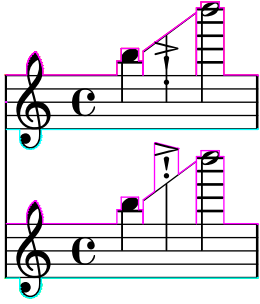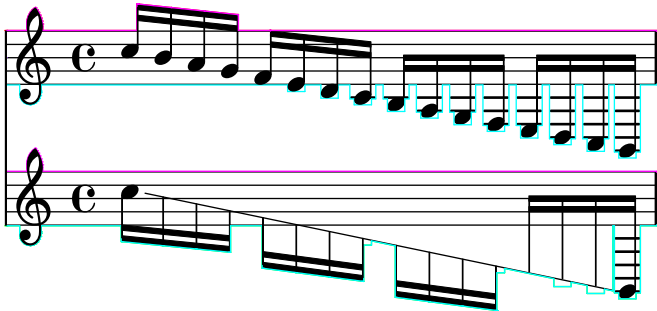# Issues

01 Script-grobs etc may be placed wrongly (with workaround)
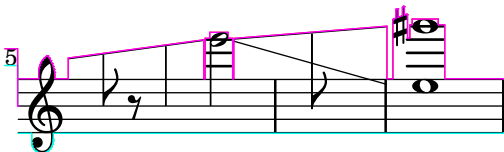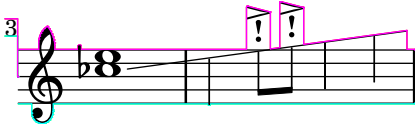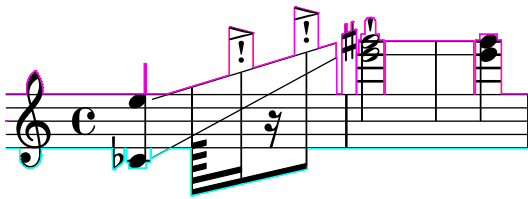

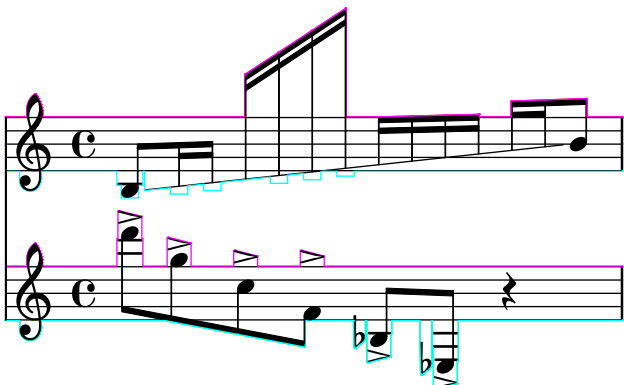02 Direction of Beams differ with stemmed glissando. Work around with \voiceXxx, \stemUp ...

Examples

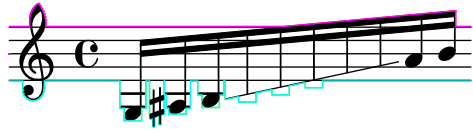Multiple Glissandi, chords, Beam over Rest, line breaks

Restricted to current Staff, user override for Beam.positions is respected

Start/end inside Beam

Steep Glissandi