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Musical Presentation*

# SCORE draw

Print high quality musical scores  
from Rhapsody

▶ M A N U A L ◀

M U S I C P R O G R A M

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**ProAction**

**3QD**  
DEVELOPMENTS LTD

**APDL**

# ScoreDraw

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## Important notes

### Rhapsody 3

This version of ScoreDraw will accept files from Rhapsody, Rhapsody 2 and Rhapsody 3. In the case of Rhapsody 3 files, they must be uncompressed, as ScoreDraw does not read squashed files.

All features of Rhapsody and Rhapsody 2 are supported but the following Rhapsody 3 features are not implemented and are simply ignored:

- small notes and small staves
- guitar chords
- rehearsal letters
- spread chords
- new style of pedal marking
- suppression of triplets and accents
- breath mark
- bowing
- variable font sizes
- glissando, spicato
- tremolo
- DC/DS and Coda etc.

### Rhapsody 2

Rhapsody 2 versions 1.23 and earlier do not communicate directly with ScoreDraw. To check which version you have load Rhapsody and press Menu on the mouse whilst the pointer is over the Rhapsody icon on the icon bar. Move the pointer over the Info item to open the info box. The bottom line gives the version number of the program.

If you have a version below 1.23 you can solve the problem by downloading an updated version of Rhapsody 2 from [www.riscos.com/apdl](http://www.riscos.com/apdl). You could also download Rhapsody 3, Rhapsody 4 and lots more at the same time.

## Introduction

### About this Guide

ScoreDraw is a logical extension of Rhapsody II. This guide therefore assumes that you are already familiar with using Rhapsody II, and in particular how to format and print scores. A working knowledge of Acorn's Draw application is also an advantage if you are going to make the most from ScoreDraw. There are four main sections to this guide.

The first section covers the installation of ScoreDraw to either harddisc or floppy disc.

Section two provides an overview of ScoreDraw and the way it can be used together with other applications.

The third section describes all the menus and functions provided by the program itself.

The final section gives hints and tips on using Draw to edit the formatted pages of a score.

### Installation

Please note that ScoreDraw will only run natively on 26bit versions of RISC OS. You may be able to run ScoreDraw on 32bit versions of RISC OS by using the Aemulor compatibility layer.

**Warning:** ScoreDraw is supplied in a compressed zip folder which must only be unzipped on RISC OS. If you unzip the contents on another OS the file formats will be lost and it's possible that some file names might be altered and the application will never work.

Once you have opened the ScoreDraw zip file inside RISC OS you will find two folders. One called 'ScoreDraw' and one called 'floppy'.

#### Harddisc installation

To install ScoreDraw to a harddisc just drag the 'ScoreDraw' folder from inside the zip file and drop this into a suitable filer window. If you want to use ScoreDraw with a particular version of Rhapsody we recommend dropping the ScoreDraw folder into the same folder as Rhapsody. You should then be able to run !ScoreDraw by double clicking on the icon in the harddisc filer window.

#### Floppy installation

If you want to run ScoreDraw from a floppy disc you first need to format a new floppy disc and name it 'ScoreDraw'. Then copy the !System folder from your Apps1 disc to this new floppy disc. Then copy the contents from the ScoreDraw folder to the root of the floppy disc. Now finally open the 'Floppy' folder inside the zip file and also copy the components from this to the root directory of the floppy disc.

Remove the floppy disc and then shutdown and restart your computer. Put the ScoreDraw floppy disc back into the floppy drive and open the disc. You now need to update your !System folder using the !SysMerge application. Double click on the !SysMerge icon on the ScoreDraw disc and follow the instructions. Any newer versions of the system resources are automatically copied into the !System folder on the ScoreDraw floppy disc.

Once !SysMerge has finished you should now be able to run ScoreDraw from the floppy disc. After a few seconds, the ScoreDraw title banner will open and the ScoreDraw icon will appear on the icon bar to indicate that loading is complete.

## Overview

In general terms, ScoreDraw is a high quality formatting program for Rhapsody II scores - it duplicates the formatting functions of Rhapsody II and integrates so closely that the join between the two literally cannot be seen. More specifically, ScoreDraw forms the heart of a complete Archimedes-based music publishing system, making full use of other RISC OS applications.

One of the main differences between the two programs is the way the image for each page is produced. Unlike the sprites used by Rhapsody II, ScoreDraw uses object based 'draw' images. These are capable of giving much higher resolution and therefore better quality printing, especially on laser printers.

While the use of a laser or ink jet printer will give the greatest improvement over the performance of Rhapsody II, the benefits are quite noticeable even with a 9-pin dot-matrix printer particularly since ScoreDraw makes full use of the RISC OS fonts for all text instead of the standard System font. At the other end of the scale, use of the Postscript printer driver allows professional typeset quality to be achieved at resolutions of over 2000 dots per inch (dpi).

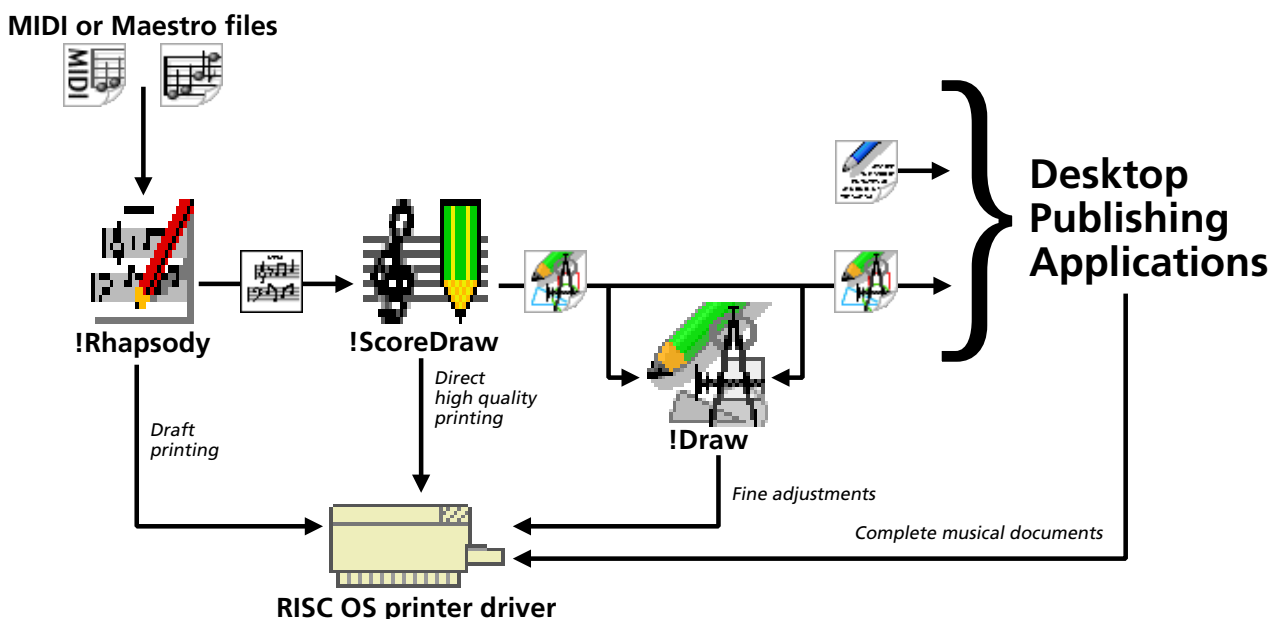
In addition to offering an improvement in print quality, ScoreDraw also concentrates more on the formatting of the score. The main areas of improvement are:

- Greater choice of page size and image scale.
- Control over the printing of titles and stave names.
- Control over page and bar numbers.
- Ability to select font styles for score titles, dynamics and text.
- Ability to make a selection of individual or groups of staves so that parts can be printed, or tall scores printed in sections.
- Conventional notation for 1st/2nd time bars, triplets and 8ve transposition.
- Improved treatment of clashing notes in clusters and between two parts on the same stave.

For each page of the formatted score, ScoreDraw produces a standard 'Draw' file. These pages can be saved individually or transferred directly into Draw in order to edit the fine detail - like moving a dynamic marking away from the stem of a note; adding phrasing, grace notes or hairpins; changing text styles or adding any type of musical symbol that you can draw.

It is also possible to transfer each page to any RISC OS desktop publishing package, since the Draw file format is the standard for line art graphics for RISC OS applications. This allows the pages of the score to be saved as one file again and for whole books or compilations of music to be produced. The combination of Rhapsody II, ScoreDraw and a DTP package also makes it very easy to produce musical examples to accompany text for essays, theses, examination papers or magazine articles.

The diagram below represents a complete music publishing system, based around Rhapsody and ScoreDraw:

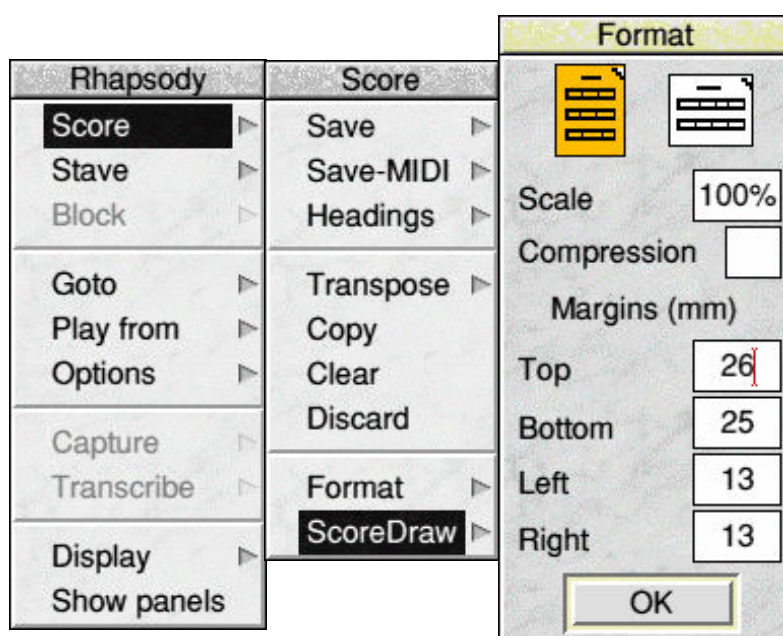


Given enough memory, it is possible to multi-task all the applications shown above, transferring files directly from one application to another. This flexibility is one of the most powerful features of RISC OS as it allows systems to be developed as a series of highly integrated modules. On machines with less memory, such a system can still be used but the files have to be transferred via disc, with one application being quit before another is run.

## Using ScoreDraw

### Loading a Score

There are two ways of loading a score into ScoreDraw: by dragging a Rhapsody II file from a directory viewer onto the ScoreDraw icon on the icon bar, or by using the direct link provided by Rhapsody II version 1.20 and above. To use the direct link from Rhapsody II, click on the Menu button over the score window to call up the Rhapsody II main menu and move to the right over the Score option. Provided that ScoreDraw has been 'seen', the option immediately below Format will be ScoreDraw. (If the option is greyed out, you should open a directory viewer containing the ScoreDraw application to let Rhapsody II know where to find it). Moving the mouse pointer across the ScoreDraw option displays the usual format window, with which you can set the initial scale, page orientation, margins and compression in the normal way:



Rhapsody showing ScoreDraw export

Clicking on the OK button makes the hourglass start - and after several seconds the first page of the score appears, formatted, in ScoreDraw's main window. While ScoreDraw is formatting, the hourglass counts from 0 to 99%, indicating its progress. To send a score to ScoreDraw using existing margin and scale settings etc, just click on the ScoreDraw option itself.

Using this method, it is not even necessary to load ScoreDraw first, as Rhapsody II does it for you as part of the transfer process. If ScoreDraw is already loaded, then naturally the transfer process is somewhat faster.

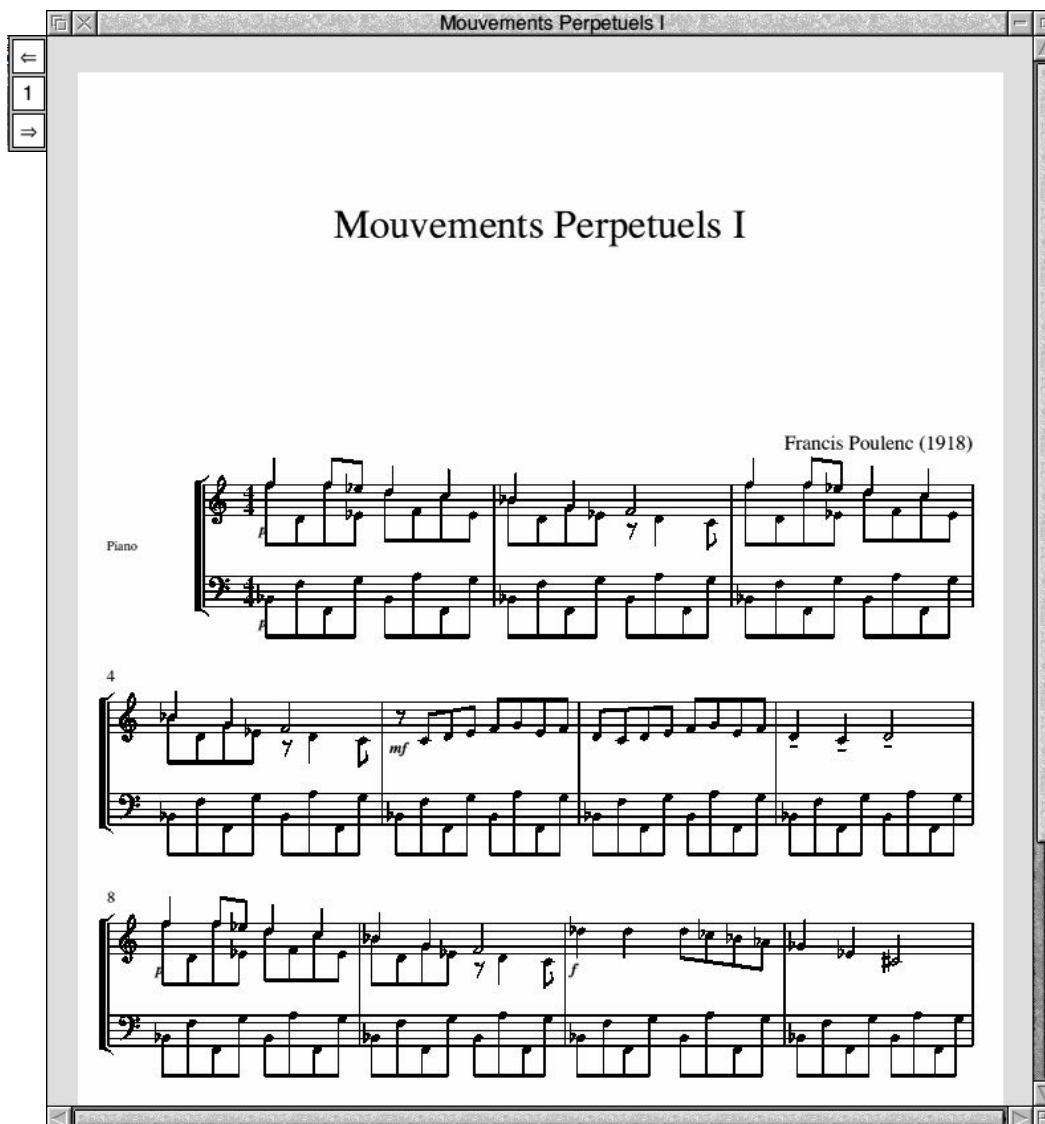
It is also possible to transfer a score directly from Rhapsody II to ScoreDraw by using the Save option at the top of the Score menu, dragging the file onto the ScoreDraw icon on the icon bar or onto ScoreDraw's main window. Either way, the transfer is completed very quickly using direct RAM transfer.

It is often a good idea to get the formatting approximately right using Add bar and Remove bar in Rhapsody II first, as the sprite-based graphics used by

Rhapsody II make the process of redrawing each page somewhat quicker than ScoreDraw.

## The Main Window

Once a score has been loaded into ScoreDraw, the first page of the score is formatted and displayed in a window:



The scroll bars can be used in the usual way to move around the page, while the toolbox pane attached to the top left of the window can be used to move from page to page.

Clicking on the Toolbox arrow icons moves one page in either direction, while clicking on the page number itself lets you enter a page number directly from the keyboard, providing a 'goto page' function.

As with Rhapsody II, clicking on the Close window icon removes the window from the screen but does not remove the score from memory. This is done by loading another score, or by using the icon bar menu.

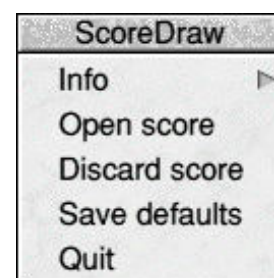
## The Icon Bar Menu

The first ScoreDraw menu is obtained by clicking the Menu button over the ScoreDraw icon on the icon bar. There are five options provided on the menu.

Info displays information about the version of ScoreDraw you are using, while Open score re-opens the main window. If there is a score loaded the main window will open at the current page.

As an alternative to this, you can simply click with Select on the ScoreDraw icon.

Discard score performs exactly the same function as that in Rhapsody II, removing a



score from memory. This returns the memory used for the score and the formatted page to the wimp so that it can be used by other software.

The next option, Save defaults, saves all the current settings of the Reformat dialogue box and the Options menu, including font names, page size, scale and full/outline mode, as the defaults to be used each time a score is loaded. If the score in question has already been saved from ScoreDraw, then many of these settings are stored within the score and will take precedence. It follows that the default settings are mainly used when transferring scores from Rhapsody II, which only saves some of the formatting information.

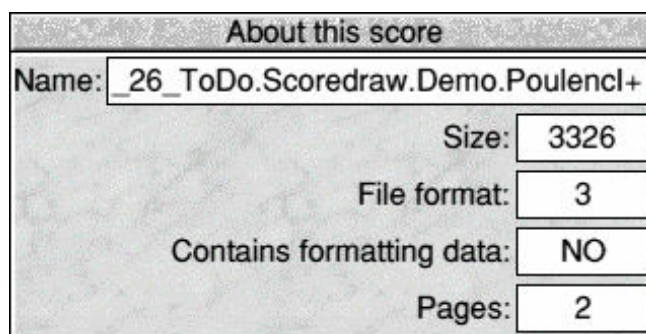
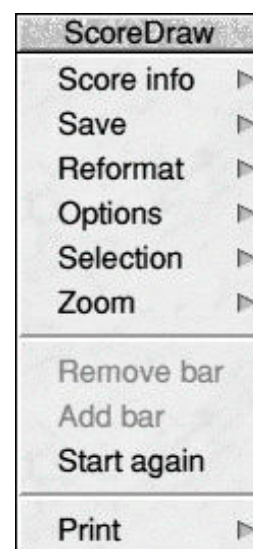
The final option, Quit, allows you to leave the program, returning all memory it claimed back to the system.

## The Main Menu

ScoreDraw's other menu is obtained by clicking the Menu button with the mouse pointer over the main window. This menu provides the same options as Rhapsody II's format window menu, together with several extra functions that allow the various options and page size to be controlled and for the current page, the score or a selection of staves to be saved.

The first option, Score info, leads to a small window that gives the full filename of the score, the size of the score in bytes, the Rhapsody II file format version, whether or not it contains formatting information and the total number of pages in the score, formatted with the current settings.

ScoreDraw can work with either file formats 0,1,2 and 3. Version 0 files were produced using the original version of Rhapsody, version 1 are produced by Rhapsody II, which also automatically converts format 0 files upon loading. Version 2 and 3 files are made by later versions of Rhapsody. The important point is that format 0 files do not contain formatting information in them. Version 1,2 and 3 files may optionally contain formatting if this information is included when the files were generated.



## Saving Pages and Scores

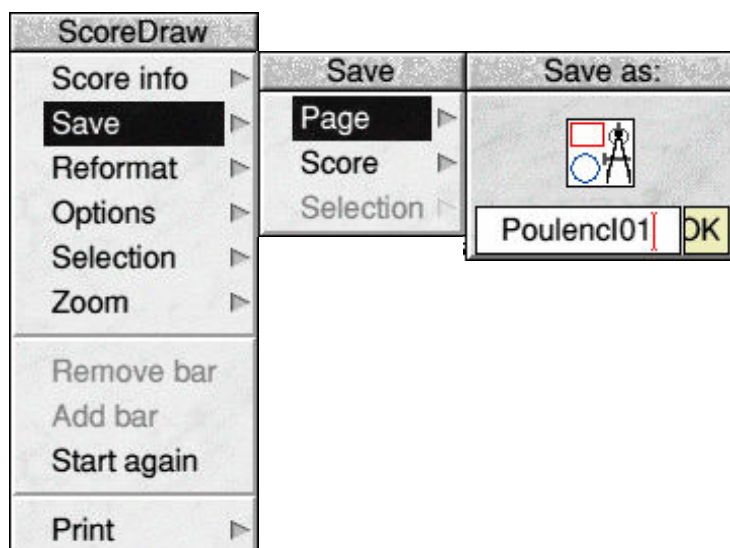
The second option on the main menu leads to a sub-menu that allows individual pages of the score to be saved as Draw files and for the score itself (or the current selection of staves) to be saved as a formatted Rhapsody II file.

The Save Page option leads to a standard Save as dialogue box containing a draw file icon. The filename can be entered, as usual, and then the file should be dragged to a directory viewer or to another application that can accept draw files.

If the score is currently formatted in outline mode, ScoreDraw reformats the score in full mode as part of the save operation (it makes no sense to save the outline image of a page).

Note that this option only saves the current page and not the whole score, as each Draw file can only hold a single page of information. For further details on using the saved Draw files, refer to the next chapter, Editing Scores with Draw.

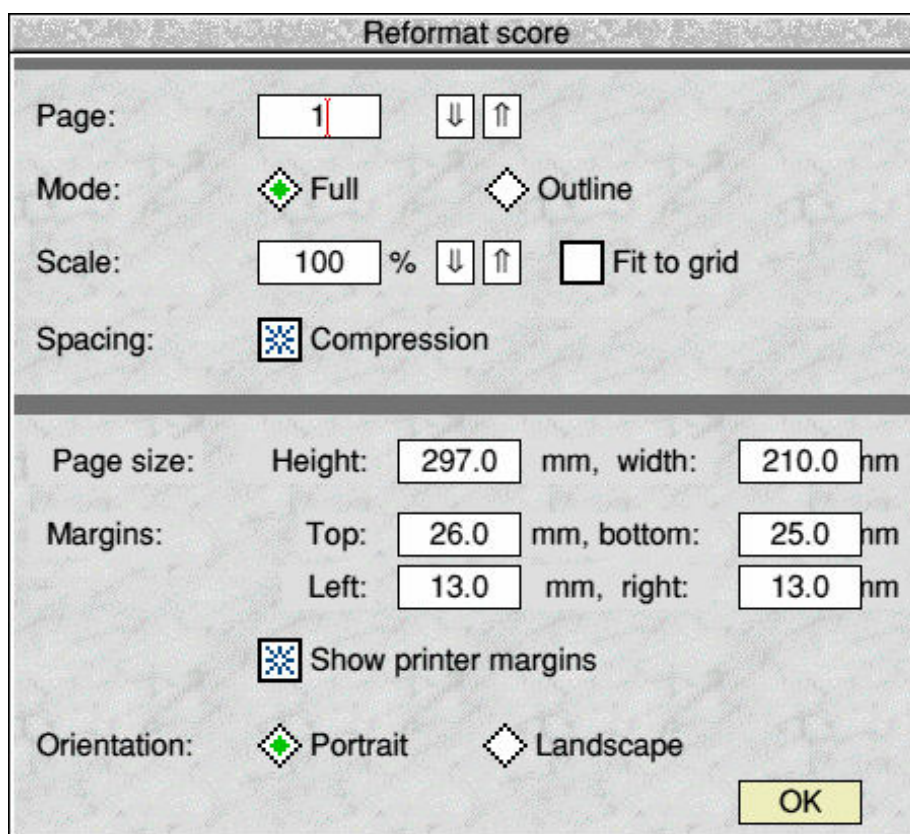
The Save Score option produces a similar Save as box, containing a Rhapsody II file icon. This allows you to save the whole score, together with all the current settings, so that you can load the score and print it later (or save the pages as Draw files). It should be noted that Rhapsody II ignores ScoreDraw's extra formatting information.



The Save Selection option is only active when a selection of staves has been made and saves only the selected staves in a new Rhapsody II file.

## Reformatting the Score

Reformat leads to the largest dialogue box in the program. This provides control over all the parameters affecting the size and scaling of the score:



The Mode buttons affect the amount of detail that is put into the image of the page being formatted; in Outline mode the pages are generated relatively quickly but many of the musical symbols are omitted. Enough detail is given, however, to allow the score to be formatted and for you to move between the pages without too much delay. Full mode takes somewhat longer and creates an image with all the notes and symbols present. When you save a page or print from ScoreDraw, the program selects Full mode for you automatically.

Scale performs exactly the same function as that provided in Rhapsody II's format window but permits a

greater range and finer steps - the increments are 1%. The value required can be typed in directly or the up/down arrows can be used to increment or decrement the current value.

Fit to grid is a new feature to ScoreDraw. When selected, it sets the scale to 123%, which has the effect of creating an image with exactly 2mm spacing between the lines of the stave. This makes editing the page with Draw very much easier, as a standard 1x10cm grid lock can be used, making the notes 'stick' to the lines and spaces.

Spacing can be with or without compression - as with Rhapsody II. The only difference is that ScoreDraw achieves compression by reducing the gaps between the notes, keeping the size of the notes constant (Rhapsody II squashes the notes and gaps by the same amount).

The bottom half of the window provides control over the physical page size and the margins. These set the bounds and position of the musical image on the paper and should not be confused with the margins set on the RISC OS printer drivers, which determine the printable area on the paper.

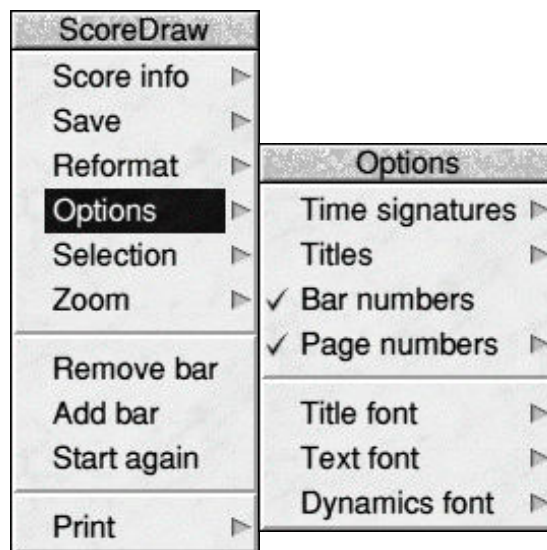
Show printer margins can be used to display the non-printable area, as long as you have a printer driver loaded. This is shown as a light grey border around the edge of the window. You should make sure that ScoreDraw's margins are set large enough to keep the image clear of the border.

The Orientation lets you choose between portrait (normal) and landscape (sideways) printing and has the effect of swapping around the page height and width - with portrait printing the page is taller than it is wide and vice versa in landscape mode.

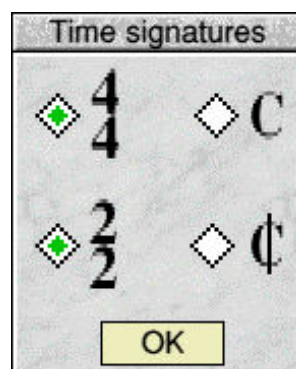
When you are happy with the various settings, click on OK to reformat the score. Moving back on to the menu without clicking on OK cancels any changes.

## The Options Menu

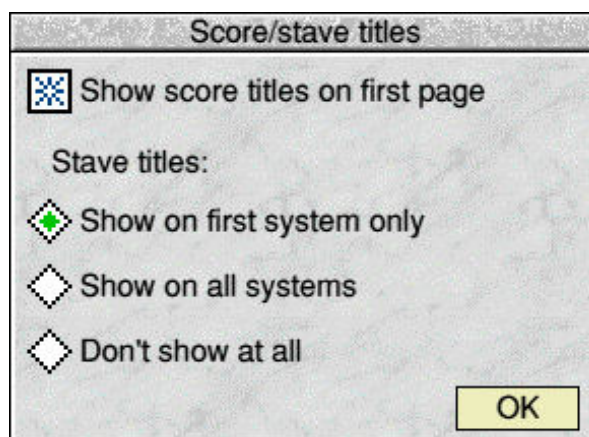
ScoreDraw offers control over many parameters affecting the formatted score. This is available through the Options menu:



The first option, Time signatures, leads to a dialogue box that allows the time signature symbols for 1 time and time to be set. Rhapsody II offers the same facility through its Config program. Clicking on OK makes the change take effect and causes the page to be redrawn.



Titles leads to another dialogue box that gives control over the printing of the score headings and stave titles. Rhapsody II's score titles, normally printed at the top of the first page, can be turned off if they are not required, while the stave titles can be shown on the first system only, on all systems, or turned off completely ('Don't show at all').

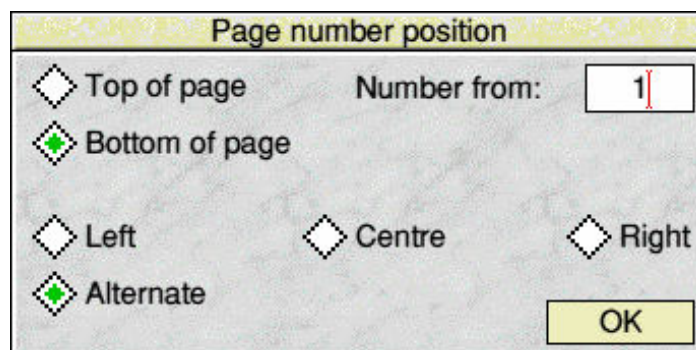


Turning titles off also has the effect of removing the space reserved for the titles, such as the indentation of

the first system on the first page. This can be very useful if you are using ScoreDraw to prepare musical examples.

When Bar numbers is ticked, the current bar number is displayed at the beginning of each line. Clicking on Bar numbers removes the tick and the bar numbering.

Page numbers leads to a dialogue box that controls the positioning of the page number on the page. ScoreDraw lets you set the position at the top or bottom of the page and on the left, right or in the centre.



The Alternate icon positions the page number on the right for odd numbered pages and on the left for even numbered pages. The Number from icon sets the page number offset for the score; this is useful if you are compiling a book from several pieces (or sections) each saved in a separate score.

Clicking on the Page numbers entry on the options menu itself can be used to turn page numbering off completely - when the entry is ticked, page numbering is on. This is often used when creating musical examples, or on occasions when the pages of the score are to be exported to a DTP package, which will have its own page number facilities and the ability to add headers and footers to each page.

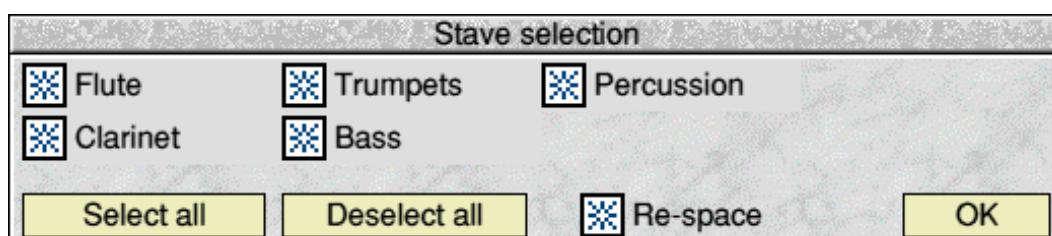
Title font, Text font and Dynamics font all lead to a standard RISC OS font menu listing the fonts available on your computer.

The Title font is used for the score titles on the first page, the stave names, the bar numbers and the page numbers. The Text font is used for all text entered directly using Rhapsody II, while the Dynamics font is used for all the dynamics symbols such as mf and pp. Trinity.Bold.Italic is recommended for the latter.

The currently selected font is ticked - to select a new font, simply click on the name. If the only name in the list is 'System font', you should double click on a !Fonts directory - ScoreDraw then recognises the fonts immediately and produces a new Font menu listing those available.

## Making a Selection of Staves

As with Rhapsody II, it is possible to select an individual stave for formatting. However, ScoreDraw goes a step further in allowing any combination of staves to be formatted, allowing such things as keyboard parts to be printed. These functions are available through the Selection option on the main menu, which leads to the Stave selection dialogue box:



When you first load a score, all the staves are selected as shown in the example. Clicking on the stave names turns the staves on and off, while the Select all and Deselect all icons can be used to change all the staves. For example, to select just the Oboe part in the score above, it is easiest to click on Deselect all then click on 'Oboe'.

At the bottom of the dialogue box is an option called Re-space. This causes the spacing between the notes to be re-calculated when a selection is remade removing the extra gaps in the full score due to notes in non-

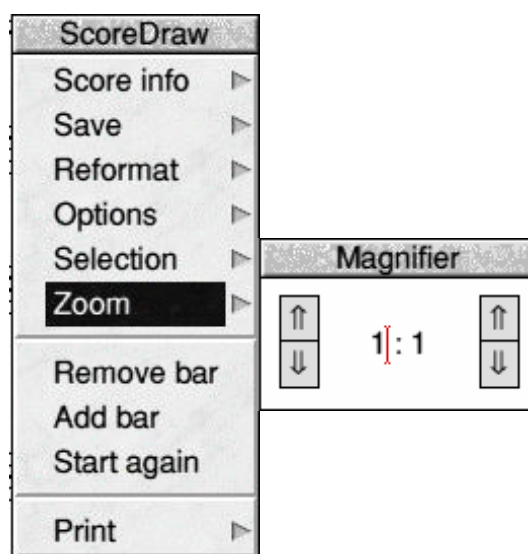
selected parts. While this is normally what is wanted, there are occasions when re-spacing is not desirable, for example when printing a very tall score. Using ScoreDraw, it is possible to print the score in two or more parts, for example using landscape orientation, and stick them together afterwards. With Re-space disabled all the parts will then line up correctly.

Once you have selected all the staves you require and decided whether or not you need to re-space the notes, click on OK. The selected staves are then reformatted and appear in the main window. If a selection of staves is active, the Selection option on the main menu is ticked. To cancel the selection, return to the selection dialogue box then click on Select all followed by OK.

### Changing the View - Zoom

ScoreDraw has the ability to change the size of the displayed image, without affecting the scale; this allows you to view a complete page on the screen at once, or to examine parts of the score in fine detail.

The Zoom option works in exactly the same way as the functions provided by Draw and Paint (and many other RISC OS apps) by leading to a small magnifier dialogue box. The arrow icons can be used to change the zoom ratio, or values can be entered directly.



## Adding and Removing Bars

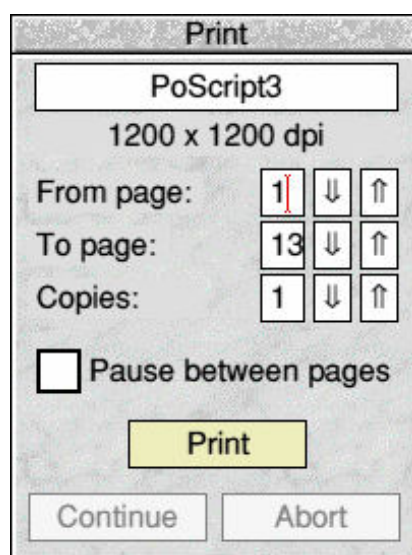
Whenever possible, ScoreDraw uses formatting information contained within the score. If this is not possible, because the score was not formatted by Rhapsody II, or because a different scale has been used, ScoreDraw packs in as many bars as it can on each line. To allow the layout of the bars to be changed, ScoreDraw provides the same options as those found on the third Rhapsody II menu: Remove bar, Add bar and Start again.

These functions work in exactly the same way as in Rhapsody II. To remove a bar from a line, place the mouse pointer over the line in question and click the Menu button to obtain the main menu, then click on the Remove bar option. This causes the page to be reformatted from that line onwards. To reverse the process, you should use Add bar.

The third option, Start again reformats the score from the beginning, packing in as many bars as possible on each line.

## Printing

The last option on the main menu is Print, which leads to the print dialogue box. This contains several options, allowing the range of pages to be specified, the number of copies to be printed and whether or not to pause between pages.



Before you can print, you must load the appropriate RISC OS printer driver for your printer. This is done in the usual way, by double clicking on the !Printers application in a directory viewer. The status box at the top of the print dialogue box contains the name of the currently selected printer, if one is loaded.

The current resolution setting of the printer driver is given in dots per inch (dpi) underneath the status box. Some printer drivers allow the user to change the dpi. Hold down the Shift key and Select click on the Printer icon on the iconbar to open the printer configuration window, you will then be able to change the dpi if the printer driver supports it.

It is also possible to set the Monochrome flag which speeds up printing. For the best results, the highest available resolution should be used. However, for a draft print, a lower resolution is somewhat faster to produce.

During the printing process, ScoreDraw displays various messages in the status box, such as Drawing page *n* or Printing page *n*. This allows you to monitor the progress of the print job, particularly if you are printing to a file.

To abort, you can press <Escape> while printing is in progress (but note that <Escape> is disabled while ScoreDraw is drawing each page).

If you turn Pause between pages on, ScoreDraw waits for you to change the paper at the end of each page. The status message changes to Paused and the Continue and Abort icons become active:

When you are ready, click on Continue to print the next page, or Abort to cancel printing completely.

## Editing Scores with Draw

This section provides some basic hints and tips on using Draw (or other editors of Draw files) to edit the sheets of music produced by ScoreDraw.

There are several reasons why you might want to do this. First of all, the only typographical symbols available to ScoreDraw are those used by Rhapsody II, so at the moment, hairpins and phrasing cannot be added. The range of symbols can never really be complete as composers often invent new symbols to represent new types of sound and while ScoreDraw tries to adhere closely to the rules of musical notation, there are always odd exceptions or better ways of doing things.

By transferring a page of a score from ScoreDraw to Draw, it is possible to import a variety of extra symbols from disc, drag notes around the staves to adjust their position, copy or delete symbols, and add phrasing. The page can then be printed directly from Draw with exactly the same quality as that produced by ScoreDraw itself, or transferred into a DTP package.

As an example of what can be achieved, take the two examples below. The first is the direct output from ScoreDraw, while the second has been edited with Draw to add phrasing and make other fine adjustments to the notation:



For the sake of comparison, here is the same example again as displayed by Rhapsody II.



## Loading a Page into Draw

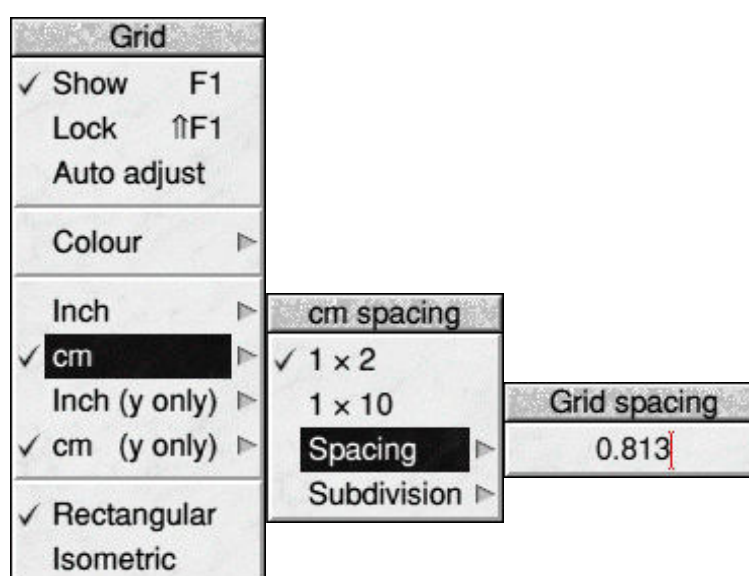
It should normally be possible to run ScoreDraw and Draw together, even with a 1Mb machine, so the quickest way of transferring a page is to select the Save page option on ScoreDraw's main menu and drag the file straight onto Draw's icon on the icon bar. If you can't multi-task the two applications, you will have to save the page to disc first, quit ScoreDraw, run Draw and load the file in the usual way.

## Choosing the Scale and Grid Settings

When editing a score page with Draw, you will find it much easier and more accurate to use a grid. By careful choice of the page scale, it is possible to make the dots of the grid line up exactly with the lines of the staves. The easiest way to do this is to use the Fit to grid option in ScoreDraw's Reformat dialogue box which sets the page scale to 123%. A grid lock of 1x10cm in Draw then fits exactly. However, if a scale of 123% is too large, it is possible to find settings of the grid in Draw that should be close enough - for 100% scale you should use a grid spacing of 0.813cm, with 10 subdivisions. The table below gives some of the better scale/grid combinations:

| scale | grid spacing | scale | grid spacing |
|-------|--------------|-------|--------------|
| 68%   | 0.561 cm     | 100%  | 0.813 cm     |
| 77%   | 0.626 cm     | 107%  | 0.870 cm     |
| 82%   | 0.667 cm     | 123%  | 1.000 cm     |
| 92%   | 0.748 cm     | 139%  | 1.130 cm     |

To set the grid, go to Draw's Grid menu and click with Adjust on the Show and Lock options (they should both be ticked). Move down the menu to cm, then enter the required grid spacing and set the Subdivision to 10.



## Moving Objects Around

With the grid set correctly, this is very easy using Draw's Select function to mark an object and then by dragging it with the mouse as usual. In this way accidentals can be moved to make sure they do not overlap in complicated clusters and so on.

ScoreDraw groups various parts of the drawing together to make moving whole objects around easier. There are times, however, when you need to ungroup objects before editing. For example when changing the stem lengths of beamed notes.

## Loading External Objects

On the ScoreDraw disc, there is a directory called Musiclib which contains a number of Draw files. These are external objects such as hairpins and grace notes that are provided for importing into Draw.

To load an object from the library, simply drag the required draw file from the directory viewer into the place where you want it to be on the score. Note that the mouse pointer is the 'active point' rather than the drag box so this should be used when positioning the object. Once the object has been imported, it can be selected as described above and moved, rotated, stretched or scaled as required.

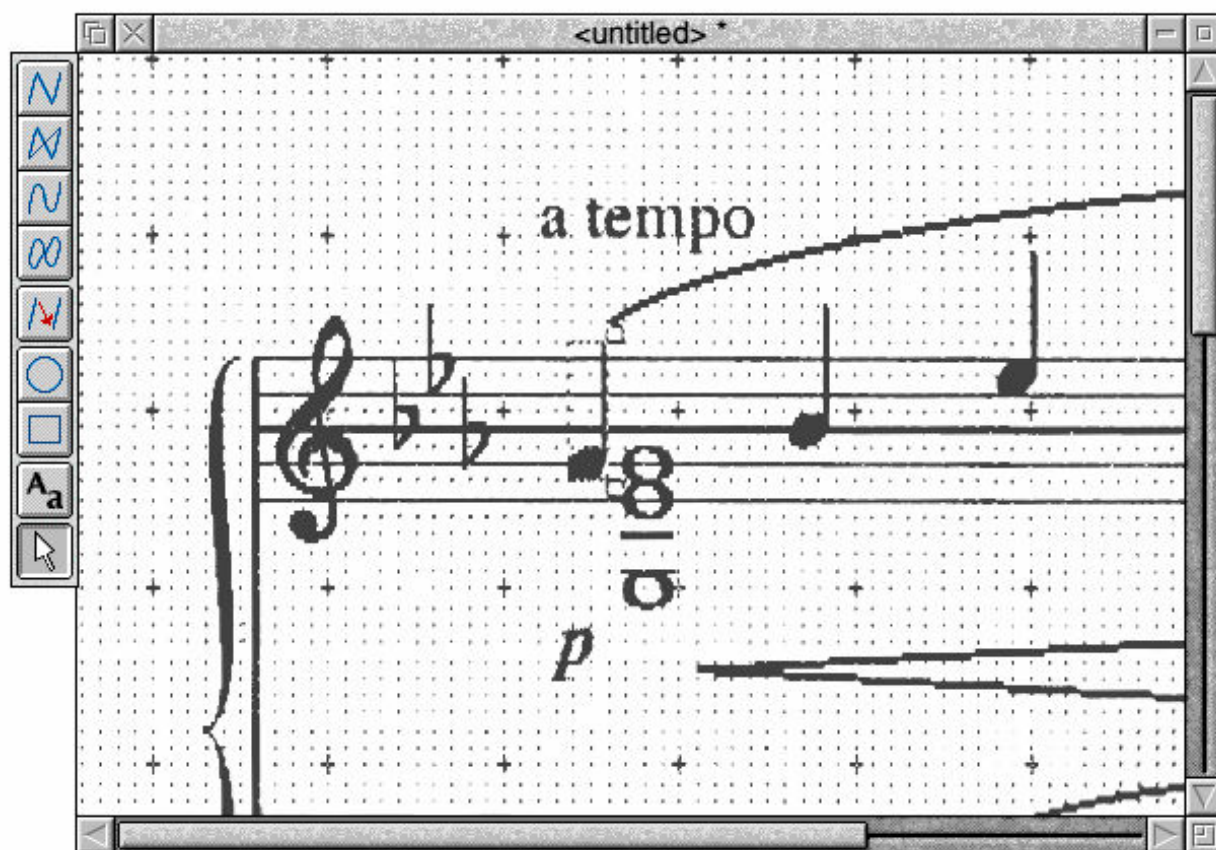
A good example of this is the hairpin; once selected, you can use the handle at the bottom right of the red highlight box to stretch it to the length you need.

If you are going to import a lot of symbols in this way, you will find it somewhat quicker to copy Musiclib onto a RAM disc. A catalogue of the objects is provided by the draw file !Index, which is also found in Musiclib. This can of course be printed to obtain a hard copy.

It is also possible to add your own symbols to the library, by creating them with Draw at the correct scale, then moving them down to the very bottom left hand corner of the drawing (this is the graphics origin for Draw files and is the 'active point' when importing them). Make sure the object is selected, then use Save selection to save it into the Musiclib directory.

## Adding Phrasing

Phrase marks are very easy to add to a score in Draw. With the line width set at 0.5pt in the Style menu, select the Bezier curve drawing function on the toolbox (third icon down) then draw a single line roughly between the points at the beginning and end of the phrase mark. Having done that, click on the line again with Adjust and drag the control points, again using Adjust, until the curve looks right. Finally click with Select to finish the operation.



Scale 100%, grid spacing 0.813cm, zoom 3:1

## Using Other Programs

This description of using Draw is based on the original version of Draw (0.44), supplied with the original release of RISC OS 2. There are already other applications available that can be used to edit Draw files, and it is quite possible that future versions of Draw will operate differently to the way described.

However, the general concepts should remain the same; the newer programs should only add more features that may well make editing even easier.

## Desktop Music Publishing

It is possible to transfer a complete score, page by page, from ScoreDraw straight into the frames of a desktop publishing package.

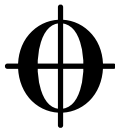
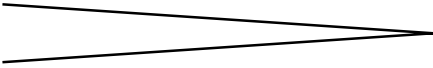
Since most DTP programs scale the size of a Draw file to fit exactly the bounds of the frame, ScoreDraw places two 'invisible' registration marks or filled

rectangles at the bottom left and top right of the page. As there should be no objects outside these, all pages should scale to the same size and position within the frame, no matter what the musical content is.

If these cause a problem, they can be deleted using Draw (you can use Select All to find out where they are!).

If you are using ScoreDraw to prepare short musical examples, remember to switch the score and stave titles off using the Options menu. It is also a good idea to reduce the page size so that one line just fits onto a page; the invisible registration marks described above then mark the actual size of your page.

Draw objects in the Musiclib directory

|                                                                                                         |                                                                                                          |                                                                                                     |                                                                                                       |
|---------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|
| <p>acciacat</p>        | <p>appog_crot</p>       | <p>appog_quav</p>  | <p>appog_semi</p>  |
| <p>body_x</p>          | <p>bow_down</p>         | <p>bow_up</p>      | <p>coda</p>        |
| <p>dalsengo</p>       | <p>multi_note</p>      | <p>perc_roll</p>  | <p>spread</p>     |
| <p>tr_extend</p>     |                                                                                                          |                                                                                                     |                                                                                                       |
| <p>hairpin_&lt;</p>  | <p>hairpin_&gt;</p>  |                                                                                                     |                                                                                                       |
| <p>phrase_ovr</p>    | <p>phrase_und</p>    |                                                                                                     |                                                                                                       |



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