

# Dorico: Vertical Justification settings

Example page has 2 systems, filling c. 60% of the frame.

*Justify distance between staves and systems when frame is at least [n]% full:*

100%

*Justify distance only between systems when frame is at least [n]% full:*

100%

Both settings only activate justification when the frame is completely full: in other words, it will never happen (or make no difference to an already full frame).

**Result:** Our 60%-full frame is not justified, and the values in the Ideal Gaps settings are used.



*Justify distance between staves and systems when frame is at least [n]% full:*

0%

*Justify distance only between systems when frame is at least [n]% full:*

0%

Both settings activate justification when the frame is empty: in other words, the frame will always be justified. However, the second option takes priority.

**Result:** The systems are justified by adding space between the systems. The staves are spaced using the Ideal Gaps settings.



*Justify distance between staves and systems when frame is at least [n]% full:*

50%

*Justify distance only between systems when frame is at least [n]% full:*

100%

The 60%-full frame falls above the threshold for justifying staves and systems (50%), and below the threshold for only justifying systems. So staves and systems are justified.

**Result:** The music is justified by proportionally increasing the staves and systems. Supposing that the final page has only 1 system and is 30% full: it would not be justified at all.



Changing the settings to 0%, 100% would mean that all staves and systems were always justified.