

This table defines PMX command syntax. Each command starts with a single character from a non-indented line, followed by characters from subsequent indented lines, with no internal spaces. When characters on the same line are separated by commas, only one can be used, unless otherwise noted. Characters enclosed in brackets [] are optional, but if one is used and the following line is indented and unbracketed, then one character must be used from the unbracketed group. Several characters, chosen from different lines that are indented the same amount, may be used in sequence. *d1*, *d2* are single digits, so for example *d1[d2]* is a one- or two-digit integer. *i*, *i1*, or *i2* is any non-negative integer. *x* or *y* is any non-negative decimal number.

a,b,c,d,e,f,g	Note name.		Note options, continued
[0,2,4,8,1,3,6,9]	If first digit, duration. Must include if duration not yet set in current input block.	[xi]	An <i>i</i> -tuplet starts here. Duration (already set) refers to total for xtuplet. Next <i>i</i> −1 notes or rests are in xtuplet. They must have no duration number; may have octave number or d for dot.
[1,2,3,4,5,6,7]	If second digit, Octave number. Must include if octave not yet set in current input block.	[d]	Dot first xtup note, halve next.
[d]	Dot.	[n]	Fine-tune printed number.
[+.- x]	Vertical shift, \internotes.	(blank)	Don't print number.
[+.- x]	Horiz. shift, notehead widths.	[f]	Flip vertical location.
[d]	Double dot.	[i]	Replacement printed number.
[f,s,n]	Accidental. Repeat for double.	[+,- i]	Vertical shift, \internotes.
[+,- i +,- x]	Vertical shift, \internotes; horiz. shift, notehead widths.	[+,- x]	Horiz. shift, notehead widths.
[<,> x]	Horiz. shift, notehead widths.	[s]	Fine tune slope of bracket for non-beamed xtuplet.
[i]	MIDI-only accidental.	+,- i	Slope adjustment.
[c]	Cautionary accidental.	[xT]	Start a 2-note tremolo. Next note is 2nd note. If starting note has d, 2nd note must not, unless dot needs to be moved.
[+,-]	Shift octave from default (default is within a 4th).	[0,1,2,3]	Number of main beams between 2 notes.
[u,1]	Force stem direction.	[0,1,2,3]	Number of indented beams.
[a]	Prohibit beaming this note. If first note of xtuplet, prohibit beaming the xtuplet.		
[r]	Right offset by one notehead.	z	Chordal note. No duration allowed.
[e]	Left offset by one notehead.	a,b,c,d,e,f,g	Note name.
[.]	Dot shortcut: a8.b = a8 b1	[f,s,n]	Flat, sharp, natural. Repeat for double flat or sharp. Shift options same as on main note.
[,]	2:1 shortcut: a8,b = a8 b1	[A]	(Preceding a shift) Apply shift relative to PMX-computed one.
[D]	In xtuplet note only, double duration. Reduce number of notes in xtup by 1.	[+,-]	Up or down one octave. may use several in succession.
[F]	As above, and add dot.	[r,e]	Right or left offset by one notehead.
[S,L x]	Shrink or lengthen stem length by <i>x</i> \internote.	[d]	Dot. Permitted but not required, unless dot is to be shifted.
[:]	Make it sticky.	[+,- x]	Vertical shift, \internotes.
[S,L :]	Shrink or lengthen this stem, then return to default.	[+,- x]	Horiz. shift, notehead widths.
[Ao]	In main chord note, post accidentals in order entered.		
[T]	Single-note tremolo (slashes across stem).		
[1,2,3]	Number of slashes; 1 is default.		

<p>r [0,2,4,8,1,3,6,9]</p> <p>[d]</p> <p>[p]</p> <p>[mi]</p> <p>[nj]</p> <p>[b]</p> <p>[o]</p> <p>[+,- i]</p> <p>[L]</p> <p>[xi]</p>	<p>Rest.</p> <p>Duration. Must include if duration not yet set in current input block.</p> <p>Dot.</p> <p>Full-bar rest using 'Pause' symbol (no digit).</p> <p>Multi-bar rest of <i>i</i> bars.</p> <p>Put number at level <i>j</i>. Default is 9, below staff is -6. Change is "sticky".</p> <p>Blank rest, not printed (this line of music drops from sight).</p> <p>Suppress centering full-bar rest.</p> <p>Raise/lower rest from middle line, \internotes.</p> <p>With AK, align rest with note to left.</p> <p>Start xtup. After above options. See description for main note.</p>	<p>G</p> <p>[i]</p> <p>[s]</p> <p>[m dI]</p> <p>[x]</p> <p>[l,u]</p> <p>[A,W]</p> <p>[Xz]</p> <p>(first note)</p>	<p>Grace note group.</p> <p>Number of notes in group. Not needed if 1. If >1, next <i>i</i> - 1 notes are in grace.</p> <p>Slur to/from main note.</p> <p>Multiplicity (number of flags or beams). Default is 1.</p> <p>Slash. Single grace only.</p> <p>Forced stem direction.</p> <p>Put grace just after main note, or shifted as far right as possible.</p> <p>Gap to main note, notehead widths.</p> <p>Must follow above options. Use same symbols as normal note.</p>
<p>o</p> <p>t,m,x,+,u,p, (,)-,.,>^</p> <p>c,b</p> <p>[+,- i]</p> <p>[+,- x]</p> <p>f</p> <p>[d]</p> <p>T,Tt</p> <p>[x]</p> <p>g</p> <p>[-]n</p> <p>G</p> <p>[[-] d1[d1]]</p> <p>e</p> <p>s,f,n</p> <p>[?]</p> <p>?</p> <p>C</p> <p>[+,- i]</p> <p>[:]</p>	<p>Ornament. Symbol comes after note.</p> <p>Shake, mordent, "x", "+", pizz., strong pizz., "(" before notehead, ")" after notehead, tenuto, stacc., sfz, duncecap</p> <p>Caesura, breath.</p> <p>Vertical shift, \internote.</p> <p>Horiz. shift, notehead widths.</p> <p>Fermata. Default is up.</p> <p>Convert to down fermata.</p> <p>Trill (<i>tr</i>) with or without wavy line.</p> <p>Length to end of wavy line, \noteskips. Default is one \noteskip. Use oT0 for <i>tr</i>.</p> <p>Segno. Voice #1 only.</p> <p>Horizontal shift, points.</p> <p>Smaller segno, any voice.</p> <p>Offset of segno symbol in points.</p> <p>Editorial accidental.</p> <p>Sharp, flat, natural.</p> <p>Editorial accidental is dubious.</p> <p>Text is dubious.</p> <p>Coda.</p> <p>(After setting ornament type) Raise/lower by <i>i</i> \internotes from default.</p> <p>Repeat toggle. Must come last. First instance, after setting ornament type, gives all later notes same ornament, until o: shuts it off.</p>	<p>s,);t,}</p> <p>(;{</p> <p>[c]</p> <p>[u,d,l]</p> <p>[t]</p> <p>[b]</p> <p>[+,- i]</p> <p>[+,- x]</p> <p>[+,- i]</p> <p>[:d1d2]</p> <p>[f,n,h,H,HH]</p> <p>[s +,- i]</p> <p>+,- x</p> <p>[s +,- i]</p> <p>+,- x</p> <p>[p]</p> <p>+,-</p> <p>s,t</p> <p>[v]</p>	<p>Slur/tie toggle, after note. With Ap, t or } causes true tie.</p> <p>Placed before note, same as s or } placed after.</p> <p>Optional ID code, 1-9 or A-Z . Must be first after s,t,(,{ .</p> <p>Force direction. Only allowed at slur/tie start.</p> <p>Position slur end as tie rather than slur. With postscript slurs, print a true tie.</p> <p>Dotted slur.</p> <p>Raise/lower start/end of slur, \internotes.</p> <p>Horizontal shift start/end of slur, notehead widths.</p> <p>Mid-height alteration, nonzero, only on termination.</p> <p>Alter starting and ending slope, 1-7.</p> <p>Flatten, normalize, or increase curve. For font-based, on end only. For Type K linebrk, 1st seg if on start, 2nd if on end.</p> <p>On start of a line-breaking type K slur or tie, vertical adjustment of end of first segment.</p> <p>Horizontal tweak of end of first segment.</p> <p>Vertical adjustment of start of second segment.</p> <p>Horizontal tweak of start of second segment.</p> <p>Local change in postscript slur or tie adjustment.</p> <p>Turn on or off automatic adjustment.</p> <p>Adjust slur or tie.</p> <p>Stem slur, postscript only.</p>

<p>A</p> <p>[i,I x]</p> <p>[d]</p> <p>[ax]</p> <p>[b,s]</p> <p>[r]</p> <p>[e]</p> <p>[S]</p> <p><i>c1c2...</i></p> <p>[v]</p> <p>[N]</p> <p><i>i1" name1"</i></p> <p><i>[i2" name2"]</i></p> <p><i>[...]</i></p> <p>[T]</p> <p>[p]</p> <p>1</p> <p>h</p> <p>[+,-]</p> <p>s,t,h,c</p> <p>[R]</p> <p><i>filename</i></p> <p>[K]</p> <p>[c1,c4]</p> <p>[V +,- n1 +,- n2]</p>	<p>Miscellaneous controls. Only at start of first block except <i>i</i> , <i>I</i></p> <p>Factor on <code>\interstaff</code></p> <p>Lower dots in lower voice of 2 on a staff</p> <p>Change <code>afterruleskip</code> to <i>x</i> <code>\elemskips</code>. Default is 1.</p> <p>Force big or small accidentals.</p> <p>Relative accidentals. Must be set if transposing.</p> <p>Equalize inter-system spacing.</p> <p>Make some staves small.</p> <p>A string of specifiers 0 (normal); -,s (small); t (tiny); one for each staff.</p> <p>Toggles <code>vshrink</code> (initially on), which collapses pages vertically when computed <code>\interstaff</code> exceeds 20.</p> <p>User-defined part file name.</p> <p>Base name to use in part <i>i1</i>.</p> <p>Base name to use in part <i>i2</i>.</p> <p>Continue with other parts as desired.</p> <p>Use Col. S's broken brackets for non-beamed xtups.</p> <p>Activate postscript slurs.</p> <p>Activate special adjustments for line-breaking slurs and ties.</p> <p>Input Type K postscript header at start of every page, so pages can be separated e.g. with <code>dviselect</code>.</p> <p>Turn on or off global slur or tie adjustments, or halfties.</p> <p>Switch slur, tie, halftie, or ratchet curvature.</p> <p>Read in normal include file.</p> <p>File name, may include path.</p> <p>Activate special rules for rest positions in 2-staff keyboard scores.</p> <p>Set vert. and horiz. page sizes and offsets for letter or a4 paper.</p> <p>Vertical skips, <code>\internotes</code>, before and after next <code>\eject</code>.</p>	<p>D</p> <p>p,pp,...,ffff</p> <p><i>"text"</i></p> <p><.></p> <p>[+,- n]</p> <p>[+,- n]</p>	<p>Dynamics.</p> <p>Pre-defined standard dynamics.</p> <p>Any text string.</p> <p>Hairpin toggles.</p> <p>Vertical shift from default, <code>\internotes</code>.</p> <p>Horizontal shift from default, notehead widths.</p>
		<p>F</p>	<p>Cancels figures in bass line (use with %1 in score file to make a bass part with no figures).</p>
		<p>h,w</p> <p><i>x</i></p> <p>[i,m,p]</p>	<p>If followed by number, page height or width. Only at start of first input block.</p> <p>Page height or width.</p> <p>Inches, mm, points. Default is points.</p>
		<p>h</p> <p>[+,- i]</p>	<p>If followed by blank or [+,-], heading. Next input line will print above top staff.</p> <p>Alter height from default, <code>\internote</code></p>
		<p>I</p> <p>[tx]</p> <p>[px]</p> <p>[i1i2...in]</p> <p>[vi1:i2:...in]</p> <p>[bi1:i2:...in]</p> <p>[T]</p> <p>+,- i1 +,- i2</p> <p>... +,- in</p> <p>[g^z]</p> <p>[MR<i>i</i>]</p> <p>[M]</p> <p>[MP<i>i</i>]</p>	<p>MIDI controls. Only at start of an input block.</p> <p>Set tempo to <i>x</i> beats per minute.</p> <p>Insert a pause of <i>x</i> quarter notes.</p> <p>Specify <code>noinst</code> MIDI instruments. <i>i1,i2...in</i> are integers between 1 and 128 or 2-letter abbreviations. Consecutive integers must be separated with ":".</p> <p>Specify <code>noinst</code> velocities (volumes), $1 \leq i \leq 128$.</p> <p>Specify <code>noinst</code> balances $1 \leq i \leq 128$, 64=center.</p> <p>MIDI-only transposition.</p> <p>Amounts of transpositions in <code>\internotes</code>, <code>noinst</code> values.</p> <p>Internote gap in midi tics. Default = 10</p> <p>Start recording macro <i>i</i>.</p> <p>Stop recording.</p> <p>Playback (insert) macro <i>i</i>.</p>
<p>B</p>	<p>Toggles default stem direction for middle line of bass clef. (initial direction is up).</p>	<p>K</p> <p>[n]</p> <p>[i i]</p> <p>+,- i</p>	<p>Key signature change and/or transposition.</p> <p>Suppress printing naturals.</p> <p>Applies only to instrument <i>i</i>.</p> <p>Amount of transposition in <code>\internotes</code>. Use -0 to transpose by 1/2 step to same-name key.</p> <p>New key signature.</p> <p>Applies to another instrument <i>i</i>.</p>
<p>C</p> <p>t,s,m,a,n,r,</p> <p>b,f,8 or 0-8</p>	<p>Clef change.</p> <p>treble, soprano, mezzo-soprano, alto, tenor, baritone, bass, French violin, octave treble</p>	<p>+,- i</p> <p>[i i]...</p>	

1	Next input line is a text string to appear below top staff.	P	Start page numbering in this page. Voice #1 only. Start of input block only.
<i>Li</i>	Force a line break at line <i>i</i> . Voice #1 only. Start of block only.	[<i>i</i>]	Starting page number. Default is 1.
[<i>Pi</i>]	Force a page break at page <i>i</i> .	[<i>r</i> ,1]	Margin for starting page number. Default is 'r'.
[<i>M</i>]	Movement break. Must follow P if present.	[<i>c</i>]	Centered header on each page. Must be last option in symbol. Default text is instrument name
[+ <i>i</i>]	Extra vertical space, <code>\internote</code> .	[<i>text</i>]	Text with no blanks
[<i>ix</i>]	New indent, decimal fraction of line width.	[" <i>text</i> "]	Text with blanks
[<i>c</i>]	Continue bar numbering, do not reset.	R	Repeat or doublebar. Voice #1 only. Doublebars at start of bar only.
[<i>r</i> +,-]	Force or suppress reprinting instrument names.	1,r,lr,d,D,d1	Left repeat, right repeat, l-r rpt, doublebar, doubleBAR, doublebar-left repeat.
[<i>ni</i>]	Change to <i>i</i> instruments.	z	Blank barline at next system break.
<i>d1d2...di</i>	Numbers of instruments. Precede 2-digit numbers with :	b	Single bar (end of movement or piece).
<i>c1c2...ck</i>	Clef symbols. Enter one for every staff in new lineup.	S <i>i</i>	Reset total number of systems to <i>i</i> . Only at start of first input block. Only useful with <code>\%j</code> for automatically generated parts.
[<i>Sx</i>]	Shorten this system to fraction <i>X</i> of orig.	[<i>Pi</i>]	Force total number of pages to be <i>i</i> .
LC <i>y</i>	After <code>L<i>i</i>S<i>x</i></code> and after gap, short segment of length fraction <i>y</i> to end of system.	[<i>m<i>i</i></i>]	Change musicsize to <i>i</i> .
[<i>n</i>]	Suppress bar number at start of 2nd segment	T	Title string. Only at start of first input block.
m	Meter change. Voice #1 only. Start of input block only.	t [<i>d1</i> [<i>d2</i>]], <i>i</i> , <i>c</i>	Title of piece (centered), instrument (left justified), or composer (right justified). Following line is the text. <code>Tt</code> may be followed by a number (<code>\internotes</code>) to add vertical space below entire title block. <code>Tt</code> must come after <code>Ti</code> and <code>Tc</code> for this to work.
o, <i>d1</i> [<i>d2</i>]	True numerator of meter. Use o if full value is exactly 1. If <i>d1</i> =1, numerator is 10+ <i>d2</i> .	<i>text</i> \ <code>text</code>	Make a line break in the title string.
<i>d1</i> [<i>d2</i>]	True denominator.	V	Toggle for Volta. Voice #1 only. Start of bar only. For <code>scor2prt</code> , only allowed one per input block, and it must come at start of block.
o, <i>d1</i> [<i>d2</i>]	Printed numerator of meter. Use o as above.	[<i>text</i>]	Text for start of volta. May not be "b" or "x".
<i>d1</i> [<i>d2</i>]	Printed denominator.	b,x	At end of volta, boxed end or horizontal (no box).
<i>d1</i> [<i>d2</i>] /	(Alternate syntax) true numerator		
<i>d1</i> [<i>d2</i>] /	true denominator		
<i>d1</i> [<i>d2</i>] /	printed numerator		
<i>d1</i> [<i>d2</i>]	printed denominator		
M	Macro. If alone, ends recording or saving.		
[<i>R</i> , <i>S</i> , <i>P</i>]	Record (store and execute), save (store but do not execute), or playback.		
<i>i</i>	Macro ID number, from 1 to 20.		

W . <i>d1</i>	Set new minimum horizontal space between noteheads. Decimal point (required). Tenths of notehead width. Default is 3.] [Between two notes in a forced beam, decrease multiplicity to 1, then immediately increase. Treated as a single symbol, set off by spaces.
x <i>d1</i> <i>d2</i> 2,3,...,9, #,-,n,0 <i>d1</i>	Floating figure (offset to right). Number of note-length units of offset. Note-length unit. Same code as for note durations. Characters for floating figure, arranged as in normal figure.] - [Between two notes in forced beam, end one segment and start next of a single-slope beam group
X [-] <i>x</i> [p] [:] [S] [P] [B]	Shift or insert hardspace. Distance. Default units are note-head widths. Units are points. Begin shift (if number also present), end shift (if no number), Single-note shift (S). Use only in part, not score. Use in both score and part.	()	Placed before a note, equivalent to s after note. Equivalent to s .
2,3,...,9,#,-,n [v] [+,- <i>i</i>] 0 (zero) <i>x</i> - (underscore) [+ <i>i</i>] [s]	Normal figure. Combine characters as needed. See manual. Start vertical shift for this line. Vertical offset, \internotes. Continuation figure. Length in \internotes. Placeholder figure, to lower the next one. In any figure, raise by <i>i</i> \internotes. (With 2,4,5,6,9) add slash. Must have font cmrj.	{ }	Placed before a note, equivalent to t after note. Equivalent to t .
[[j] [u,1] [f] [m <i>d1</i>] [h] [:] [+,- <i>i</i>] [+,- <i>i</i>] [+,- <i>i</i>]	Start a forced beam. Continue an existing staff-jumping beam. Direction of forced beam. Flip beam direction. Forced multiplicity. <i>d1</i> = 1 - 4. Force horizontal beam (zero slope). After this forced beam, continue forced beaming over the same interval until next explicit forced beam or end of input block. Vertical offset, \internotes. Change slope from default. Distance to raise or lower beam, beam thk's.	? [- <i>x</i>]	Arpeggio start/stop. Comes after note. Shift left by <i>x</i> notehead widths.
]	End forced beam. Keep beam open, prepare to jump to other staff	\, \\, \\\	Start a literal TeX string before next note, before \startmuflex, or before first \notes group of current input block. TeX string and terminator. May have more than one TeX command, strung end-to-end. Toggle for multiline TeX block. Must start on first line. All lines until next --- will be copied verbatim to top of TeX file.
[j]	Keep beam open, prepare to jump to other staff	<i>Text</i> \ --- (3 minus's)	
		[1]	Bar line. Only used for checking, except required after end-of-bar inserted hardspace.
		/	Terminate input for a staff in this input block.
		//	Terminate first line of music on this staff for this input block, start a second line of music on same staff.
		% [<i>h</i>] <i>text</i> [!] <i>text</i> [%]	Comment line. Scor2prt will put <i>text</i> into the part whose hexadecimal number is <i>h</i> . <i>text</i> will be put in all parts by scor2prt. Following line will be ignored by scor2prt.
		. <i>note command</i>	Detached dot-form shortcut. Note will have 1/3 duration of prior note. See note name command.
		, <i>note command</i>	Detached 2:1 shortcut. Note will have 1/2 duration of prior note. See note name command.

" <i>text</i> " [@] a,b +,- <i>i</i>	Lyrics. See pmx294.pdf section 2.2.15 for details. Set a vertical offset Above or below the staff Amount of offset, \internotes
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