function (arg1 arg2 ...)
  (type1? type2? ...)
  function-body)

```

In the code, the argument’s name is `note`, and it is tested according to the type specified in `type1?`, which in this case is `ly:music?`. According to the *Internal Reference*, `ly:music?` is a function that checks whether the object—in this case, `note`—is a `Music` object. Thus, it becomes clear that this function will not work unless it is followed by a musical note.

From Line 17 to Line 26, we see that a LilyPond code snippet has been inserted, as `#{` and `#}` signify the boundary of the LilyPond code within the Scheme code. This means that as part of invoking the variable `\schleiferGrace`, it passes through this LilyPond fragment, which is responsible for creating a grace note. Here, the notehead of the grace note is replaced with `\schleiferMarkup`, which is defined in Lines 9 to 14 of the code.⁸

Lines 22 and 23 show that the stem and flag are omitted from the grace note, while Line 24’s `$note` signifies that the original argument `note` is called upon.⁹ In this way, the *Schleifer* ornament is

7. <https://lilypond.org/doc/v2.24/Documentation/internals/scheme-functions>

8. The technique of sequential overrides, invoking the Scheme command `#ly:text-interface::print`, sets the `.stencil` of the notehead to use whatever is defined in the `.text` parameter. This technique is frequently used and is very useful in customizing notation. See also: <https://lilypond.org/doc/v2.24/Documentation/notation/modifying-stencils>.

9. Refer to this page for the difference between `#` and `$`: <https://lilypond.org/doc/v2.24/Documentation/extending/lilypond-scheme-syntax>

created from a note that follows the variable `\schleiferGrace`. This note is transformed into a grace note with a customized stencil setting, all done within the Scheme code.

14.1.4 Step 3: Hack the Codes

Once you study a code and become familiar with how it operates, experimenting with the code by hacking is a good way to deepen your understanding. Below, I give one example using the preceding *Schleifer* ornament snippet.

The *LilyPond – Internal Reference* reveals that the object `NoteHead` has its own standard settings, as well as support for about a dozen other interfaces.¹⁰ One of them is the `grob-interface`, which makes it possible to change the color of a graphical object, or *Grob*.¹¹ Further reading in the *LilyPond – Notation Reference* shows that it is possible to override the color of an object.¹² Let us now tweak the *Schleifer* ornament code to allow us to change the ornament's color.

Following the reference, add the following line underneath `\once\override NoteHead.X-extent`:

```
\once\override NoteHead.color = #red
```

Running LilyPond now should produce the following result: Hard-coding a change like this may



Figure 14.2: LSR No. 1185: *Schleifer* Ornament in red.

be good for testing the waters, but we may want the *Schleifer* ornament in more than just one color. The beauty of extending LilyPond is that we can customize the Scheme code to allow for this flexibility.

Let us move on. We should now let the `define-music-function` know that we are adding an additional argument to specify the color. The first part of the code will look like this:

```
#(define-music-function (note schleiferColor) (ly:music? color?)
```

This adds the argument `schleiferColor`, which only accepts color, as indicated by the corresponding test function `color?`.

Then, implement this argument in the sequence of `\once\override` processes. The line `NoteHead.color` can now be changed to:

```
\once\override NoteHead.color = #schleiferColor
```

Now, the variable `\schleiferGrace` requires one more argument to specify the ornament's color. The entire code should look like this:

```
1 schleiferMarkup = \markup {
2   \large \halign #.2 \raise #0.0
3   \combine
4   \halign #.8 \musicglyph "scripts.prall"
```

10. <https://lilypond.org/doc/v2.24/Documentation/internals/notehead>

11. https://lilypond.org/doc/v2.24/Documentation/internals/grob_002dinterface

12. <https://lilypond.org/doc/v2.24/Documentation/notation/inside-the-staff#coloring-objects>

```

5   \rotate #140 \normalsize \raise #2.4 \musicglyph "flags.u3"
6   }
7
8   schleiferGrace =
9   #(define-music-function (note schleiferColor) (ly:music? color?)
10     #{
11       \grace {
12         \once\override NoteHead.stencil = #ly:text-interface::print
13         \once\override NoteHead.X-extent = #'(-2 . 0)
14         \once\override NoteHead.color = #schleiferColor
15         \once\override NoteHead.text = \schleiferMarkup
16         \once\omit Stem
17         \once\omit Flag
18         $note
19       }
20     #})
21   \relative {
22     \time 3/8
23     \partial 8
24     \clef bass
25     \key c \minor
26     g8
27     \schleiferGrace c #green es8. d16 c8
28     c4
29   }
30   \addlyrics {
31     Ich ha -- be ge -- nug
32   }

```

This produces the following output:



Figure 14.3: LSR No. 1185: *Schleifer* Ornament in green.

Notice that on Line 27, `#green` has been added. You can change this to any of the colors listed under "Normal Colors" in the *Notation Reference*,¹³ such as `#'"lightsalmon"`, `#(x11-color "medium turquoise")`, or even `#'"#5e45ad"`.

As an exercise, try replicating the following excerpt:¹⁴



Figure 14.4: Can you replicate this?

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13. <https://lilypond.org/doc/v2.24/Documentation/notation/list-of-colors>

14. See [LSR1185e3.ly](#) for the answer.

14.2 Example 1: Creating a Time Signature with Its Compound Meter Form

On January 1, 2025, I came across a post by an anonymous user on Facebook.¹⁵ The post asked if it would be possible to create a time signature that had its beat structure expressed in the form of a compound meter. Something like this:



Figure 14.5: What the anonymous user wanted to achieve.

I responded to the post with relevant email threads on `lilypond-user` mailing list. I commented that it would be possible to override `TimeSignature.stencil` with custom-made time signatures. Incidentally, I was making a series of [Fractional Time Signatures](#), which used this method.

The code for the aforementioned example is as follows:

```

1 \version "2.24.4"
2
3 {
4   \clef "G"
5   \time 9/8
6   \set beatStructure = #'(2 2 2 3)
7   \once \override Timing.TimeSignature.stencil = #ly:text-interface::print
8   \once \override Timing.TimeSignature.text = \markup
9   {
10    \override #'(baseline-skip . 0)
11    \center-column \number {9 8}
12    \center-column {\fontsize #6 \musicglyph "accidentals.leftparen"}
13    \hspace #-0.75
14    \override #'(baseline-skip . 0)
15    \center-column \number {{2+2+2+3} 8}
16    \hspace #-0.75
17    \center-column {\fontsize #6 \musicglyph "accidentals.rightparen"}
18    \hspace #-1
19  }
20  \repeat unfold 9 {<e' g'>8 }
21 }
```

I realized that, while this might be an acceptable method if such time signatures appeared only once or twice in a piece, it may become problematic if I had to copy and paste this code every time I have such a time signature. Normally this could easily be resolved by making a variable out of `\override` clauses; however, a piece of music may use time signatures of this form in different configurations, just as the following example:

The code:

```

1 \version "2.24.4"
```

15. <https://www.facebook.com/groups/gnulilypond/posts/10162467719483529/>



Figure 14.6: More compound meters.

```

2
3 {
4   \clef "G"
5   \time 9/8
6   \set beatStructure = #'(2 2 2 3)
7   \once \override Timing.TimeSignature.stencil = #ly:text-interface::print
8   \once \override Timing.TimeSignature.text = \markup
9   {
10    \override #'(baseline-skip . 0)
11    \center-column \number {9 8}
12    \center-column {\fontsize #6 \musicglyph "accidentals.leftparen"}
13    \hspace #-0.75
14    \override #'(baseline-skip . 0)
15    \center-column \number {{2+2+2+3} 8}
16    \hspace #-0.75
17    \center-column {\fontsize #6 \musicglyph "accidentals.rightparen"}
18    \hspace #-1
19  }
20  \repeat unfold 9 {<e' g'>8}
21
22  \time 11/8
23  \set beatStructure = #'(2 2 2 3 2)
24  \once \override Timing.TimeSignature.stencil = #ly:text-interface::print
25  \once \override Timing.TimeSignature.text = \markup
26  {
27    \override #'(baseline-skip . 0)
28    \center-column \number {11 8}
29    \center-column {\fontsize #6 \musicglyph "accidentals.leftparen"}
30    \hspace #-0.75
31    \override #'(baseline-skip . 0)
32    \center-column \number {{2+2+2+3+2} 8}
33    \hspace #-0.75
34    \center-column {\fontsize #6 \musicglyph "accidentals.rightparen"}
35    \hspace #-1
36  }
37  \repeat unfold 11 {<e' g'>8 }
38
39  \time 7/8
40  \set beatStructure = #'(2 3 2)
41  \once \override Timing.TimeSignature.stencil = #ly:text-interface::print
42  \once \override Timing.TimeSignature.text = \markup

```

```

43 {
44   \override #'(baseline-skip . 0)
45   \center-column \number {7 8}
46   \center-column {\fontsize #6 \musicglyph "accidentals.leftparen"}
47   \hspace #-0.75
48   \override #'(baseline-skip . 0)
49   \center-column \number {{2+3+2} 8}
50   \hspace #-0.75
51   \center-column {\fontsize #6 \musicglyph "accidentals.rightparen"}
52   \hspace #-1
53 }
54 \repeat unfold 7 {<e' g'>8 }
55
56 }

```

Writing as long of a code as this (for just three measures!) would be cumbersome, indeed. What could help is to come up with a music function, using the Scheme.

14.2.1 Step 1: Analyze What Could Be Automatized

I quote the code for the first example of this section again. This time, however, I turn the variables that could change each time I create an instance of this kind of time signature, into **red**:

```

1  \version "2.24.4"
2
3  {
4    \clef "G"
5    \time 9/8
6    \set beatStructure = #'(2 2 2 3)
7    \once \override Timing.TimeSignature.stencil = #ly:text-interface::print
8    \once \override Timing.TimeSignature.text = \markup
9    {
10     \override #'(baseline-skip . 0)
11     \center-column \number {9 8}
12     \center-column {\fontsize #6 \musicglyph "accidentals.leftparen"}
13     \hspace #-0.75
14     \override #'(baseline-skip . 0)
15     \center-column \number {{2+2+2+3}{8}}
16     \hspace #-0.75
17     \center-column {\fontsize #6 \musicglyph "accidentals.rightparen"}
18     \hspace #-1
19   }
20   \repeat unfold 9 {<e' g'>8 }
21 }

```

14.2.2 Step 2: Write the Code

It would be good if this function could accept the following as arguments:

- Time signature of the measure as defined normally in the LilyPond function `\time`. For this, I will set `timesig` as the name of the argument, that tests its value with `fraction?`.
- The customized stencil of the time signature. I need to declare how it looks, namely:
 - Overall time signature;
 - Numerator portion of the compound meter, and;
 - Denominator portion of the compound meter.

It should look similar to how the LilyPond function `\compoundMeter` that accepts a list of lists. For this, I will set `beatstruct` as the name of the argument, that tests its value with `list?`.

I will now build the rest of the function. Notice the way the Scheme code references various locations of a list, using `car`, `cadr`, and so on:

```

1  \version "2.24.4"
2
3  compoundTimeWithBeatStructure =
4  #(define-music-function (timesig beatstruct) (fraction? list?)
5    #{
6      \time #timesig
7      \set beatStructure = #(cadr beatstruct)
8      \once \override Timing.TimeSignature.stencil = #ly:text-interface::print
9      \once \override Timing.TimeSignature.text = \markup
10     {
11       \override #'(baseline-skip . 0)
12       \center-column \number
13       {
14         #(number->string (car (car beatstruct)))
15         #(number->string (cadr (car beatstruct)))
16       }
17       \center-column {\fontsize #6 \musicglyph "accidentals.leftparen"}
18       \hspace #-0.75
19       \override #'(baseline-skip . 0)
20       \center-column \number
21       {
22         {#(string-join (map number->string (cadr beatstruct)) "+")}
23         #(number->string (car (caddr beatstruct)))
24       }
25       \hspace #-0.75
26       \center-column {\fontsize #6 \musicglyph "accidentals.rightparen"}
27       \hspace #-1
28     }
29   #}
30
31 )
32
33 {

```

```

34 \compoundTimeWithBeatStructure 9/8 #'((9 8)(2 2 2 3)(8))
35 \repeat unfold 9 {<e' g'>8}
36 \compoundTimeWithBeatStructure 11/8 #'((11 8)(2 2 2 3 2)(8))
37 \repeat unfold 11 {<e' g'>8}
38 \compoundTimeWithBeatStructure 7/8 #'((7 8)(2 3 2)(8))
39 \repeat unfold 7 {<e' g'>8}
40 }

```

Thus, there is now a function called `\compoundTimeWithBeatStructure`, whose grammar is:

```

\compoundTimeWithBeatStructure
    TIME_SIGNATURE #'((TIME_SIGNATURE)(BEAT_STRUCTURE)(DENOMINATOR))

```

Running the code will result in the identical snippet as [the previous figure](#):

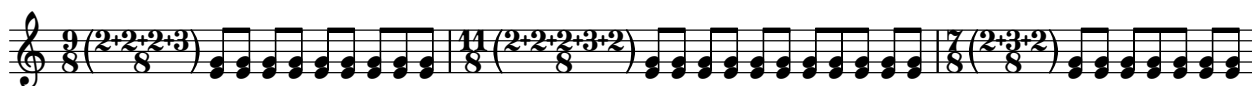


Figure 14.7: The same result as before with a shorter code.

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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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