

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* 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.	[x <i>i</i> ]	An <i>i</i> -tuple 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.
[+.- <i>x</i> ]	Vertical shift, \internotes.	( <i>blank</i> )	Don't print number.
[+.- <i>x</i> ]	Horiz. shift, notehead widths.	[f]	Flip vertical location.
[d]	Double dot.	[ <i>i</i> ]	Replacement printed number.
[f,s,n]	Accidental. Repeat for double.	[+,- <i>i</i> ]	Vertical shift, \internotes.
[+,- <i>i</i> +,- <i>x</i> ]	Vertical shift, \internotes; horiz. shift, notehead widths.	[+,- <i>x</i> ]	Horiz. shift, notehead widths.
[<,> <i>x</i> ]	Horiz. shift, notehead widths.	[s]	Fine tune slope of bracket for non-beamed xtuplet.
[i]	MIDI-only accidental.	+,- <i>i</i>	Slope adjustment.
[c]	Cautionary accidental.	[xT]	Start a 2-note tremolo.
[+,-]	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.	z	Chordal note. No duration allowed.
[r]	Right offset by one notehead.	a,b,c,d,e,f,g	Note name.
[e]	Left offset by one notehead.	[f,s,n]	Flat, sharp, natural. Repeat for double flat or sharp. Shift options same as on main note.
[.]	Dot shortcut: a8.b = a8 b1	[A]	(Preceding a shift) Apply shift relative to PMX-computed one.
[,]	2:1 shortcut: a8,b = a8 b1	[+,-]	Up or down one octave. may use several in succession.
[D]	In xtuplet note only, double duration. Reduce number of notes in xtup by 1.	[r,e]	Right or left offset by one notehead.
[F]	As above, and add dot.	[d]	Dot. Permitted but not required, unless dot is to be shifted.
[S,L <i>x</i> ]	Shrink or lengthen stem length by <i>x</i> \internote.	[+,- <i>x</i> ]	Vertical shift, \internotes.
[:]	Make it sticky.	[+,- <i>x</i> ]	Horiz. shift, notehead widths.
[S,L :]	Shrink or lengthen this stem, then return to default.		
[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</p> <p>[0,2,4,8,1,3,6,9]</p> <p>[d]</p> <p>[p]</p> <p>[mi]</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>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 xtop. 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>[Xx]</p> <p>(<i>first note</i>)</p>	<p>Grace note group.</p> <p>Number of notes in group. Not needed if 1. If &gt;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, (,)-,.,&gt;^</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)</p> <p>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>c1c2...</p> <p>[v]</p> <p>[N]</p> <p>i1" name1"</p> <p>[i2" name2"]</p> <p>[...]</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>filename</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</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 <code>x</code> <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>"text"</p> <p>&lt;.&gt;</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>x</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]</p> <p>[MRi]</p> <p>[M]</p> <p>[MPi]</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), <math>1 \leq i \leq 128</math>.</p> <p>Specify <code>noinst</code> balances <math>1 \leq i \leq 128</math>, 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>	

l	Next input line is a text string to appear below top staff.	R	Repeat or doublebar. Voice #1 only. Doublebars at start of bar only.
Li	Force a line break at line <i>i</i> . Voice #1 only. Start of block only.	l,r,lr,d,D,d1	Left repeat, right repeat, l-r rpt, doublebar, doubleBAR, doublebar-left repeat.
[Pi]	Force a page break at page <i>i</i> .	z	Blank barline at next system break.
[M]	Movement break. Must follow P if present.	b	Single bar (end of movement or piece).
[+i]	Extra vertical space, <code>\internote</code> .	Si	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.
[ix]	New indent, decimal fraction of line width.	[Pi]	Force total number of pages to be <i>i</i> .
[c]	Continue bar numbering, do not reset.	[mi]	Change musicsize to <i>i</i> .
[r +,-]	Force or suppress reprinting instrument names.	T	Title string. Only at start of first input block.
[ni]	Change to <i>i</i> instruments.	t[d1[d2]],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 ( <code>\internotes</code> ) to add vertical space below entire title block. Tt must come after Ti and Tc for this to work.
d1d2...di	Numbers of instruments. Precede 2-digit numbers with :	text\text	Make a line break in the title string.
c1c2...ck	Clef symbols. Enter one for every staff in new lineup.	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	Meter change. Voice #1 only. Start of input block only.	[text]	Text for start of volta. May not be "b" or "x".
o, d1[d2]	True numerator of meter. Use o if full value is exactly 1. If d1=1, numerator is 10+d2.	b,x	At end of volta, boxed end or horizontal (no box).
d1[d2]	True denominator.	W	Set new minimum horizontal space between noteheads.
o, d1[d2]	Printed numerator of meter. Use o as above.	.	Decimal point (required).
d1[d2]	Printed denominator.	d1	Tenths of notehead width. Default is 3.
d1[d2]/	(Alternate syntax) true numerator	x	Floating figure (offset to right).
d1[d2]/	true denominator	d1	Number of note-length units of offset.
d1[d2]/	printed numerator	d2	Note-length unit. Same code as for note durations.
d1[d2]	printed denominator	2,3,...,9, #,-,n,0d1	Characters for floating figure, arranged as in normal figure.
M	Macro. If alone, ends recording or saving.		
[R,S,P]	Record (store and execute), save (store but do not execute), or playback.		
i	Macro ID number, from 1 to 20.		
P	Start page numbering in this page. Voice #1 only. Start of input block only.		
[i]	Starting page number. Default is 1.		
[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		
[text]	Text with no blanks		
["text"]	Text with blanks		

X	Shift or insert hardspace.	{	Placed before a note, equivalent to <b>t</b> after note.
$[-]x$	Distance. Default units are notehead widths.	}	Equivalent to <b>t</b> .
[p]	Units are points.	?	Arpeggio start/stop. Comes after note.
[:]	Begin shift (if number also present), end shift (if no number),	$[-x]$	Shift left by $x$ notehead widths.
[S]	Single-note shift (S).	$\backslash, \backslash\backslash, \backslash\backslash\backslash$	Start a literal TeX string before next note, before <code>\startmuflex</code> , or before first <code>\notes</code> group of current input block.
[P]	Use only in part, not score.	<i>Text</i> \	TeX string and terminator. May have more than one TeX command, strung end-to-end.
[B]	Use in both score and part.	--- (3 minus's)	Toggle for multiline TeX block. Must start on first line. All lines until next --- will be copied verbatim to top of TeX file.
2,3,...,9,#,-,n	Normal figure. Combine characters as needed. See manual.	[ ]	Bar line. Only used for checking, except required after end-of-bar inserted hardspace.
[v]	Start vertical shift for this line.	/	Terminate input for a staff in this input block.
[+,- i]	Vertical offset, <code>\internotes</code> .	//	Terminate first line of music on this staff for this input block, start a second line of music on same staff.
0 (zero)	Continuation figure.	%	Comment line.
$x$	Length in <code>\internotes</code> .	$[h]text$	Scor2prt will put <i>text</i> into the part whose hexadecimal number is <i>h</i> .
- (underscore)	Placeholder figure, to lower the next one.	$[!]text$	<i>text</i> will be put in all parts by scor2prt.
[+i]	In any figure, raise by $i$ <code>\internotes</code> .	$[%]$	Following line will be ignored by scor2prt.
[s]	(With 2,4,5,6,9) add slash. Must have font <code>cmrj</code> .	.	Detached dot-form shortcut. Note will have 1/3 duration of prior note. See note name command.
[	Start a forced beam.	,	Detached 2:1 shortcut. Note will have 1/2 duration of prior note. See note name command.
[j]	Continue an existing staff-jumping beam.	"	Lyrics. See pmx274.pdf section 2.2.14 for details.
[u,1]	Direction of forced beam.	$[@]$	Set a vertical offset
[f]	Flip beam direction.	a,b	Above or below the staff
[m d1]	Forced multiplicity. $d1 = 1 - 4$ .	+,- i	Amount of offset, <code>\internotes</code>
[h]	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.		
[+,- i]	Vertical offset, <code>\internotes</code> .		
[+,- i]	Change slope from default.		
[+,- i]	Distance to raise or lower beam, beam <code>thk</code> 's.		
]	End forced beam.		
[j]	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> .		