

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

[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.		
<i>i</i> "name"	Name to use in part <i>i</i> .	[v <i>i</i> 1: <i>i</i> 2:... <i>in</i> ]	Specify <b>noinst</b> velocities (volumes), $1 \leq i \leq 128$ .
[T]	Use Col. S's broken brackets for non-beamed xtups.	[b <i>i</i> 1: <i>i</i> 2:... <i>in</i> ]	Specify <b>noinst</b> balances $1 \leq i \leq 128$ , 64=center.
[p]	Activate postscript slurs.	[T]	MIDI-only transposition.
1	Activate special adjustments for line-breaking slurs and ties.	+,- <i>i</i> 1 +,- <i>i</i> 2 ... +,- <i>in</i>	Amounts of transpositions, multiples of 12 only, <b>noinst</b> values.
<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> .	[g <i>i</i> ]	Internote gap in midi tics. Default = 10
[+,-]	Turn on or off global slur or tie adjustments, or halfties.	[MR <i>i</i> ]	Start recording macro <i>i</i> .
<b>s,t,h,c</b>	Switch slur, tie, halftie, or ratchet curvature.	[M]	Stop recording.
[R]	Read in normal include file.	[MP <i>i</i> ]	Playback (insert) macro <i>i</i> .
<i>filename</i>	File name, may include path.	<b>K</b>	Key signature change and/or transposition.
<b>B</b>	Toggles default stem direction for middle line of bass clef. (intial direction is up).	+,- <i>i</i>	Amount of transposition in <code>\internotes</code> . Use -0 to transpose by 1/2 step to same-name key.
<b>C</b>	Clef change.	+,- <i>i</i>	New key signature.
t,s,m,a,n,r, b,f or 0-7	New clef. (treble, soprano, mezzo-soprano, alto, tenor, baritone, bass, French violin).	<b>1</b>	Next input line is a text string to appear below top staff.
<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 in-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> [%]  . <i>note command</i>  , <i>note command</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.  Detached dot-form shortcut. Note will have 1/3 duration of prior note. See note name command.  Detached 2:1 shortcut. Note will have 1/2 duration of prior note. See note name command.
] [j]	End forced beam. Keep beam open, prepare to jump to other staff		
] [	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 <b>s</b> after note. Equivalent to <b>s</b> .		
?	Arpeggio start/stop. Comes after note.		