



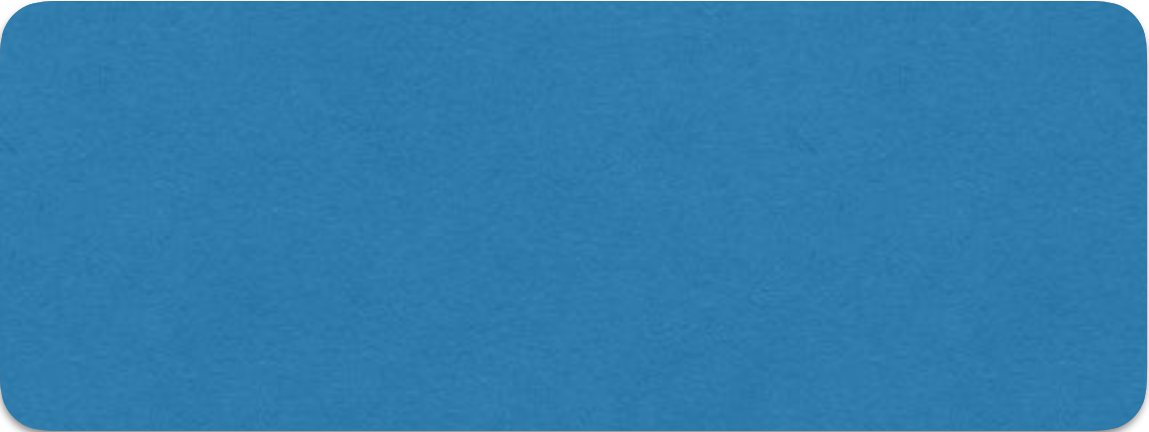


# The Guido Engine





















































guidoGHadd(const char\*, const char\*);

guidoGParr(const char\*, const char\*);

guidoGSeq(const char\*, const char\*);

guidoGETail(const char\*, const char\*);

guidoGTraipse(const char\*, const char\*);

guidoGEHead(const char\*, const char\*);

guidoGRParr(const char\*, const char\*);



guidoGTop(const char\*, const char\*);

guidoGTail(const char\*, const char\*);

guidoAppLyRythm(const char\*, const char\*);

guidoGSettDurdattion(const char\*, const char\*);

guidoGBotton(const char\*, const char\*);

guidoApplyPitCh(const char\*, const char\*);

2

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