

## Rule Conditions ¶

```
<if flag="abcd" />  
<if not-flag="abcd" />
```

Flags are four-letter codes.

```
<if condition="note-after-note" />  
<if not-condition="note-after-note" />
```

note-after-note  
note-before-note  
note-after-same  
under-slur  
same-string-up  
same-string-down  
slurred-attack  
slurred-release  
open-tie  
breath-mark  
slide-up  
slide-up-into  
slide-down  
slide-down-into

```
<if technique="mute" />  
<if not-technique="grwl" />
```

Techniques are four-letter codes: [Rule Techniques](#)  
<if technique-empty />

Means no technique is assigned.

```
<if articulation="staccato" />
```

dash  
staccato  
staccatissimo  
mezzo-staccato  
accent

legato-accent  
staccato-accent  
staccatissimo-accent  
strong-accent  
legato-strong-accent  
staccato-strong-accent  
staccatissimo-strong-accent  
soft-start

<if dynamic-ge="f" />  
<if dynamic-le="pp" />

Dynamic greater than or equal to  
Dynamic greater than or equal to

pppp  
ppp  
pp  
p  
mp  
mf  
f  
ff  
fff  
ffff

(Five p's and f's are read, but shouldn't be used.)

<if duration-gt="0.5" />  
<if duration-lt="0.25" />  
<if duration-ge="0.75" />  
<if duration-le="1.5" />

Duration is in seconds.

<if pitch="f4" />

C4 is middle C. Sharp is "#", flat is "b".

<if component="2" />

Takes integers, and used for parts of the drumset.

<if string="3" />

Takes integers, and used for the string number from the tab. On guitar, string 1 is the high E, string 6 is the low E.

<if note-symbol="x" />

x triangle slashed circle x diamond

<if ghost />

True if a ghost note (in parenthesis).

<if midi-channel="2" />

MIDI channel, 1-16.

<if instrument-id="2031" />

Takes integers.