

# LilyPond Essenzen

Version 1.2 bis April 2019  
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## ■ PREREQUISITES

1. Installieren der „stabilen Version“ von LilyPond<sup>1</sup>.
2. Installieren der „stabilen Version“ von Frescobaldi<sup>2</sup>.

## ■ PRESKILLS

- Umgang mit der Computertastatur für Textverarbeitung

- Häufig zu verwendende Tasten:

a-g, 0-9,  
, . : ' / \ { } [ ] < > ( ) % ! ? ~ ^ \_ + - # " = |

Apple:

{	alt	+	8		
}	alt	+	9		
[	alt	+	5		
]	alt	+	6		
	alt	+	7		
\	↑	+	alt	+	7
~	alt	+	N		

Windows:

{	AltGr	+	7		
}	AltGr	+	0		
[	AltGr	+	8		
]	AltGr	+	9		
	Ctrl	+	AltGr	+	B
\	AltGr	+	B		
~	AltGr	+	+		

- Häufig zu verwendende Tastenkombinationen:

Apple: 

cmd	+	A
-----	---	---

cmd	+	C
-----	---	---

cmd	+	V
-----	---	---

cmd	+	X
-----	---	---

Windows: 

Ctrl	+	A
------	---	---

Ctrl	+	C
------	---	---

Ctrl	+	V
------	---	---

Ctrl	+	X
------	---	---

- Navigation mit den Pfeiltasten:

↑	↓	←	→
---	---	---	---

## ■ VOREINSTELLUNG

Ein Notensystem, C-Dur, Violinschlüssel, 4/4tel-Takt, 1/4tel-Notenwert, absolute Tonhöhen, A4 Hochformat, Schriftgröße 12pt, internationale Notenbezeichnung.

## ■ WESENTLICH

*Case sensitive* und *WhiteSpace insensitive*

Musikalische Ausdrücke sind immer innerhalb geschwungener Klammern zu setzen: { ... }

## ■ ESSENZIELLE BEFEHLE

NotenNamen	a b c d e f g
	\stemDown ... oder \stemUp ... oder \stemNeutral ...
Oktavräume	... c,, c, c' c'' ...
Vorzeichen	ceses cesch ces ceh c cih cis cisih cisis
VorzeichenForce	cis! ces?
Relative Tonhöhen	\relative c' { ... }
Absolute Tonhöhen	\absolute { ... }
NotenWerte	c\longa c\breve c1 c2 c4 c8 c16 c32 c64 c128
PausenWerte	r\maxima r\longa r\breve r1 r2 r4 r8 r16 r32 r64 r128 R1 , R1*5 , \compressFullBarRests R1*4 , ... c4\rest
Leerraum	s1 s2 s4 s8 s16 s32 s64 s128
Punktierte	c4. r4. s4. \dotsDown ... oder \dotsUp ... oder \dotsNeutral ...
Haltebogen	c2~c4 \tieDown ... oder \tieUp ... oder \tieNeutral ...
N-Tolen	\tuplet 3/2 { ... } \tupletDown ... oder \tupletUp ... oder \tupletNeutral ...
Notenschlüssel	\clef treble, \clef "treble_8", \clef "treble^8", \clef bass, \clef alto, \clef tenor, \clef percussion
Taktart	\time 3/4 \numericTimeSignature \time 4/4 oder \defaultTimeSignature \time 4/4
Tonart	\key c \major oder \key c \minor oder \key d \dorian
Auftakt	\partial 8 oder \partial 8*3
Legato	c( ... d) \slurDown ... oder \slurUp ... oder \slurNeutral ...

<sup>1</sup><http://lilypond.org> (Februar 2017).

<sup>2</sup><http://frescobaldi.org> (Februar 2017).

Phrasierung	<code>c\ ( ... d\)</code> <code>\phrasingSlurDown ...</code> oder <code>\phrasingSlurUp ...</code> oder <code>\phrasingSlurNeutral ...</code>
Artikulationen	<code>-. _- -- -&gt; -^ -! ++</code>
Fingerings	<code>-0 ... -XXX (beliebige ganze Zahl)</code>
Text	<code>c-"text bei der Note"</code> oder <code>c-\markup{ \italic "text bei der Note" }</code> <code>c-\markup{ \bold \large Allegro }</code> <code>c-\markup { eyeglasses }</code> <code>c-\markup { \char ##x00a9 }</code> <code>\textLengthOn</code> und <code>\textLengthOff</code> <code>\textSpannerDown ...</code> oder <code>\textSpannerUp ...</code> oder <code>\textSpannerNeutral ...</code>
Zeichen	<code>\espressivo</code> <code>\trill</code> <code>\mordent</code> <code>\turn upbow</code> <code>\downbow</code> <code>\segno</code> <code>\codacoda</code> <code>\fermata</code> <code>\shortfermata</code> <code>\longfermata</code> <code>\verylongfermata</code> <code>\breathe</code> <code>\flageolet</code> <code>\harmonic</code> <code>\snappizzicato</code> <code>\open</code> <code>\halfopen</code> <code>\stopped</code> <code>\lheel</code> <code>\rheel</code> <code>\ltoe</code> <code>\rtoe</code> <code>\thumb</code>
Dynamik	<code>\ppp</code> <code>\pp</code> <code>\p</code> <code>\mp</code> <code>\mf</code> <code>\f</code> <code>\ff</code> <code>\sfz ...</code> <code>\&lt; ... \!</code> oder <code>\&gt; ... \!</code> oder <code>\&lt; ... \f</code> oder <code>\&gt; ... \p</code> <code>\cresc ...</code> , <code>\decrresc ...</code> , <code>\dim ...</code> <code>\dynamicDown ...</code> oder <code>\dynamicUp ...</code> oder <code>\dynamicNeutral ...</code>
Saitennummerierung	<code>\5</code> bzw. <code>\XXX</code>
Platzierung Artikulationszeichen, Fingerings, Text, Zeichen, Dynamik etc.	<code>c-... default</code> , <code>c^... über</code> , <code>c_... unter</code> der Note
Tempoangabe	<code>\tempo 4=120</code> , <code>\tempo 4=80-100</code> , <code>\tempo "Allegro"</code> , <code>\tempo "Allegro" 4=160</code> , <code>\tempo "" 4=160</code>
Abschnitte	<code>\mark</code>
Taktstriche	<code>\bar " "</code> , <code>\bar "  "</code> , <code>\bar "."</code> , <code>\bar "..."</code> , <code>\bar " ."</code> , <code>\bar ". "</code> , <code>\bar " . "</code> , <code>\bar ";"</code> , <code>\bar "!"</code> , <code>\bar ""</code>
Wiederholungszeichen	<code>\bar ". :"</code> , <code>\bar " : . :"</code> , <code>\bar " : . "</code> , ... oder <code>\repeat volta 2 { ... }</code> Segno Volta <code>\repeat volta 2 { \inStaffSegno ... }</code> <code>\repeat volta 2 { ... }</code> <code>\alternative { { ... } { ... } }</code> D.S. <code>c1_"D.S." \bar " ."</code>
Balken	[ ... ]
Ligaturen	<code>\autoBeamOff ...</code> oder <code>\autoBeamOn ...</code> <code>\[ ... \]</code>
Akkorde	<code>&lt; c e g &gt;4</code> oder <code>\chordmode { c }</code> <code>\chordmode { c c:m c:dim c:aug }</code> <code>\chordmode { c:7 c:maj7 c:m7 c:dim7 c:aug7 }</code> <code>\chordmode { c:1 c:2 c:3 c:4 c:5 c:6 c:7 c:8 c:9 c:10 c:11 c:12 c:13 }</code> <code>\chordmode { c:1.5.9.13 }</code> oder <code>\chordmode { c:1.4.7.10.13.16 }</code> <code>\chordmode { c^3 c:7^5 }</code> <code>\chordmode { c:1.5+ }</code> oder <code>\chordmode { c:1.5- }</code> <code>\chordmode { c:sus c:sus2 c:sus4 }</code> <code>\chordmode { c c/g c/+g c/f }</code>
Repetitionen	<code>&lt; c e g &gt;4 p2 p1</code>
Lyrics simple	<code>{ { ... music ... } \addlyrics { ... lyrics ... } }</code> Space , -- , _ <code>\melisma</code> und <code>\melismaEnd ... music ...</code> <code>\set melismaBusyProperties = #'() ... music ...</code> und <code>\unset melismaBusyProperties ... music ...</code>
Vorschlagsnoten	<code>\grace</code> <code>\slashedGrace</code>
Nachschlagsnoten	<code>\appoggiatura</code> <code>\acciaccatura</code> <code>\afterGrace c1 { ... }</code>
Variable einführen	<code>VariableName = { ... }</code>
Variable verwenden	<code>\VariableName</code>
Kommentar	<code>% diese Zeile dient zur Erinnerung</code>

oder  
`%{ ... alles innerhalb eines Abschnitts ist Kommentar ... }`

Zeilenumbruch `\break` oder `\noBreak`  
 Seitenumbruch `\pageBreak` oder `\noPageBreak`

#### ■ BESONDERHEITEN

Glissando `c \glissando g'`  
 Tonbeugung `c \bendAfter #+4`  
`c \bendAfter #-4`  
 Arpeggio `< c e g >1\arpeggio`  
 Triller `c2\startTrillSpan c2\stopTrillSpan`  
`\pitchedTrill c"4\startTrillSpan d" c"\stopTrillSpan`  
 Cluster `c \makeClusters { < c g >2 < c g > }`  
 Klammer `\parenthesize g' , c-\parenthesize -. , \parenthesize r`

#### ■ MANIPULATIONEN

Transposition `\transpose c f { ... }`  
 ModalTransposition `\modalTranspose c f { Notenmaterial } { ... }`  
 Transposition Midi `\transposition bes ...`  
 Oktavierung `\ottava #-2 ... , \ottava #-0 ... , \ottava #1 ...`  
 Umkehrung `\regrograde { ... }`  
 Inversion `\inversion c c { ... }`  
 Duration `\scaleDurations 2/1 { ... }`  
`c16*4, c4*2/3 ...`  
`\shiftDurations #1 #0 { ... } , \shiftDurations #-1 #0 { ... } usw.`  
`\shiftDurations #0 #1 { ... } , \shiftDurations #0 #2 { ... } usw.`  
 Vorzeichen `\set Staff.extraNatural = ##f ...`  
 Vervielfältigung `\repeat unfold 4 { ... }`  
 Kadenz `\cadenzaOn ... und \cadenzaOff ...`  
 Improvisation `\improvisationOn ... und \improvisationOff ...`  
 Notensystem `\change Staff = up , \change Staff = down , \showStaffSwitch`

#### ■ VERÄNDERUNGEN EINFACH

Harmonics `\harmonicsOn` und `\harmonicsOff`  
 Taktstriche `\omit Score.BarLine` und `\undo \omit Score.BarLine`  
`\hide Staff.BarLine` und `\undo \hide Staff.BarLine`  
`\hide BarLine` und `\unhide BarLine`  
`\hide Staff.BarLine` und `\undo \hide Staff.BarLine`  
 Notenkopf `\hide NoteHead` oder `\once \hide NoteHead`  
`\xNotesOn` oder `\xNotesOff` oder `\xNote` oder `\xNote { ... }`  
`\easyHeadsOn` oder `\easyHeadsOff`  
`\aikenHeads, \aikenHeadsMinor, \funkHeads, \funkHeadsMinor`  
`\sacredHarpHeads, \sacredHarpHeadsMinor,`  
`\southernHarmonyHeads, \southernHarmonyHeadsMinor`  
`\walkerHeads, \walkerHeadsMinor`  
 Notenzeile `\stopStaff` und `\startStaff`  
 Notenhals `\stemUp, \stemDown, \stemNeutral`  
`\omit Stem` oder `\once \omit Stem`  
`\hide Stem` oder `\unhide Stem`  
 Fähnchen `\omit Flag` oder `\once \omit Flag`  
 Balken `\noBeam, \autoBeamOff, \autoBeamOn`  
 N-Tolen `\omit TupletNumber`  
`\hide TupletNumber` oder  
`\unhide TupletNumber`  
  
`\omit ... ,`  
`\once \omit ...` oder  
`\undo \omit ...`

#### ■ SYSTEME

Ein Notensystem	<code>\new Staff { ... }</code>
Instrumentenbezeichnung	<code>\new Staff \with { instrumentName = #"Violine "} { ... }</code>
Rhythmus	<code>\new RhythmicStaff { ... }</code> <code>\new DrumStaff { \drummode { ... } }</code>
Akkordbezeichnungen	<code>\new ChordNames { \chordmode { ... } }</code> oder kurz: <code>\chords { ... }</code>
Lyrics	<code>\new Lyrics \lyricsto "Stimmenbezeichnung" { \lyricmode { ... } }</code> oder <code>\new Lyrics \lyricmode { ganze1 halbe2 viertel4 ... }</code>

#### ■ ZUSAMMENGEHÖRIGE SYSTEME

	<code>&lt;&lt;</code> <code>\new Staff { ... }</code> <code>\new Staff { ... }</code> <code>&gt;&gt;</code>
Klammern mit durchgehenden Taktstrichen	<code>\new StaffGroup { ... }</code> <code>&lt;&lt;</code> <code>\new Staff { ... }</code> <code>\new Staff { ... }</code> <code>&gt;&gt;</code>
Klammern mit unterbrochenen Taktstrichen	<code>\new ChoirStaff</code> <code>&lt;&lt;</code> <code>\new Staff { ... }</code> <code>\new Staff { ... }</code> <code>&gt;&gt;</code>
Geschwungene Klammern mit durchgehenden Taktstrichen	<code>\new GrandStaff</code> <code>&lt;&lt;</code> <code>\new Staff { ... }</code> <code>\new Staff { ... }</code> <code>&gt;&gt;</code>
Geschwungene Klammer mit Integration der Instrumentenbezeichnung	<code>\new PianoStaff \with { instrumentName = #"Klavier " }</code> <code>&lt;&lt;</code> <code>\new Staff { ... }</code> <code>\new Staff { ... }</code> <code>&gt;&gt;</code>

#### ■ EBENEN

Mehrere Stimmen in einer Notenzeile	<code>\new Staff</code> <code>&lt;&lt;</code> <code>\new Voice = "erste" { \voiceOne ... }</code> <code>\new Voice = "zweite" { \voiceTwo ... }</code> <code>\new Voice = "dritte" { \voiceThree ... }</code> <code>\new Voice = "vierte" { \voiceFour ... }</code> <code>&gt;&gt;</code>
-------------------------------------	---

#### ■ NOTENZEILEN MIT

	<code>\new Staff \with</code> <code>{</code>
Schriftgröße	<code>fontSize = #-3</code>
Notenzeile	<code>\remove "Staff_symbol_engraver"</code>
Notenschlüssel	<code>\remove "Clef_engraver"</code>
Notenhals	<code>\remove "Stem_engraver"</code>
Taktstriche	<code>\remove "Bar_engraver"</code>
Taktzahlen	<code>\remove "Bar_number_engraver"</code>
Taktangaben	<code>\remove "Time_signature_engraver"</code>
Rhythmusausgleich	<code>\remove "Note_heads_engraver"</code>

```

\consists "Completion_heads_engraver"
\remove "Rest_engraver"
\consists "Completion_rest_engraver"

Akkordnotation \consists "Pitch_squash_engraver"
Ambitus \consists "Ambitus_engraver"

unabhängige Taktart \consists "Timing_translator"
\consists "Default_bar_line_engraver"
% \layout { \context { \Score \remove ... } } }
}

```

## ■ GRAFISCHE FEINHEITEN

```

Legatobogen \slurUp ... , \slurDown ... , \slurNeutral ... )
\slurSolid ... , \slurDotted ... , \slurDashed ... )
\slurHalfDashed ... , \slurHalfSolid ... ,
\slurDashPattern #0.7 #0.75 ... )
\set doubleSlurs = ##t ... )
\override Slur.color= #red

Phrasierungsbogen c\ ( ... d\ )
\phrasingSlurUp ... , \phrasingSlurDown ... , \phrasingSlurNeutral ... ,
\phrasingSlurDashed ... , \phrasingSlurDotted ... , \phrasingSlurSolid ... ,
\phrasingSlurHalfDashed ... , \phrasingSlurHalfSolid ... ,
\phrasingSlurDashPattern #0.7 #0.75 ...
\override PhrasingSlur.color= #red

Haltebogen \tieUp , \tieDown , \tieNeutral , \tieDotted , \tieDashed ,
\tieDashPattern , \tieHalfDashed , \tieHalfSolid , \tieSolid
< c e g >1 \laissezVibrer
\set tieWaitForNote = ##t \grace { c16[ ~e ~g] ~ } <c, e g>2

Noten-Linien \override Staff.StaffSymbol.line-count = #2
\override Staff.StaffSymbol.thickness = #3
\override Staff.StaffSymbol.line-positions = #' ( -4 -2 0 2 4 ) (default)
\override Staff.StaffSymbol.staff-space = #1.5
\override Staff.StaffSymbol.color= #red
\revert ...

Taktstriche \override Staff.BarLine.stencil= ##f
\override Staff.TimeSignature.transparent= ##t
\override Staff.TimeSignature.layer= #-1
\override Staff.TimeSignature.color= #white
\revert ...

Taktart \override Staff.TimeSignature.stencil= ##f
\override Staff.TimeSignature.transparent= ##t
\override Staff.TimeSignature.layer= #-1
\override Staff.TimeSignature.color= #white
\revert ...

Notenschlüssel \override Staff.Clef.stencil= ##f
\override Staff.Clef.transparent= ##t
\override Staff.Clef.layer= #-1
\override Staff.Clef.color= #white
\revert ...

Glissando-Linien \override Glissando.style = #'zigzag c \glissando g'
\override Glissando.style = #'dashed-line c \glissando g'
\override Glissando.style = #'dotted-line c \glissando g'
\override Glissando.style = #'trill c \glissando g'
\override Glissando.breakable = ##t c \glissando g'
\revert ...

Arpeggio-Grafik \arpeggio , \arpeggioNormal , \arpeggioArrowUp , \arpeggioArrowDown ,
\arpeggioBracket , \arpeggioParenthesis , \arpeggioParenthesisDashed

```

Crescendo-Linien	<pre> \override Hairpin.style = #'dashed-line \&lt; ...\! \override Hairpin.style = #'dotted-line \&lt; ...\! \override Hairpin.style = #'line \&lt; ...\! \override Hairpin.style = #'trill \&lt; ...\! \override Hairpin.style = #'zigzag \&lt; ...\!  \override Hairpin.to-barline = ## f \override DynamicLineSpanner.staff-padding = #3 \revert ... </pre>
Abschnittsbezeichnungen	<pre> \mark \default \mark #8 \mark "A1" \markup { \box A1 } \set Score.markFormatter = #format-mark-alphabet \set Score.markFormatter = #format-mark-box-alphabet \set Score.markFormatter = #format-circle-alphabet \set Score.markFormatter = #format-mark-numbers \set Score.markFormatter = #format-mark-box-numbers \set Score.markFormatter = #format-circle-numbers \set Score.markFormatter = #format-circle-letters \mark \markup { \musicglyph #"scripts.segno"} \mark \markup { \musicglyph #"scripts.coda"} \mark \markup { \musicglyph #"scripts.ufermata"} </pre>
Notengröße	<pre> \teeny , \tiny , \small , \normalsize , \large , \huge \set fontSize = #3 , \set fontSize = #0 , \set fontSize = #-3 \override NoteHead.font-size = ##-3 </pre>
Notenkopf	<pre> \override NoteHead.transparent = ##t \override NoteHead.color = #red \override Staff.NoteHead.style = #'cross \override Staff.NoteHead.style = #'harmonic \override Staff.NoteHead.style = #'altdefault \override Staff.NoteHead.style = #'baroque \override Staff.NoteHead.style = #'petrucci \override Staff.NoteHead.style = #'semipetrucci \override Staff.NoteHead.style = #'blackpetrucci \override Staff.NoteHead.style = #'mensural \revert ... </pre>
Notenhals	<pre> \override Stem.transparent = ##t \override StemHead.color = #red \override Stem.direction = #UP oder \override Stem.direction = #DOWN \override Stem.neutral-direction = #UP oder \override Stem.neutral-direction = #DOWN \override Stem.length = #0 \override Stem.thickness = #1.0 \override Flag.style = #'mensural \revert ... </pre>
Punktierung	<pre> \override Dots.color = #red </pre>
Pausen	<pre> \override Staff.Rest.transparent = ##t \override Staff.Rest.color = #red </pre>
Balken	<pre> \override Beam.transparent = ##t \override Beam.color = #red \override Beam.auto-knee-gap = #6 \override Beam.breakable = ##t \set Staff.beatStructure = #' ( 2 3 2 ) \set Voice.beatStructure = #' ( 1 3 1 ) \set stemLeftBeamCount = # 2 \set stemRightBeamCount = #-2 \override Beam.grow-direction= #LEFT </pre>

```

\featherDurations #(ly:make-moment 2/1)
\override Beam.grow-direction= #RIGHT
\featherDurations #(ly:make-moment 2/3)
\override Beam.grow-direction= #'()

Taktzahlen
\set Score.currentBarNumber = #27
\set Score.barNumberVisibility = #(every-nth-bar-number-visible 2)
\set Score.barNumberVisibility = #all-bar-numbers-visible \bar ""
\set Score.alternativeNumberingStyle = #'numbers
\set Score.alternativeNumberingStyle = #'numbers-with-letters
\override Score.BarNumber.font-size = #2
\override Score.BarNumber.self-alignment-X = #CENTER
\override Score.BarNumber.self-alignment-X = #LEFT

Vorzeichen
\override Accidental.transparent = ##t
\override Accidental.color = #red
\set Staff.printKeyCancellation = ##f
\accidentalStyle default ...
\accidentalStyle voice ...
\accidentalStyle modern ...
\accidentalStyle modern-cautionary ...
\accidentalStyle modern-voice ...
\accidentalStyle modern-voice-cautionary ...
\accidentalStyle piano ...
\accidentalStyle piano-cautionary ...
\accidentalStyle neo-modern ...
\accidentalStyle neo-modern-cautionary ...
\accidentalStyle neo-modern-voice ...
\accidentalStyle neo-modern-voice-cautionary ...
\accidentalStyle dodecaphonic ...
\accidentalStyle teaching ...
\accidentalStyle no-reset ...
\accidentalStyle forget ...

```

#### ■ SYMBOLE BEHANDELN

```

transparent      \override Staff.TimeSignature.transparent = ##t ...
weiß umrandet   \override Staff.TimeSignature.layer = #-1
                \override Staff.TimeSignature.whiteout = ##t ...

einfärben       \override Staff.TimeSignature.color = #red ...
verstecken      \override Staff.TimeSignature.stencil= ##f ...
Stärke         \override Staff.Stem.thickness = #0.5
\revert ...

```

#### ■ SYMBOLE VERSTECKEN

```

Taktart         \override Staff.TimeSignature.stencil = ##f ...
Notenkopf       \override Staff.NoteHead.stencil = ##f ...
                \override Staff.NoteHead.stencil = #point-stencil ...

Notenhals       \override Staff.Stem.stencil = ##f ...
Taktstrich      \override Staff.BarLine.stencil = ##f ...
Notenschlüssel \override Staff.Clef.stencil = ##f ...
Taktzahl        \override Score.BarNumber.stencil = ##f ...
\revert ...

```

#### ■ BEREICHE

```

Score           \override Score.Stem.stencil = ##f ...
Staff           \override Staff.Stem.stencil = ##f ...
Voice           \override Voice.Stem.stencil = ##f ...

```

#### ■ DIE PARTITUR

##### ■ Oberste Ebene in LilyPond

```
\book {...}
```

```
\book {...}
```

Jeder `\book`-Befehl liefert einen eigenen pdf-File.

■ book

```
\book
{
  \bookpart {...}
  \bookpart {...}
}
```

Jeder `\bookpart`-Befehl beinhaltet einen oder mehrere `\scores` und schaltet auf eine neue Seite.

■ bookpart (oberste Ebene mit score)

```
\bookpart
{
  \version "2.18.2-1"

  #(set-default-paper-size "a4"landscape)
  % #(set-default-paper-size "a4"portrait)
  #(set-global-staff-size 14)

  \include = "dokumentenName.ly"

  VariableNamen = { ... }

  \paper {...}
  \header {...}
  \score {...}
  \markup {...}
  \score {...}
  \markup {...}
}
```

Jeder `\score`-Befehl beinhaltet eine Partitur.

■ score

```
\score
{
  <<
  \new ChordNames {\chordmode { ... }}
  \new Staff \with { instrumentName = #"Stimmbezeichnung" }
  <<
  \new Voice = "erste" { \voiceOne ... }
  \new Voice = "zweite" { \voiceTwo ... }
  \new Voice = "dritte" { \voiceThree ... }
  \new Voice = "vierte" { \voiceFour ... }
  >>
  \new Lyrics \lyricsto "erste" { \lyricmode { ... } }
  \new Lyrics \lyricsto "zweite" { \lyricmode { ... } }
  \new Lyrics \lyricsto "dritte" { \lyricmode { ... } }
  \new Lyrics \lyricsto "vierte" { \lyricmode { ... } }
  >>
  \layout {}
  \midi {}
}
```