

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* is any non-negative integer. *x* is any non-negative decimal number.

a,b,c,d,e,f,g [0,2,4,8,1,3,6,9]  [1,2,3,4,5,6,7]  [d] [+.- x] [+.- x] [d] [f,s,n] [+,- i +,- x]  [<,> x] [i] [c] [+,-]  [u,l] [a]   [r] [e] [.] [,] [D]  [F] [Sx]  [:] [S:]  [Ao]	Note name. If first digit, duration. Must include if duration not yet set in current input block. If second digit, Octave number. Must include if octave not yet set in current input block. Dot. Vertical shift, \internotes. Horiz. shift, notehead widths. Double dot. Accidental. Repeat for double. Vertical shift, \internotes; horiz. shift, notehead widths. Horiz. shift, notehead widths. MIDI-only accidental. Cautionary accidental. Shift octave from default (default is within a 4th). Force stem direction. Prohibit beaming this note. If first note of xtuplet, prohibit beaming the xtuplet.  Right offset by one notehead. Left offset by one notehead. Dot shortcut: a8.b = ad8 b1 2:1 shortcut: a8,b = a8 b1 In xtuplet note only, double duration. Reduce number of notes in xtup by 1.  As above, and add dot. Shrink stem length by <i>x</i> \internote. Make it sticky. Shrink this stem, then turn off stem shrinkage. In main chord note, post accidentals in order entered.	[xi]   [d] [n] (blank) [f] [i] [+,- i] [+,- x] [s]  +,- i	Note options, continued 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. Dot first xtup note, halve next. Fine-tune printed number. Don't print number. Flip vertical location. Replacement printed number. Vertical shift, \internotes. Horiz. shift, notehead widths. Fine tune slope of bracket for non-beamed xtuplet. Slope adjustment.
		z  a,b,c,d,e,f,g [f,s,n]   [A]  [+,-]  [r,e]  [d]  [+,- x] [+,- x]	Chordal note. No duration allowed. Note name. Flat, sharp, natural. Repeat for double flat or sharp. Shift options same as on main note. (Preceding a shift) Apply shift relative to PMX-computed one. Up or down one octave. may use several in succession. Right or left offset by one notehead. Dot. Permitted but not required, unless dot is to be shifted. Vertical shift, \internotes. Horiz. shift, notehead widths.



[i,I <i>x</i> ]	Factor on <code>\interstaff</code>		bass part with no figures).
[d]	Lower dots in lower voice of 2 on a staff	<b>h,w</b>	If followed by number, page height or width. Only at start of first input block.
[a <i>x</i> ]	Change <code>afterruleskip</code> to <i>x</i> <code>\elemskips</code> . Default is 1.	<i>x</i> [i,m,p]	Page height or width. Inches, mm, points. Default is points.
[b,s]	Force big or small accidentals.	<b>h</b>	If followed by blank or [+,-], heading. Next input line will print above top staff.
[r]	Relative accidentals. Must be set if transposing.	[+,- <i>i</i> ]	Alter height from default, <code>\internote</code>
[e]	Equalize inter-system spacing.	<b>I</b>	MIDI controls. Only at start of an input block.
[S]	Tweak accidental spacing for staves made small with in-line TeX.	[t <i>x</i> ]	Set tempo to <i>x</i> beats per minute.
- ,0;...;- ,0	A string of yes-or-no specifiers, one for each staff.	[p <i>x</i> ]	Insert a pause of <i>x</i> quarter notes.
[v]	Toggles <code>vshrink</code> (initially on), which collapses pages vertically when computed <code>\interstaff</code> exceeds 20.	[i <i>i</i> 1 <i>i</i> 2... <i>in</i> ]	Specify <b>noinst</b> MIDI instruments. <i>i</i> 1, <i>i</i> 2... <i>in</i> are integers between 1 and 128 or 2-letter abbreviations. Consecutive integers must be separated with ":".
[N]	User-defined part file name.	[v <i>i</i> 1: <i>i</i> 2:... <i>in</i> ]	Specify <b>noinst</b> velocities (volumes), $1 \leq i \leq 128$ .
<i>i</i> "name"	Name to use in part <i>i</i> .	[b <i>i</i> 1: <i>i</i> 2:... <i>in</i> ]	Specify <b>noinst</b> balances $1 \leq i \leq 128$ , 64=center.
[T]	Use Col. S's broken brackets for non-beamed xtups.	[T]	MIDI-only transposition.
[p]	Activate postscript slurs.	+,- <i>i</i> 1 +,- <i>i</i> 2 ... +,- <i>in</i>	Amounts of transpositions, multiples of 12 only, <b>noinst</b> values.
1	Activate special adjustments for line-breaking slurs and ties.	[g <i>i</i> ]	Internote gap in midi tics. Default = 10
<b>h</b>	Input Type K postscript header at start of every page, so pages can be separated e.g. with <code>dvis-elec</code> .	[MR <i>i</i> ]	Start recording macro <i>i</i> .
[+,-]	Turn on or off global slur or tie adjustments, or halfties.	[M]	Stop recording.
<b>s,t,h,c</b>	Switch slur, tie, halftie, or ratchet curvature.	[MP <i>i</i> ]	Playback (insert) macro <i>i</i> .
[R]	Read in normal include file.	<b>K</b>	Key signature change and/or transposition.
<i>filename</i>	File name, may include path.	+,- <i>i</i>	Amount of transposition in <code>\internotes</code> . Use -0 to transpose by 1/2 step to same-name key.
<b>B</b>	Toggles default stem direction for middle line of bass clef. (intial direction is up).	+,- <i>i</i>	New key signature.
<b>C</b>	Clef change.	<b>1</b>	Next input line is a text string to appear below top staff.
t,s,m,a,n,r, b,f or 0-7	New clef. (treble, soprano, mezzo-soprano, alto, tenor, baritone, bass, French violin).		
<b>D</b>	Dynamics.		
p,pp,...,fff	Pre-defined standard dynamics.		
"text"	Any text string.		
<.>	Hairpin toggles.		
[+,- <i>n</i> ]	Vertical shift from default, <code>\internotes</code> .		
[+,- <i>n</i> ]	Horizontal shift from default, notehead widths.		

[P <i>i</i> ]	Force a page break at page <i>i</i> .		
[M]	Movement break. Must follow P if present.	l,r,lr,d,D,d1	only. Left repeat, right repeat, l-r rpt, doublebar, doubleBAR, doublebar-left repeat.
[+ <i>i</i> ]	Extra vertical space, \internote.	z	Blank barline at next system break.
[ix]	New indent, decimal fraction of line width.	b	Single bar (end of movement or piece).
[c]	Continue bar numbering, do not reset.		
[r +,-]	Force or suppress reprinting instrument names.	Si	Reset total number of systems to <i>i</i> . Only at start of first input block. Only useful with \%j for automatically generated parts.
[n <i>i</i> ] <i>d1d2...di</i>	Change to <i>i</i> instruments. Numbers of instruments. Precede 2-digit numbers with :	[P <i>i</i> ]	Force total number of pages to be <i>i</i> .
<i>c1c2...ck</i>	Clef symbols. Enter one for every staff in new lineup.	[m <i>i</i> ]	Change musicsize to <i>i</i> .
m	Meter change. Voice #1 only. Start of input block only.	T	Title string. Only at start of first input block.
o, <i>d1[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> .	t[ <i>d1[d2]</i> ],i,c	Title of piece (centered), instrument (left justified), or composer (right justified). Following line is the text. Tt may be followed by a number (\internotes) to add vertical space below entire title block. Tt must come after Ti and Tc for this to work.
<i>d1[d2]</i> o, <i>d1[d2]</i>	True denominator. Printed numerator of meter. Use o as above.	<i>text</i> \\ <i>text</i>	Make a line break in the title string.
<i>d1[d2]</i> <i>d1[d2]/</i>	Printed denominator. (Alternate syntax) true numerator		
<i>d1[d2]/</i> <i>d1[d2]/</i> <i>d1[d2]</i>	true denominator printed numerator printed denominator	V	Toggle for Volta. Voice #1 only. Start of bar only. For scor2prt, only allowed one per input block, and it must come at start of block.
M	Macro. If alone, ends recording or saving.	[ <i>text</i> ]	Text for start of volta. May not be "b" or "x".
[R,S,P]	Record (store and execute), save (store but do not execute), or playback.	b,x	At end of volta, boxed end or horizontal (no box).
<i>i</i>	Macro ID number, from 1 to 20.	W	Set new minimum horizontal space between noteheads.
P	Start page numbering in this page. Voice #1 only. Start of input block only.	.	Decimal point (required).
[ <i>i</i> ]	Starting page number. Default is 1.	<i>d1</i>	Tenths of notehead width. Default is 3.
[r,l]	Margin for starting page number. Default is 'r'.		
[c]	Centered header on each page. Must be last option in symbol. Default text is instrument name	x	Floating figure (offset to right).
[ <i>text</i> ]	Text with no blanks	<i>d1</i>	Number of note-length units of offset.
[" <i>text</i> "]	Text with blanks	<i>d2</i>	Note-length unit. Same code as for note durations.
		2,3,...,9, #,-,n,0 <i>d1</i>	Characters for floating figure, arranged as in normal figure.

[p] [:]	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.	<i>Text\</i>  --- (3 minus's)	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 T <sub>E</sub> X block. Must start on first line. All lines until next --- will be copied verbatim to top of T <sub>E</sub> X file.
2,3,...,9,#,-,n  0 (zero) <i>x</i> _ (underscore)	Normal figure. Voice #1 only. Combine characters as needed. See manual. Continuation figure. Length in \internotes. Placeholder figure, to lower the next one.	[l]  /  //	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.
[ [j]  [u,l] [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>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.
[ [j]	End forced beam. Keep beam open, prepare to jump to other staff	. <i>note command</i>	Detached dot-form shortcut. Note will have 1/3 duration of prior note. See note name command.
] [j]	End forced beam. Keep beam open, prepare to jump to other staff	, <i>note command</i>	Detached 2:1 shortcut. Note will have 1/2 duration of prior note. See note name command.
][	Between two notes in a forced beam, decrease multiplicity to 1, then immediately increase. Treated as a single symbol, set off by spaces.		
]-[	Between two notes in forced beam, end one segment and start next of a single-slope beam group		
( )	Placed before a note, equivalent to s after note. Equivalent to s .		
?	Arpeggio start/stop. Comes after note.		