



USAGE

1. moved heads, no Stem-tweaking
2. split Stem, main Stem left
3. accidentals follow
4. main Stem at other positions
5. exclude certain new Stem-part
6. move Accidentals, lengthen Stem, move melting point

1.

2.

3.

4.a

4.b

4.c

5. exclude certain new Stem-part

6. move Accidentals. lengthen Stem, move melting point

8

other examples

Following examples offset NoteColumns and Accidentals after having done
`override Staff.AccidentalPlacement.positioning-done = ##t
`bracketMrkp is used

Following examples use \distributeNoteHeads, \bracketMrkp and

Accidental.details.single-x-offset

NB collisions may happen with current implementation of \bracketMrkp



Following examples use

\override Staff.AccidentalPlacement.positioning-done = ##t

Accidental.X-offset



more examples

The image shows four staves of music, each with a different example of note head placement and bracketing. Staff 1 (measures 1-6) shows notes with single-x-offset applied, leading to collisions with brackets. Staff 2 (measures 10-11) shows notes with Accidental.X-offset applied, avoiding collisions. Staff 3 (measures 12-17) shows notes with Accidental.details.single-x-offset applied, avoiding collisions. Staff 4 (measures 18-23) shows notes with Accidental.details.single-x-offset applied, avoiding collisions. The music includes various note heads, rests, and dynamic markings like crescendos and decrescendos.