

7 Arbitrary Graphical Elements

In addition to the musical concepts presented in the previous sections, GUIDO supports the use of arbitrary graphical elements on score pages via the tags `\symbol` and `\pageSymbol`. However, these tags are purely graphical in nature and do not have any musical meaning associated with them. These tags should only be used if the graphical element in question is not supported by other concepts in GUIDO, which additionally carry musical meaning.

7.1 `\symbol`

This purely graphical tag places a graphical symbol, which is either defined as a character in a font or given as a graphics file, in the score. The symbol is positioned relative to the current staff and it does not cause a change in the current drawing position.

Parameters: (in the order of their default positions):

- **name** (string; obligatory) - specifies the graphical symbol; the symbol can be a font character or a graphics file. The string can be of the following forms:
 - "*fontname:charid*" (character named *charid* from font named *fontname*)
 - "*fontname:#charnum*" (character number *charnum* from font named *fontname*)
 - "BMP:*filename*" (bitmap file *filename*; filename can contain a path using "/" or "\" to delimit directories)
 - "EPS:*filename*" (encapsulated postscript file *filename*; filename can contain a path using "/" or "\" to delimit directories)
- **dx,dy** (float; optional) - specify the offset w.r.t. the current position. The reference position of the symbol is its center (in horizontal and vertical direction). The current horizontal position is the middle between the reference positions of the two entities (e.g., notes) between which the `\symbol` tag appears; the current vertical position is the lower edge of the lowest staff line. Default units are relative time units for *dx* and halfspaces for *dy*.
Default values: dx=0, dy=0.
NB: arbitrary spacing can be enforced using `\space` tags before and/or after the `\symbol` tag.
- **w,h** (float; optional) - dimensions of the symbol; if only one is specified, the other is inferred such that the default aspect ratio is preserved. Default units are relative time units for *w* and halfspaces for *h*. Negative values for *w* and/or *h* cause the symbol to be mirrored along the horizontal / vertical axis.
Default values: None. If not specified, the dimensions are as given by the font character or graphics file.

Range: optional; if a range is specified, the current position is the reference position of the first note in the range.

Remarks: Other graphic file formats could be analogously supported, such as GIF or JPEG.

Examples:

```
\symbol<"guido:#34", ...> % char #34 in guido font
\symbols<"scriabin:c", ...> % char c in scriabin font
\symbols<"myfont:trebleClef", ...> % char named treble clef in font "myfont"
\symbols<"BMP:myPath/myImg.bmp">, ...> % bitmap file
...
```

7.2 \pageSymbol

This purely graphical tag places a graphical symbol, which is either defined as a character in a font or given as a graphics file, in the score. The symbol is positioned relative to a number of standard reference points on the page and is independent of any musical information on the page.

Parameters: (in the order of their default positions):

- **name** (string; obligatory) - specifies the graphical symbol; same as for [\symbol](#).
- **adjust** (string; optional) - specifies the reference point on the page relative to which the symbol is positioned. The string is of the following form "*vh*", where *v* is one of the characters 't' (top margin of page), 'c' (center), 'b' (bottom margin of page) and *h* is one of 'l' (left margin of page), 'c' (center), 'r' (right margin of page).

Default value: "tl"

NB: The reference point refers to the physical dimensions of the page, not the the printable area.

- **dx,dy** (float; optional) - specify the offset w.r.t. the reference point is specified by the *adjust* parameter; the reference position of the symbol is analogous to that of the page, i.e., for *adjust*="tl", the top left corner of the symbol is adjusted w.r.t. the top left corner of the page. Default units are as specified by the `\units` tag.

Default values: *dx*=0, *dy*=0.

- **w,h** (float; optional) - dimensions of the symbol; same as for [\symbol](#).
- **repeat** (string; optional) - allows symbol to be placed on multiple pages. The string has one of the values "once" (symbol appears only on current page), "all" (symbol appears on every page), "odd" (symbol appears only on odd numbered pages), or "even" (symbol appears only on even numbered pages).

Default value: "once"

Range: none.

Remarks: Other graphic file formats could be analogously supported, such as GIF or JPEG.

Examples:

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