lily&lypbs

Urs Liska September 2013

You are authoring text documents about music, maybe you're a musicologist, teacher, or composer? You are preparing such documents for publication and have always missed the ability to print sentences like this one?

In m. 24 the > lasts from the 2nd J to the *sf* on the 11th g.

With the new package $lily \ lip b$ s you can easily insert the notational elements of LilyPond¹ in your text documents. Accidentals like b or $\ lip$, but also articulation scripts ($\$) and time signatures such as $\ c$ or $\frac{5}{8}$ are readily available. But you can also insert arbitrary notational constructs like this $\frac{1}{2}$ are readily available. But you can into your text or even make scanned images available as "characters". This package may greatly extend your typographical options when authoring critical reports or analytical essays.

One thing that sets *lily* by apart from other solutions I had investigated is that one isn't restricted to a set of predefined symbols but is able to print *any notation* that can be realized with LilyPond.

The other nice thing is that the glyphs -scale well with the surrounding font size, making it easy - to incorporate them into continuous text. By default the glyphs scale automatically but they can also be scaled $_{\mathcal{P}}$ manually, either individually or document-wise $\mathbf{0}$.

9

This flexibility has a "price", though: You will have to change your mind-set and start using plain text based tools, $ETEX^2$ in particular. But if the above examples whet your appetite and match your professional needs you should really consider giving it a serious try – it's all Free Software anyway. You may find reading my essay on the advantages of plain text toolchains rewarding too³.

For more information you may visit *lily by* point project homepage http://openlilylib.org/lilyglyphs or contact us through info@openlilylib.org.

http://www.lilypond.org

²http://www.latex-project.org

³http://lilypondblog.org/2013/07/plain-text-files-in-music/