Beautiful in white fingerstyle tabs pdf download windows 10 64-bitwindows 10 64 bit

I'm not robot!

This handbook is for MuseScore version 2.0 and above. It is maintained by the MuseScore community. Find out how you can help. Tämä luku auttaa sinut asennamaan MuseScoren ja käynnistämään sen ensimmäistä kertaa. Luku näyttää myös, miten uusi partituuri luodaan. MuseScore toimii moninaisilla eri käyttöjärjestelmillä kuten Windowsilla, macOS:llä sekä monilla Linux-jakelupaketeilla ja useilla BSD-jäkeläisillä. Löydät Windows asennusohjelman MuseScoren verkkosivujen latausivulta. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa Tallenna ladataaksesi tiedoston. Kun lataus on valmis tiedoston kaksoisklikkaaminen aloittaa asennuksen. Windows saattaa avata turvallisuusvaroituksen ja pyytää teiltä vahvistamaan ohjelman käynnistämiseen. Valitse Suorita jatkaaksesi. Näet silloin lyhyesti jota seuraa Jos et näe asennusohjelman ikkunaa vaan jotain muuta, on mahdollista, että mui. laajennus ei ole liitetty oikeisiin tiedostoon. Voit joko korjata liittämisen tai sen sijaan ladata ja ottaa käyttöön MuseScore kannettavan version. Jatkaessa näet Jos klikkaat Cancel, Cancel, tässä tai myöhemmin, näet: Sen sijaan jos klikkaat Next jatkaaksesi, asennusavustaja näyttää ilmaisen ohjelmistolisenssin ehdot. Lue ohjelmistolisenssin ehdot, ja jos hyväksyt niiden ehdot, valitse ensimmäisen valintaruudun "I accept the terms in the License Agreement", ja klikkaa Next jatkaaksesi.

Seuraavaksi asennusta pyytää sinua vahvistamaan MuseScoren asennussijainnin. Jos olet asentamassa uudemman version MuseScoresta, muttta haluat silti pitää vanhan version tietokoneessasi, sinun pitää silloin vaihtaa kansiota (huomioi, että MuseScore 2.0 voi yhtä aikaa olemassa MuseScore 1:n kanssa ilman mitään muutoksia). Muulloin, klikkaa Next jatkaaksesi. Klikkaa Install jatkaaksesi. Anna asennusavustajalle aikaa asentaakseen tarvittavat tiedostot ja kokoonpanot. Näet ja lopulta KlikkaaFinish poistuaksesi asentajasta. Voit nyt lopulta lataamasi asennustiedoston. Käynnistä MuseScore Käynnistäaksesi MuseScoren päävalikosta, valitse Start→Kaikki ohjelmat→MuseScore 2→MuseScore 2. Asennuksen poisto Voit poistaa MuseScoren Asennuksen poistamalla Käynnistä→Kaikki ohjelmat→MuseScore 2→Poista MuseScore 2. Vaihtoehtoisesti voit suorittaa MuseScoren asennuksen. Klikkaa hiiren kakkospainikkeella latausistedostoa ja klikkaa avaa sisällon avainnaisuudet, Jos näet version Tässä file came from another computer and might be blocked to help protect this computer", klikkaa "Unblock", "OK" ja tuplaklikkaa latausistedostan.

Käynnistä lataus klikkaamalla macOS-linkkiä. Kun lataus on suoritettu, tuplaklikkaa DMG-tiedosta asentaaksesi näköisistedoston. Drag and drop the MuseScore icon to the Applications folder icon. Jos et ole käyttäjä ylläpitäjänä, macOS saattaa kysyä salasanaa: klikkaa Authenticate ja syötä salasanasi jatkaaksesi. When the application has finished copying, eject the disk image. You can now launch MuseScore from the Applications folder, Spotlight, or Launchpad. Poista asennus Poista MuseScore Sovellukset-kansiosta, ei muuta. Asenna Apple Remote Desktopilla You can deploy MuseScore to multiple computers with the "Copy" feature of ARD. Since MuseScore is a self-contained application you can simply copy the application to the "/Application" folder on the target machines. It is also possible to install multiple versions of the application as long as their names differ. As of MuseScore 2.0.3 you can, for the first time, get hold of a copy for Linux straight from the download page, just like Windows and Mac users. This is possible thanks to the AppImage packaging format, which runs on pretty much all Linux distributions. If you prefer, there is still the option to get it the traditional way via your distribution's package manager (but you may have to build from source. AppImage The AppImage format is a new way of packaging Linux applications. AppImages are portable - they don't have to be installed - and they run on pretty much any Linux distribution. Dependencies are included on the AppImage file. Step 1 - Download Before you download and the AppImage, you need to know your processor's architecture. This terminal commands will show it: or The output will be something like "i686", "x86_64" or "armv7": i686 (or similar) - 32-bit Intel/AMD processor (found on older machines). x86_64 (or similar) - 64-bit Intel/AMD processor (modern laptop and desktop computers, most Chromebooks). armv7 (or later) - ARM processor (phones & tablets, Raspberry Pi 2/3 running Ubuntu Mate, some Chromebooks, usually 32-bit at present). Now you can get to the download page and find the AppImage that best matches your architecture. Once downloaded, the file will be named "MuseScore-X.Y-Z-$(arch).AppImage". Step 2 - Give execute permission Before you can use the AppImage you need to give permission for it to be run as a program. From the Terminal: This command gives the user (u) permission to execute (x) the AppImage. It works on all Linux systems. cd ~/Downloads chmod u+x MuseScore*.AppImage Note: Use the "cd" command to change directory (cd) to wherever the AppImage is saved (e.g. cd ~/Downloads/ MuseScore*.AppImage [option...] Or give execute permission from inside a File Manager. In GNOME Files (Nautilus), simply: Right-click on the AppImage and select "Properties". Open the "Permissions" tab. Enable the option labelled "Allow executing file as a program". The process may be slightly different in other file managers. Step 3 - Run it! Now you should be able to run the program simply by double-clicking on it! When you downloaded the AppImage it was probably saved in your Downloads folder, but you can move somewhere else it at any time (e.g. you could put it on your desktop for easy access). If you ever want to remove it then simply delete it. Installing the AppImage (optional) You can run the AppImage Manager's right-click "Open with..." menu To install it, run the AppImage from the Terminal with the "install" option (see immediately below). This copies a desktop file and various icons to your computer. If you want to remove them you will need to run the "remove" option before you delete the AppImage. This does not affect any scores created with any version of MuseScore. Using command line options Running the AppImage from the Terminal allows you to use various command line options. The AppImage has some special options in addition to MuseScore's normal command line options. You need to change directory (cd) to wherever the AppImage is stored your system, for example: cd ~/Desktop ./MuseScore*.AppImage [option...] Or give the path to the AppImage: ~/Desktop/MuseScore*.AppImage [option...] Use the "--help" and "man" options to get more information about the available command line options: ./MuseScore*.AppImage --help # displays a complete list of command line options ./MuseScore*.AppImage man # displays the manual page (explains what the options do) Distribution Packages Fedora Import the GPG key: su rpm --import Go to the download page of the MuseScore website. Click on the link for the stable Fedora download and choose the correct rpm package for your architecture. Depending on your architecture, use one of the two sets of commands to install MuseScore su yum localinstall musescore-X.Y-1.fc10.i386.rpm su yum localinstall musescore-X.Y-1.fc10.x86.rpm If you have difficulty with sound, see Fedora 11 and sound. See also the hints for the various distributions on the download page. Luodaksesi uuden partituurin, avaa Luo uusi partituuri (kts. Luo uusi partituuri) ... See also the hints for the various distributions on the download page. Luodaksesi uuden partituurin, avaa Luo uusi partituuri (kts. Luo uusi partituuri). Jos et löydä sitä, alla on myös lukuja myös luomiseen. Luo uusi partituuri (kts. Luo uusi partituuri)

Custom key signatures To create a custom key signature: Press Shift+K to display the Key signatures section of the Master palette. In the Create Key signature panel, drag accidentals from the palette onto the "staff" above to create the desired key signature. Use the Clear button, if required, to remove all accidentals from the "staff." Press Add to move the new key signature into the library (center panel). Note: Playback of custom key signatures is not currently supported. To move a key signature from the Master palette to a custom palette: Drag and drop the key signature onto a palette. To apply a key signature to the score directly from the Master palette, use one of the following methods: Select a measure and double-click a key signature in the Master palette. Drag a key signature from the Master palette onto a measure. Tabtioosituikset löytyy samanniimisestä paletista sekä perus- että edistyneessä työtilaasa. Add a time signature to a score To add a time signature, use any of the following methods: Drag and drop a time signature from a palette onto a space in a measure. Select a measure and then double-click a time signature in a palette. Select any note or rest and double-click a time signature. The time signature will appear at the beginning of the measure the note is in. To replace a time signature, use any of the following methods: Drag and drop a time signature onto an existing time signature. Select a time signature in the score, then double-click a time signature in a palette. To delete a time signature: Select the time signature you want to delete in the score, select it and press Del. Create a time signature The time signature you want to delete is available in any of the existing palettes, it can be created without. Press Shift+T to display the Time signatures section of the Master Palette. Select a time signature to edit in the center panel. In the Create Time Signature panel, edit the various parameters (numerator, denominator, text, beaming) to get the time signature and properties you want. To restore the default beaming pattern, press Reset. Press Add to add the newly-created time signature to the center panel. To delete a time signature from the center panel, right-click on it and select Clear. Drag and drop the time signature from the Master Palette to the desired score location. To move a time signature from the Master Palette to a custom palette: Drag and drop the time signature onto a palette in a custom workspace. Time signature properties To display the Time Signature Properties dialog: Right-click on a time signature and select Time Signature Properties... Global value: Shows the global time signature and is set automatically when you add a time signature to the score. It is the reference for beats (as shown in the status bar) and tempo markings. Actual value: Shows the time signature associated with a particular staff. This is normally the same as the global time signature, but can be set independently if required. See Local time signatures. Note Groups: Allows you to change the default beaming of notes associated with a time signature. See Change default beaming. Appearance: Allows you to edit the displayed text without affecting the underlying time signature. For example, see Additive meters. Change default beaming To adjust note-beaming for a particular time signature: Right-click on the time signature and select, Time Signature Properties...; To break a note-beam in the Note Groups panel, click on the note following it. To reset the beam, click in the same place. Alternatively, you can change beaming by dragging a beam icon onto a note, as follows: Start beam at this note. Do not end beam at this note. 1/8th note beam to left of this note. 1/16 note beam to left of this note. The Reset button cancels any changes made in that session. Note: As of version 3.x, checking the box "Also change shorter notes," means that any beam changes at one level are applied automatically to shorter durations as well. In versions before 2.1 you must adjust beams for the different note durations independently. Additive (composite) meters Additive (or composite) time signatures are sometimes used to clarify the division of beats within a measure. To create an additive time signature: Right-click on a time signature in the score and select Time Signature Properties...; In the Appearance section, adjust the "Text" property as required. Adjust note beaming in the Note Groups section if required. Note: The Time Signatures section of the Master palette also contains additive time signatures (see above). Local time signatures In certain cases a score may show staves with different time signatures running at the same time. For example, in Bach's 26, tabtioosituikset löytyy samanniimisestä palettista. Local time signatures In certain cases a score may show staves with different time signatures running at the same time. For example, in Bach's 26, tubblikkaaa symbola palettissa tahtiviiva. Valitse tahti, tähän tupblikkaaa symbola palettissa tahtiviiva. Raahaa symboli tahtiviivat-palettista tahtiin. Valitse tahti, tähän tupblikkaaa symbola palettissa tahtiviiva. To insert a new barline between existing ones, either: Drag a symbol from the Barlines palette onto a note or rest. Select a note or rest, then double-click a symbol in the Barlines palette. To create custom barlines it is possible to customize barlines by selecting one or more barlines, and adjusting the properties in the "Barlines" section of the Inspector: Style: Chose from a range of preset barlines. Spanned staves: The maximum equals the number of staves in the system. Span from: Sets the position of the top of the barline. "0" is the top staff line. Positive numbers start lower down the staff, negative numbers above. Span to: Sets the position of the bottom of the barline (see "Span from"). Span preset: Set a span preset option. See also, Mensurstrich. Connect barlines Barlines may extend over multiple staves, as in the case of an orchestral score to join instruments in the same section. To join barlines: Double-click on a barline to enter Edit mode. Click on the lower blue handle and drag it down to the staff you wish to connect to. The new barline snaps into position so there is no need to position it exactly. Press Esc to exit edit mode. This will update all other relevant barlines as well. See also Measure operations Add fermata to barline Arpeggio and Glissando symbols can be found in the "Arpeggios & Glissandi" palette in the Advanced workspace. This palette also includes strum arrows, an arpeggio bracket, what instrument articulations, and slide in/slide out symbols. To add a symbol to the score, use one of the following methods: Select one or more notes, then double-click a symbol in the "Arpeggios & Glissandi" palette. Drag a symbol from the "Arpeggios & Glissandi" palette onto a note. Any symbol can be customized by adjusting its properties in the Inspector. Edit handles are also provided in most cases to allow adjustment of length/curvature in Edit mode. If needed for future use, you can save the result in a custom palette. Arpeggios When an arpeggio or strum arrow is added to the score, it initially spans only one voice. However, you can easily adjust its height by double-clicking the symbol and dragging the handles up or down (for finer adjustment use the keyboard arrows). Playback of the symbol can be turned on or off in the Inspector. Glissandi (slides) A Glissando (or portamento), or wideping, a slide, spans two consecutive notes, normally in the same voice. Chord glissandi are also possible. Adjust start and end points Double-click the symbol to enter edit mode. Click on the start or end handle: Use Shift++ moves the handle horizontally, from note to note. This method also allows you to move handles between notes in different voices or even from one staff to another—for cross-staff glissandi, for example. You can also use the keyboard arrow buttons or Ctrl + arrow to make final adjustments to the positions of the handles. Custom glissandi To customize the glissando to your requirements, select it and adjust the Inspector properties as follows: Type: Choose between a straight or wavy line; Text: Edit, or delete the text. Note: If there isn't enough room between notes, the text is not displayed; Style: Chose how the glissando plays back. There are four options: Chromatic, White keys, Black keys, Diatonic; Play: Check/uncheck the box to turn playback on or off. Wind instrument articulations Fall, Doit, Plop and Scoop symbols are provided. To change the length and curvature, select the symbol, enter edit mode and adjust the handles as described in Edit mode: Lines. Slide in/out Slide in and Slide out lines can also be found in the "Arpeggios & Glissandi" palette. To edit the length and shape of these, double-click on it and drag the handle (or use keyboard arrows for finer adjustment). Arpeggio & Glissando at Wikipedia Arpeggio A comprehensive set of symbols can be found in the Articulations and Ornaments palette in the Advanced workspace: There is also an abbreviated version in the Basic workspace. Articulations Articulations are the symbols added to the score to show how a note or chord is to be played. The principal symbols in this group are: Fermatas Staccato Mezzo-staccato / Portato Staccatissimo Tenuto Sforzato Marcato Specialist articulations are also included for bowed and plucked strings, wind instruments etc. Ornaments Ornaments are: Mordents, Inverted Mordents, Pralltrillers Trills Turns Bends Note: Appoggiaturas and acciaccaturas can be found in the Grace Notes palette. Add articulation/ornament Use either of the following methods: Select a note or a range of notes, then double-click a symbol in a palette. Drag a symbol from a palette onto a notehead. Add accidental to an ornament To apply an accidental to an ornament (such as a trill: Select the note to which the ornament is attached; Open the Symbols section of the Päapaletti; Search for and apply the desired accidental to the score (small accidentals can be found using the search term "figured bass"); Drag the accidental into position or reposition using keyboard shortcuts or the Inspector). Add fermata to a barline A fermata can be applied directly to a barline by selecting the barline and double-clicking the fermata from a palette. Keyboard shortcuts Toggle Staccato (accent): Shift+V Toggle Marcato: Shift+O Add Acciaccatura (grace note): / Keyboard shortcuts can be customized in MuseScore's Preferences. Adjust position Immediately after adding an articulation or ornament from a palette, the symbol is automatically selected: It can then be moved up or down from the keyboard as follows: Press up/down arrow keys for fine positioning (0.1 sp at a time); Press Ctrl+↑ or Ctrl+↓ (Mac: Cmd+↑ or Cmd+↓) for larger vertical adjustments (1 sp at a time). To flip a symbol to the other side (where applicable), select it and press X. To enable adjustments in all directions from the keyboard: Double click on the symbol to enter Edit mode, or click on it and press Ctrl+E (Mac: Cmd+E), or right-click on the symbol and select "Edit element"; Press arrow keys for fine positioning (0.1 sp a time); or press Ctrl+Arrow (Mac: Cmd+Arrow) for larger adjustments (1 sp at a time). You can also change the horizontal and vertical offset values in the Inspector. To position more than one symbol at a time, select the desired symbols and adjust the offset values in the Inspector. Note: The symbol can also be repositioned by clicking and dragging, but for more precise control, use the methods above. Articulation properties Most properties of articulations/ornaments can be edited from the Inspector. Other properties (i.e. direction and anchor position) can be accessed by right-clicking on the symbol and select Articulation Properties... You can also make global adjustments to all existing and subsequently-applied articulations by selecting Style... → General... → Articulations, Ornaments. See also A variety of simple and complex (multi-stage) bends can be created with the Bend Tool, located in the Articulations and Ornaments palette of the Advanced workspace. Apply a bend To apply one or more bends to the score, use one of the following options: Select one or more notes and double-click a symbol in the palette. Drag a symbol from the palette on to a note. Edit a bend To edit a bend, use one of the following: Right click on a bend symbol in the score and select "Edit element" Double-click on a bend symbol in the score and select "Properties" in the "Bend" section of the Inspector. Preset options are available, if needed, on the left hand side of the Bend properties window. The current bend is represented by a graph consisting of a series of straight grey lines connected by square, blue nodes (see image above). The slope of the line (or between nodes): Up-slope = Up-bend Down-slope = Down-bend Horizontal line = Hold The vertical axis of the graph represents the amount by which the pitch is bent up or down: one unit equals a quarter-tone: 2 units a semitone, 4 units a whole-tone, and so on. The horizontal axis of the graph indicates the length of the bend: each gray line segment extends for 1 space (sp) in the score. A bend is modified by adding or deleting nodes in the graph: To add a node, click on an empty intersection. To delete a node, click on it. Adding a node lengthens the bend by 1 sp; deleting a node shortens the bend by 1 sp. The Start and End points of the bend can be moved up and down only. Adjust height The height of the bend symbol is automatically adjusted so that it appears just above the staff. This height can be reduced, if necessary, with a workaround: Create another note on the top line (or space) of the staff, vertically above the note at which you want the bend to start. Apply the bend symbol to this note first: this will give a bend symbol with the lowest height. To increase the height move this note downward. Drag the bend symbol downwards to the correct position. Mark the top note invisible and silent (using the Inspector). Adjust position To adjust position use one of the following: Drag the bend symbol with a mouse. Click on the symbol and adjust the horizontal and vertical offsets in the Inspector. Double click on the symbol; or click on it and press Ctrl+E (Mac: Cmd+E); or right-click on the symbol and select "Edit element." Then use the arrow keys for fine positioning (0.1 sp a time); or Ctrl+Arrow (Mac: Cmd+Arrow) for larger adjustments (1 sp at a time). Custom bends After a bend has been created in the score it can be saved for future use by dragging and dropping the symbol to a palette while holding down Ctrl+Shift (Mac: Cmd+Shift). Grace Notes A grace note is a type of musical ornament, usually printed smaller than regular notes. The Short grace note, or Acciaccatura, appears as a small note with a stroke through the stem. The Long grace note, or Appoggiatura, has no stroke. Create grace notes Grace notes can be found in the "Grace notes" palette in the Basic or Advanced workspace: Select a regular note and double click a grace note in a palette; Drag a grace note from a palette on to a regular note; Select a note and press / to create an acciaccatura only. This will add a grace note of the same pitch as the regular note. To add a sequence of grace notes to a regular note, simply repeat the above actions as many times as required. See also, Change pitch (below). Note: When a grace note is added to be score it is not automatically created with it, so the latter needs to be added separately. See Slurs. Add a chord of grace notes Grace note chords are built up just like regular chords: Enter the first note of the chord as above then select subsequent notes as you would for any other regular chord. Shift+A...G). You can also create a grace note chord by using the add interval shortcut in step 2: Alt+1...9 for intervals from a unison to a ninth above. Change pitch The pitch of a grace note can be adjusted just like a regular one: Select one or more grace notes Adjust pitch using the keyboard arrow commands, namely: ↑ or ↓ to increase or decrease the pitch by a semitone; Alt+Shift+↑ or Alt+Shift+↓ to increase or decrease the pitch one step at a time, according to the key signature. Change duration If you want to change the duration of a previously created grace note, select it and choose a duration from the toolbar or enter with one of the keys 1...9 (see Note input). Manual adjustment The position of a grace note after a note (such as a trill termination) may have to be adjusted by selecting the note, going into edit mode and using the left/right keyboard arrows; or change the chord offset values in the Inspector. Grace notes at Wikipedia Appoggiatura at Wikipedia Acciaccatura at Wikipedia Yleisimmät etumerkkityypit löytyy partituurin yläpuolelta Etumerkkien syväkorkeintia perustyötilaasa perustyötilaasa. Laajempi valikoima löytyy Etumerkit-paletista edistyneessä työtilaasa. Lisää symboli partituurin, käytä yhtä seuraavista: Valitse nuotti ja kaksoisnapauta symbolia. ↑: Alentaa nuotin sävelkorkeutta puolisävelaskeleella (suosii alennusmerkkiä). Lisäksi joko (i) kaksoisklikkaamalla tai -korotuksen, (ii) muistutusetumerkin tai (iii) yleisestä poikkeavan etumerkin, käytä yhtä seuraavista vaihtoehdoista: Valitse nuotti ja tuplaklikkaa etumerkkiä. Etumerkit-paletista (perus- tai edistyneessä työtilaasa). Raahaa etumerkki Etumerkit-paletista nuottiin. Jos haluat lisätä useita muistutusetumerkkejä, käytä yhtä seuraavista: Valitse etumerkki partituurista ja tuplaklikkaa suikuymbolia Etumerkit-paletista. Raahaa ja pudota suikuymbolli paletista etumerkkiin. Valitse etumerkki ja käytä "Hakasulkeen laatikkoa" Tarkastajassa (akaan versiota 2.1). Jos muutat myöhemmin nuotin sävelkorkeutta nuolinäppäimillä, etumerkin manuaalset asetukset poistetaan. Tarvittaessa etumerkkejä voi poistaa klikkamalla niihin ja painamalla näppäintä Del. Muuta enharmonista kirjoitusasua Muuttaaksesi nuotin tai nuottien enharmonista kirjoitusasua kirjoitetun ja soivan sävelkorkeuden näkymässä versiota 2.1). Jos muutat myöhemmin nuotin ja joukko nuotteja; Paina J: Jatka näppäimen J painamista selataksesi läpi enharmoniset vaihtoehdot. To change the enharmonic spelling in the written and concert pitch view, or group of notes; Press Ctrl+J (Mac: Cmd+J); Continue pressing the same combination of keys to cycle through the enharmonic equivalents. Note: If the pitches of selected notes are not all the same, the effect may be unpredictable. Muuta sävelkorkeuksien kirjoitusasua Valitse valikosta Nuotti→Muuta sävelkorkeuksien kirjoitusasua. Katso myös Etumerkit Wikipediassa Enharmoniset sävelet Wikipediassa Hengitysmerkit ja tauot ovat saatavilla Hengitykset & tauot paletissa edistyneessä työtilaasa. Lisää symboli Lisätäksesi hengityksen tai tauon partituurin, käytä yhtä seuraavista vaihtoehdoista: Valitse nuotti tai tauko ja tuplaklikkaa hengitys- tai taukosymbolia Raahaa hengitys- tai taukosymboli paletista partituurin nuotin tai tauon päälle. Symboli on sijoitettu nuotin perään. Saatat myöhemmin haluta säätää sen asentoa menemällä muokkaustilaan (Ctrl+E, Mac: Cmd+E) ja käyttämällä nuolinäppäimiä, raahamalla, tai by muuttamalla poikkeama-arvoja Tarkastajasssa. Säädä tauon pituutta Versiosta 2.1 eteenpäin, voit säätää lisätyn symbolin tauon pituutta (sekunteina) hyödyntämällä "Kesuura" tunkkaa Tarkastajasssa. Hairpins are line objects. To create a diminuendo hairpin (decrescendo): Alternatively, use one of the following options: Select a range or measures, and double-click a hairpin in a palette. Drag and drop a hairpin in a palette onto a staff line. Adjust length Double-click on the hairpin to enter edit mode. Then click on the end handle that you want to move: Use one of the following shortcuts: Shift++ to move the end handle, and is anchor, right by one note or rest. Use one of the following shortcuts: Shift+← to move the end handle, and its anchor, left by one note or rest. Shift+← to move the left handle one sp. Ctrl+→ (Mac: Cmd+→) to move the handle right by 0.1 sp. ← to move the handle left 0.1 sp. Ctrl+← (Mac: Cmd+←) to move the handle left one sp. Ctrl+→ (Mac: Cmd+→) to move the handle right by 0.1 sp. Note: The commands listed in step 3 are only used to tweak the final appearance of the hairpin (e.g. see image below): they do not change its playback effect nor do they allow it to cross line breaks. If you want the latter, use the Shift+→ or Shift+← commands instead (step 2). Note: The "Reset" command (Ctrl+R (Mac: Cmd+R)) will undo these small adjustments, but will not undo anchor changes. Cresc. and dim. lines In addition to hairpins, there are cresc._____ and dim._____ lines with the same function in the Lines palette. To change the text (e.g. to cresc. poco a poco, or decresc. instead of dim), right-click on the line and choose Line Properties... To turn a hairpin into its equivalent text line: Select "Line style" to "Wide dashed." In the Inspector, select "Line style" to "Text line" checkbox. Hairpin playback Playback of crescendos and diminuendos is only effective from one note to the next: it currently is not possible to change the dynamic over the course of a single note (and tied notes count as single notes here). By default, hairpins will affect playback only if dynamics are used before and after the hairpin. For instance, a crescendo spanning notes between p and f dynamics will cause a dynamic change on playback. However, between any two successive dynamics the first appropriate hairpin will have effect: a diminuendo between p and f will be ignored; of two or more crescendos between p and f, all but the first will be ignored. A hairpin may be used without dynamic marks, by adjusting "Velocity change" in the Inspector (values in the range 0 to 127). A whole rest, centred within a measure (shown below), is used to indicate either an entire measure or a voice within a measure) is silent, regardless of time signature. To create one or more full measure rests Use the following method if all selected measures are "standard"—i.e. with no custom durations: Select a measure, or range of measures. Press Ctrl+Shift+Del; To create a full measure rest in a particular voice in the measure/voice, enter a rest that extends for the full measure. Make sure the rest is selected, then press Ctrl+Shift+Del). Multimeasure rest A Multimeasure rest indicates a period of silence for an instrument: the number of measures is shown by the number above the staff. Multimeasure rests are automatically interrupted at important points, such as double barlines, rehearsal marks, key- or time-signature changes, section breaks etc. To display multimeasure rests You may want to have a multi-measure rest divided into two multi-measure rests: Ensure that the option to display multimeasure rests is on (see above). Right-click on the measure where you want the second multi-measure rest to start; From the menu, choose Measure Properties and tick "Break multi-measure rest." Break multimeasure rest You may want to have a multi-measure rest divided into two multi-measure rests: Ensure that the option to display multimeasure rests is on (see above). Right-click on the measure where you want the second multi-measure rest to start; From the menu, choose Measure Properties and tick "Break multi-measure rest." Note: It is recommended that you enter all notes in the score first before enabling multi-measure rests. Break multimeasure rest You may want to have a multi-measure rest divided into two multi-measure rests: Ensure that the option to display multimeasure rests is on (see above). Right-click on the measure where you want the second multi-measure rest to start; From the menu, choose Measure Properties and tick "Break multi-measure rest." An octave line from a palette. Click on a note, then double-click an octave line from the palette (extends line from selected note to end of bar). Drag an octave line from a palette (extends line from selected note to end of bar). See also, Lines: Adjust vertical position. Change length See Lines: Change length. Custom lines Custom Octaves can be customized just like any other line. See Lines: Custom lines and line properties. Paikki muodostuu automaattisesti tahtioositukseen perusteella. Muuttaaksesi oletuspalkitusta, klikkaa hiiren oikealla painikkeella tahtioositusta ja valitse "Tahtiajin ominaisuudet". Katso Change default beaming yksityiskohta varten. Jos kuitenkin haluat säätää nuotin palkitusta manuaalisesti ja tapauskohtaisesti, käytä palkkisymbolien Nuotin ominaisuudet-paletista. Joka MuseScore valitsee nuotinsyötössä, riippuu siitä syötätkö nuotteja "normaalissa" (i.e. joka MuseScore valitsee, kun yritämme syöttää kokonaisuuden kuudeskuudeksestoista (e.g. 16th in 6/8 time, an eighth note duplet will divide a dotted quarter note instead of three: Create a tuplet The exact method of tuplet entry depends on whether you are starting off in note input mode or "normal mode" (i.e. not in note input mode). We'll start off with a simple example: the creation of an eighth note triplet. Create a triplet in normal mode Select a note or rest—as in the example below: From the main menu, choose Notes→Tuplets→Triplet, or press Ctrl+3 (Mac: ⌘+3). This will give the following result: The program automatically changes to note-input mode and positions the cursor in the score at the beginning of the newly-created tuplet so you can start entering notes. Note enter the desired series of notes/rests.

fretboard diagram when both are applied to the same location on a staff. This value overrides the above "Default vertical position" setting. The user can chose to place a chord symbol below a fretboard diagram by entering a negative value. Minimum chord spacing: The minimum space to allow between chord symbols. Maximum barline distance: Increases the distance between the final chord symbol in a measure and the following barline. You may want to adjust this value if there is a recurring problem in the score with overlap between the final chord symbol in one measure and the following chord symbol. Capo: Enter the number of the capo position at which you want to display substitute chords, in brackets, for all chord symbols in the score. Fretboard diagrams: Default vertical position: the distance in sp. units from a newly applied fretboard diagram to a staff. A negative value may be used. Scale: Increase or decrease the size of the fretboard diagram. Fret offset number text: Font size. Fret offset number displayed next to a diagram. Position Left/Right: Display fret number to the left or right of the fretboard diagram. Barre line thickness: Make barre lines in fretboard diagrams thicker or thinner. General: Figured Bass Open from the menu: Style→General.→Figured Bass. Options about figured bass font, style and alignment. See also Figured bass General Articulations, Ornaments Open from the menu: Style→General.→Articulations, Ornaments. Position of articulations with respect to the notes and staves General: Accidentals Open from the menu: Style→General.→Accidentals. Options about naturals at key signature changes General: Tuplets Open from the menu: Style→General.→Tuplets. Apply and Apply to All Options By pressing the Apply button you can see how the changes you have made in the dialogs affect the score without closing the window. Press OK to save your changes to the score and close the window. Apply to all parts or use plain when you have made new settings to all parts in just one task. Save/Load style It is possible to transfer a complete set of styles (all General Style settings, all text styles, and page settings) from one score to the other using the Save/Load Style functions. To save a customized style: Go to Style→Save Style... Name and save the style file (the default folder is set in your Asetukset). Styles are stored as *.mss files. Note: You can also define a preferred style for scores and parts in the Score section of MuseScore's Preferences. To load a customized style: Go to Style→Load Style... Navigate to and select the style file (.mss) and click Open (or double click on the file). All existing styles in the score should update automatically. See also To edit spacing between notes Upgrading from MuseScore 1.x, load relayout Style→General→Measure allows you to adjust the distance between various items within measures. Introduction If you change a measure style property (see image above). MuseScore automatically adjusts the score to maintain the correct spacing between notes and rests, such as fingerings, dynamics, lines etc. All settings related to measure width and note spacing are minimum values. Measures are automatically stretched, if necessary, to maintain existing page margins. All the properties listed below use the staff space (abbreviated to "sp") as the basic unit of measurement. See Page settings: Scaling for more details. Options Minimum measure width Sets the minimum horizontal length of measures. In measures containing very little content (e.g., a single whole note or whole measure rest), the measure will only shrink as far as this minimum. Spacing (1=tight) Condenses or expands the space active notes or rests. This setting thus affects not only space between notes but also between the last note and the ending barline. For the space between the beginning of the measure and the first note or rest, see Barline to note distance (below). Note: Changes to an individual measure's "Stretch under Layout→Increase Stretch, Decrease Stretch) are calculated after, and proportional to, the global Spacing setting. Barline to note distance Sets the distance between a barline and an accidental after the first note in a measure. For the initial measures of systems, which start with clefs instead of barlines, use Clef/key right margin (below). Barline to grace note distance Sets the distance between a barline and a grace note that occurs before the first actual note in a measure (independently of the "Barline to note distance" setting). Barline to accidental distance Sets the distance between a barline and an accidental before the first note in a measure (independently of the "Barline to note distance" setting). Note to barline distance (To be added). Minimum note distance Specifies the smallest amount of space MuseScore will allow after each note (depending on other factors, more space may be allowed). Clef left margin Sets the distance between the very beginning of each line and the clef. (This option is rarely needed.) Key signature left margin Sets the distance between the key signature and the clef preceding it. Time signature left margin Sets the distance between the time signature and the key signature or clef preceding it. Clef/key right margin Sets the distance between the material at the beginning of each line (such as the clef and key signature) and the first note or rest of the first measure in the line. (Note that, although not named in the option, if a time signature is present, it is the element from which the spacing begins.) Clef to barline distance Sets the distance between a barline and a clef change preceding it. Multi-measure rest margin Sets the distance between a multi-measure rest and the barlines on either side. Staff line thickness Sets the thickness of the lines of the staff, which allows for finer and darker; if you need greater visibility on your printouts. Page settings allows you to adjust the overall dimensions of your score such as page size, page margins, and scaling. It is one of the main layout tools in MuseScore—along with the options available from Style→General. To open the Page settings dialog: from the menu, select Layout → Page Settings... Page size Here you can select the paper format, either by standard name (e.g., Letter or A4), or by specifying the height and width in either mm or inches (use the radio buttons to choose which unit of measurement to use). The initial default page size depends on your localization—in the United States, Letter size paper is standard. You can also choose to format your music in Landscape or Portrait orientation using the radio buttons. Prior to version 2.1 unchecking Landscape enabled Portrait format. You can optionally set your page size to layout (i.e., book format, with mirror left and right margins for even and odd pages—see below). Odd/Even Page Margins The Even Page Margins and Odd Page Margins settings allow you to define the printable area of your pages. Aside from changing the margins around the music on the page, other settings, such as the positions of headers and footers, are calculated relative to the margins defined here. If the "two-sided" checkbox under "Page Size" is selected, you can set margins for mirroring odd and even pages. Otherwise, only one set of margins can be modified, but will apply to all pages. To display page margins in your score on screen (though not in print), go to View→Show Page Margins. Scaling The Scaling property allows you to increase or decrease the size of your score. In MuseScore, the sizes of score elements, such as note heads, note stems, accidentals, clefs etc., are defined in terms of a unit of measurement called a staff space (abbreviated to "sp"). One staff space is equal to the space between two lines of a music staff (or you change the size of the full five-line staff). As you change the "Staff space" setting (under Scaling), all score elements follow suit and thus correct proportions are maintained. The exception is Text in which you can set an absolute value, independent of "Scaling." Note: Changing the "Scaling" does not always change the number of systems per page, because system distance can vary between limits set under "Min system distance" and "Max system distance" (see Style→General...→Page). Minimum Page number fields form the number of the first page of the particular score. Page numbers below 1 won't get printed—e.g., setting the first page number to -1 would result in the first and second page showing no page number, and page number 1 appearing on the third page. Apply to all Parts This Apply to all Parts button is available when modifying a part, rather than the main score (see Part extraction). If you change the page settings of one part and want the rest of the parts to have the same settings, this button will apply the change to all parts in one go. The Breaks & Spacers palette In the Advanced workspace contains the following non-printing symbols: A line break forces the next part of the score to start in a new system. A page break forces the next part of the score to start a new page. A section break divides the score into sections (see below), and forces the next part of the score to start in a new system. It can be combined with a page break if required. Spacers look like down/up arrows and are used to increase the space between two adjacent staves or systems. A break or spacer A break can be applied to either a measure or a frame. A spacer (up or down) is applied to a measure only. Add a break Use one of the following options: Select a measure, then double-click a palette break symbol. Drag a break or spacer from a palette onto a measure or frame. For line breaks only, click on a barline and press Ctrl+Return (Mac: Cmd+Return). Press again to remove the page break. A break is inserted after the marked measure or frame. Blue break symbols are visible on the screen, but do not appear on printouts. Notes: (1) To add (or remove) line breaks over all or part of the score, see Add/Remove line breaks. (2) To split a measure, see Measure operations: Split and join. Move a break To reposition a break: add a spacer Use either of the following options: Select a measure, then double-click a palette spacer symbol. Drag a spacer symbol from a palette onto a measure or frame. Blue spacer symbols are visible on the screen, but do not appear on printouts. Notes: Spacers are designed for local adjustments only. If you wish to adjust the space between staves across the whole score, use the settings in Style → General... → Page instead. Adjust a spacer To adjust the height of a spacer, choose one of these options: Double-click the spacer and use the height property in the Inspector. Click (or double-click) on the spacer and adjust the height property in the Inspector. Delete a break or spacer To delete a break or spacer: Single click the break or spacer (it will turn into a darker blue to indicate that it is selected) Press the Delete key. See also: Add / Remove line breaks. Section break A section break, as the name suggests, is used to create separate sections within a score. Like a line break, it forces the next measure or frame to begin in a new system, and can also be used in association with a page break if required. A section break could be used, for example, to divide a piece into separate movements. Each section can have its own measure numbering independent of the rest of the score. By default, the first measure of a section is numbered "1" (see image below), though like the first measure of the score itself, the number is not displayed unless configured in the measure properties dialog. The same dialog can be used to change the numbering according to your preference. If you change Time signature or Key signature at the beginning of the new section, there will be no courtesy signature at the end of the previous section. See example below: When you play back the score, the program adds a short pause between each section. In addition, the first end repeat A Frame is a rectangular container for empty space, text or pictures in the score. It can be one of three types: Horizontal: Used to create a break in a particular system. It can contain text or pictures. Vertical: Inserted above or below a particular system. It can contain text or pictures. Text: Inserted above or below a particular system. It can contain text or pictures. Horizontal frame Horizontal frames are used to create a break in a system. For example, you can: Create a coda, with an adjustable gap separating it from the rest of the score (as in the example below). Create an offset at the beginning of the system, where you fill in the staff name to function. Create an adjustable right margin at the end of a system. Create space for some text or an image. Create a 'historical circuit' and the beginning of the modern edition. Insert/append horizontal frame See Create a Frame (below). Adjust width of horizontal frame Use one of the following methods: Double-click the frame and drag the handle to the right or left. Select the frame and adjust "Width" in the Inspector. Notes: (1) "Left Gap" and "Right Gap" are currently unallocated (version 2.1); (2) It is possible to create a 'Negative-width' horizontal frame, by dragging the edit-handle back over the left border of the frame. However, this is not a standard feature and once editing is finished you cannot reselect the frame. Add text or image to horizontal frame To add text: Right-click on the frame and select Add → Text. To add an image: Right-click on the frame and select Add → Image. Vertical frame Vertical frames provide empty space between, before or after systems, and can contain one or more text objects and/or images. The height is adjustable and the width equals the system width. You can use a vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text etc. (see below). Add single- or multi-column lyric text. Insert/append vertical frame See Create a Frame (below). Adjust height of vertical frame Use one of the following methods: Double-click the frame and drag the handle up or down. Select the frame and adjust "Height" in the Inspector. Edit vertical frame properties Selecting the frame allows you to adjust various parameters in the Inspector: Top: Adjusts distance between frame and element above (negative values not currently supported). Bottom Gap: Adjusts distance between frame and element below (Negative values can be defined). Height: Adjusts height of the frame. Left Margin: Moves left-aligned text objects to the right. Right Margin: Moves right-aligned text objects upwards (see also Style → General... → Page). Add text or image to vertical frame To add text: Right-click on the frame and select Add → Text/Title/Subtitle/Composer/Lyricist. To add an image: Right-click on the frame and select Add → Image. You can create as many objects as you like within a frame. Their position can be adjusted independently by dragging or, more accurately, by altering the offset values in the Inspector. To format text objects, see Text editing and Text styles and properties. Insert horizontal frame in vertical frame Right-click on the frame and select Add → Insert Horizontal Frame. The horizontal frame is automatically created at the beginning of a score, showing the title, subtitle, composer, lyricist etc., when you fill in the information fields provided on page 1 of the New Score Wizard. If the score does not have a vertical frame at the beginning, you can create one as follows: Right-click on an empty space in the document window and select Text → Title/Subtitle/Composer/Lyricist. Text frame A text frame looks like a vertical frame, but is specifically designed to allow the user to enter text quickly and easily: as soon as the frame is created the user can start typing. Unlike the vertical frame, only one text object is allowed per frame, but the height automatically expands to fit the content and there is no height adjustment handle. Insert/append text frame See Create a Frame (below). Edit text frame properties Selecting the frame allows you to adjust various parameters in the Inspector: Top Gap: Adjusts distance between frame and element above (negative values not currently supported). Bottom Gap: Adjusts distance between frame and element below (negative values can be entered). Height: Not applicable to text frames. Left Margin: Moves left-aligned text objects to the right. Right Margin: Moves right-aligned text objects to the left. Top Margin: Moves top-aligned text objects downwards. Bottom Margin: Moves bottom-aligned text upwards. Create a frame Insert a frame in the score Select a measure. Chose one of the following options: From the menu select Add → Frames → Insert.... Right-click on an empty space in the score window and select Frames → Append.... Right-click on an empty space in the score window and select Frames → Append.... Delete a frame Select the frame and press Del. Delete empty Break, page or section breaks can be applied to frames as well as measures. Use one of two methods: Select a frame and double-click a palette break symbol (for example, in the Breaks & Spacers palette). Drag a break symbol from a palette onto a frame. See also Text Properties—put a visual frame (border) around text You can use Images to illustrate scores, or to add symbols that are not included in the standard palettes. Add image Drag-and-drop an image file (from outside MuseScore) either into a frame or onto a note or rest in the score. Right-click on a frame, select Add→Picture, then pick an image from the file selector. Cut/copy and paste image Click on an image in the score. Apply any of the standard cut/paste commands. Modify image To modify the width/height of an image, double-click it and drag any of the handles. If you want to adjust width or height separately, untick "Lock aspect ratio" first in the Inspector. You can adjust the position of an image by simply dragging it. Image formats MuseScore supports the following formats: PNG (*.png) JPEG files (*.jpg and *.jpeg) SVG files (*.svg) (MuseScore currently does not support SVG shading, blurring, clipping or masking.) See also Image capture Custom palettes How to create an ossia with image capture MuseScore's image capture feature allows you to save a snapshot of any part of the score window. PNG, PDF and SVG formats are supported. Save a snapshot Click on the Toggle image capture button... Press Shift + drag, to create a new selection rectangle. Fine tune the rectangle position, if required, by dragging it and/or changing the "Position" values in the "Lasso" section of the Inspector. Fine tune the rectangle size, if required, by dragging it and/or changing the "Size" values in the Inspector. Right click on the selection rectangle to open the Image Capture menu. Select the desired option: Save As (Screenshot Mode): This saves an image of the selection area as it would look if printed, e.g. Save as (Screenshot Mode). This saves a selection of the actual screen, including any line break symbols, invisible elements etc., e.g. You can see the image in either PNG (default), SVG or PDF format. Right-clicking on the selection rectangle opens the Image Capture menu: Copy image: Chose this to copy an image before pasting it in the same or another MuseScore file. Resolution: Set the resolution, and hence the size of the saved or copied image. Try 100 dpi to start with, if you are unsure. Transparent background: Turn image transparency on or off. Auto re-size to page: Adjusts the selection rectangle to fit the page. Resize to A/B/C/D: Chose a customised selection rectangle (as set below). Set Standard Size: Resize the selection rectangle, then chose "Set size A/B/C/D" to store it. See also Create an ossia with image capture While dropping an element: Press Ctrl to constrain movement to the horizontal only. Press Shift to constrain movement to the vertical only. Snap to grid Snap to grid is a feature which allows you to drag an element in precise steps—useful for exact positioning. To enable snap to grid, select an element and click one or both of the snap to grid buttons, located to the right of the horizontal and vertical offset fields in the Inspector. You can then drag the element in steps equal to the grid spacing. The default value is 0.5 sp. To change the grid spacing: Right-click on any of the snap to grid buttons in the Inspector, and select Configure Grid. Set values for the horizontal and vertical grid spacing as required. Note that this is a fractional setting. The Album Manager allows you to prepare a list of multiple scores and save the list as an Album file (*.album"), print all the scores as one long print job with consistent page numbers, or even join the scores into a single new MSCZ score. This is ideal for preparing an exercise book or combining multiple movements of an orchestration. To open the Album Manager, go to File → Album.... Create album To create a new album, click the New button. Fill in a title in the "Album Name:" box at the top. To add scores to the album, click Add Score. A file selection dialog will appear and let you choose one or multiple scores from your file system. Click OK The scores you add will appear in a list in the Album Manager. You can rearrange the score order by selecting a score and clicking the Up or Down buttons. Load album If you have previously created an album, you can open it through the Album Manager by clicking the Load button. A file selection dialog will appear to let you load the album file from your file system. Print album To print an album as if it were a single document, click Print Album. The scores loaded into the Album Manager are printed in the order they are listed in with the correct page numbers, ignoring the page number offset values in Layout → Page Settings. ← First page number for all but the first score. As the album is printed in one job, double-sided printing (duplex printing) also works as expected. Join scores To combine multiple scores into a single .mscz file, click Join Scores. The scores are combined in the selected order into one single score. If not already present, line- and section breaks are added to the last measure or frame of each score in the combined file. All style settings are taken from the first score, different style settings from subsequent score are ignored. All the scores should have the same number of parts and staves for this to work correctly, ideally with the same instruments in the same order. If the scores have the same total number of instruments but not the same ones, or not in the same order, then the instrument names from the first score will overwrite ones from subsequent scores. If some of the scores have fewer instruments than the first score, then empty staves will be created for those in the joined scores. Save album Upon clicking the Close button, you will be prompted to save your album as a joined score. This is not the same as a joined score; it simply consists of the list of scores. Album files can be loaded into the Album Manager as described above. You can customize many of MuseScore's default behaviors via the menu: Edit→Preferences... (Mac: MuseScore→Preferences...). The Preferences dialog has multiple tabs: Reset All Preferences to Default will reset all preferences to the ones MuseScore had when you installed it. Cancel will close the dialog without applying changes. General Here you can define: Your opening score The default folder to search for/save to scores, styles, templates, plugins, SoundFonts, and images Your auto save timing The languages of MuseScore (translations may be updated from here too) The style of your MuseScore windows and size of icons The windows to show at startup (Play Panel, Navigator, Start Center) Note that language translation updates can also be done via the menu: Help→Resource Manager. Canvas Use Canvas to set your preferred color and wallpaper for the score background and paper. Under Scroll Pages, you can choose whether to display pages of a multi-page score laid out in a horizontal row, or scrolling in a vertical column. Under Miscellaneous, checking Draw antialiased (on by default) makes diagonal lines and edges of shapes look smoother (less jagged). Proximity for selecting elements controls the distance the mouse may be from an object and still act on it. Smaller numbers require more precision, making it harder not to click on small objects. Larger numbers are less precise, making it harder not to click an object you didn't intend to. A comfortable working value. Note input On this tab there are note input and MIDI remote control preferences. Here the following can be set: Enter notes via MIDI Enable playback on entering a note Its playback duration Color notes outside the usable pitch range MIDI Remote Control MIDI Remote Control is a way for the computer mouse or keyboard at the same time. The default setting for Midi Remote Control is 'off' with the checkbox blank, and all the options below are grey. In order to set preferences it must be turned on with the MIDI keyboard connected. To turn on Midi Remote Control click the checkbox, the current status of all Midi Remote Control Key settings is now indicated by the colored input option buttons - Green buttons is only if the MIDI key action is defined by the user. - Red buttons is only if during the preference setting process. - By default no MIDI key actions are set and all buttons are split. To enable a MIDI key operation: click the red button which lights up and stays lit until you press your chosen MIDI key for that operation and the green button is lit permanently. Once you have defined your key settings you can use the MIDI keyboard to control note input operations. You can verify your key settings by observing the MuseScore Note Input panel while pressing the MIDI keys. To temporarily deactivate Midi Remote Control: click the Midi Remote Control checkbox, it is un-ticked and all MIDI input key action buttons are greyed. Your selections are always saved between MuseScore sessions so you can deactivate remote control at any time without losing your settings. IMPORTANT, at the time of writing:- 1. The Clear options turns off all the green buttons for the current MuseScore session but all the user recorded MIDI key settings are retained and will be reloaded on the next session. 2. A MIDI key setting that is activated cannot afterwards be turned off using the standard Clear button, it can only be changed by the next action. Input preferences Here you can set which audio type used for playback. Unfortunately, if the same MIDI key is used accidentally for two (or more) note inputs then both (or all) the associated green buttons stay lit but only one will work. You can fix this by a non-destructive Default input text files (may be selected) Default style for score and parts Default zoom In Input/Output preferences enable you to set what device will be used for audio playback (e.g., built-in speakers, USB headset, wireless, etc.), whether to use a MIDI trigger (plugged-in keyboard), and whether to input audio through JACK. Import These settings determine how files come from other sources are imported: Using either the built in MuseScore style or a style you choose Guitar Pro and Overture character sets MusicXML import Shortcut note in MIDI files Export These settings determine how MuseScore files are exported: PNG/SVG image resolution (in DPI) and whether to use transparent background Whether to expand repeats in exported MIDI files Digital audio sample rate MP3 bitrate (as of MuseScore 2.1) Whether to export the layout and how to export system and page breaks to MusicXML Shortcuts Every action possible with MuseScore should have an associated shortcut if it exists. To define a new shortcut, select an existing entry in the list and click Define... (or just double click the entry), then enter the new shortcut using up to four keys. You can also reset any shortcut in the list to its default value, or clear a shortcut you no longer need. Shortcuts listed in preferences appear next to their associated commands in the menus. Note: Some shortcuts, including those above the document window. Set of shortcuts can be printed out or exported to other media (pdf etc.) using the Print button in the bottom right of the window. This sets whether MuseScore will check for updates at startup. Updates may be checked manually in Help→Check for updates See also Shortcuts Sort only allows you to create and print the full score but also the individual instrument parts. Note: In the current version of MuseScore, it is not possible split a single staff (that contains two or more voices) into separate parts. So, any instrument that you want to print out a separate part for also needs to have its own staff in the full score. Set up all parts at once If you have an orchestral score in which each instrument gets its own part, this is the easiest method: From the menu, select File → Parts...; Click the New All button (parts are named with the instrument name, and a number added to differentiate parts that have the same label in the main score); Click OK. The parts can now be accessed by clicking on tabs above the document window. Define specific parts You can define a "part definition," in the right pane, at any point after creating a new score. You only need to define the parts once for each score, but you can make changes if needed. The following instructions use a string quartet as an example, but the same principles apply for any other ensemble. From the menu, select File → Parts...; In the Parts window click New to create a "part definition"; In the right pane, type the words you want to use for the "Part title" (this also serves for the corresponding part of the filename when exporting); Pick the instrument that you want to appear in your part by marking the relevant box in the right-hand pane. Usually, you only want one instrument per part, but sometimes you might need a part that includes more than one instrument (such as multiple percussion staves). MuseScore allows you to mark as many instruments per part as you need; Once you're done, click OK to dismiss the Parts window. You have finished setting up the parts. You do not need to do this again, unless you add or remove an instrument from your score. Export the parts From the menu, select File → Export Parts...; Navigate to the place you want them to be exported to and select the file format (PDF is the default); For filename: just enter whatever prefix is useful for all parts, or leave the default (the filename of your score); Click OK. This will generate files with the names "" + "-" + ".". In addition, when exporting as PDF, this will also generate "" + "-Score_And_Parts.pdf". Save the parts Parts and score are linked", which means that any change to the content in one will affect the other. Just make sure the part is "active." Select its tab (or) From the menu, select File → Save As.... Print a part Make sure the part is "active." Select its tab if not; From the menu, select File → Print to open the print dialog. This document is written for blind and visually impaired users of MuseScore 2.0. It is not intended to provide a full description of all of the features of MuseScore; you should read this in conjunction with the regular MuseScore documentation. MuseScore comes with support for the free and open source NVDA screen reader for Windows. The features in this document have been tested with Windows with NVDA. There is support at the moment for other screen readers such as Jaws for Windows, or VoiceOver for macOS, which may work differently, or not at all. At this point in time, MuseScore 2.0 is mostly accessible as a score reader, not so much as a score editor. This manual will focus on the score reading features, with only a brief description of some of the editing functions that are currently accessible. Initial setup When you run MuseScore for the first time, you may want to permanently disable the Start Center window. To do so, go close the Start Center window by clicking the X. Preferences, and in there, uncheck Show Start Center. Save and close the preferences window. Finding your way around The user interface in MuseScore works much like other notation programs, or other document-oriented programs in general. It has a single main document window in which you can work with documents within windows. In addition to the score window, MuseScore has a menu bar that you can access via the shortcuts for the individual menus: File: Alt+F Edit: Alt+E View: Alt+V Add: Alt+A Notes: Alt+N Layout: Alt+L Style: Alt+S Plugins: Alt+P Help: Alt+H Of these, only the File menu is of much interest when using MuseScore as a score reader. Once opening a menu, it may take several presses of the Up or Down keys before everything is read properly. There are also a number of toolbars, palettes, and subwindows within MuseScore, and you can cycle through the controls for these (plus the Up or Down keys to move backwards through this same cycle). When you first start MuseScore, or load a score, focus should be in the main score window. Pressing Tab takes you to toolbar containing a series of buttons for operations like New, Open, Play, and so forth. Tab will skip any buttons that aren't currently active. The names and shortcuts (where applicable) for these buttons should be read by your screen reader. Once you have cycled through the buttons on the toolbar, the next window Tab will visit is the Palette. This would be used to add various elements to a score, but it is not currently accessible except for two buttons that are visited by Tab: a drop down to select between different workspaces (a saved arrangement of palettes), and a button to create a new workspace. If you have opened one of the optional windows, such as the Inspector, or the Selection Filter, the Tab key will also visit these. You can close windows you do not need by going to the View menu and making sure none of the first set of checkboxes are selected (the windows that appear before the Zoom settings). By default, only the Palette, Navigator, and MuseScore Connect should be selected, and the latter two are not included in the Tab order. To return focus to the score window after visiting the toolbar, or a subwindow, press Esc. This also clears any selection you may have made in the score window. The score window already selected will read "My First Score") is loaded by default. If you wish to experiment with editing features, this would be a good place to begin. Otherwise, you will probably want to start by loading a score. Shortcuts to access system commands like Ctrl+O (Mac: Cmd+O) to open a file, Ctrl+S (Mac: Cmd+S) to save, Ctrl+W (Mac: Cmd+W) to close, etc. If you press Ctrl+O (Mac: Cmd+O) to load a score, you are presented with a fairly standard file dialog. MuseScore can open scores in its own format (MSCZ or MSCX) as well as import scores in the standard MusicXML format, in MIDI format, or from a few other programs such as Guitar Pro, Capella, and Band-in-a-Box. Once you have loaded a score, it is displayed in a new tab within the score window. You can move between the tabs in the score window using Ctrl+Tab (does not apply for Mac). There are a few interesting things you can do with a loaded score besides reading it note by note. You can press Space to have MuseScore play the score for you. You can use File / Export to convert to another format, including PDF, PNG, WAV, MP3, MIDI, MusicXML, etc. And of course, you can print it via File / Print or Ctrl+P (Mac: Cmd+P). If a score contains multiple instruments, it may already have linked parts generated, or you can do through File / Parts, and that dialog is accessible. If you will print the parts, you can work around the inability of accessing part tabs individually by using the File / Export Parts dialog, which accessible. Reading a score The main reason you are likely to be using MuseScore is to read a score, so the next step is to select something, and the most natural place to begin is with the first element or note. Ctrl+Home (Mac: Cmd+Home) will do this. You will probably also want to use this, should you ever clear your selection by pressing Esc. As you navigate between elements, your screen reader should give the name of the selected element (most likely the clef at the beginning of the top staff of your score). You will hear it read the name of the element (for example, "Treble clef") and also give position information (for example, "Measure 1; Beat 1; Staff 1"). The amount of information read is not currently customizable, but we tried to place the most important bits first so you can quickly move on to the next element before it has finished reading, or just ignore the rest of what is read. Pressing Shift currently interrupts the reading, which might also be useful. Most navigation in MuseScore is centered around notes and rests only - it will skip clefs, key signatures, time signatures, barlines, and other elements. So if you just use the standard Right and Left keys to move through your score, you will only hear about notes and rests (and the elements attached to them). However, there are two special navigation commands that you will find useful to gain a more complete summarization of the score: Next element: Ctrl+Alt+Shift+Right (Mac: Cmd+Option+Shift+Right) Previous element: Ctrl+Alt+Shift+Left (Mac: Cmd+Option+Shift+Left) These commands include clefs and other elements that the other standard commands skip, and also navigate through all voices within the current staff, whereas other navigation commands such as Right and Left only navigate through the currently selected voice until you explicitly change voices. For instance, if you are on a quarter note on beat 1 of measure 1, and there are two voices in that measure, then pressing Right will move on to the next note of voice 1—which will be on beat 2—whereas pressing Ctrl+Alt+Shift+Right (Mac: Cmd+Option+Shift+Right) will stay on beat 1 but move to the note on voice 2. Only once you have moved through all notes on the current beat on the current staff will the shortcut move you to the next beat. The intent is that this shortcut should be useful for navigating through a score if you don't already know what the contents are. When you are navigating on an element, your screen reader should read information about it. For notes and rests, it will also read information about elements attached to them, such as lyrics, articulations, chord symbols, etc. For the time being, there is no way to navigate directly to these elements. One important note: Up and Down by themselves, with Shift, or with Ctrl / Cmd are not useful shortcuts for navigation! Instead, they change the pitch of the currently selected note or rest. Be careful not to inadvertently edit a score you are trying to read. Up and Down should only be used with Alt/Option if your intent is navigation only. See the list of navigation shortcuts below. Moving forwards or backwards in time The following shortcuts are useful for moving "horizontally" through a score: Next element: Ctrl+Alt+Shift+Right Previous element: Ctrl+Alt+Shift+Left In time the following shortcuts are useful for moving "vertically" through a score: Next element: Ctrl+Alt+Shift+Right Previous element: Ctrl+Alt+Shift+Left Next chord or rest: Right Previous chord or rest: Left Next measure: Ctrl+Right Previous measure: Ctrl+Left Go to measure: Ctrl+F5 First element: Ctrl+Home Last element: Ctrl+End Moving between staves The following shortcuts are useful for moving "vertically" through a score: Next higher note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, next voice, or staff below: Alt+Down Top note in chord: Ctrl+Alt+Down The Alt+Up and Alt+Down commands are similar to the Ctrl+Alt+Shift and Ctrl+Alt+Shift+Left commands in that they are designed to help you discover the content of a score. You do not need to know how many notes are in a chord, how many staves are in a score, or how many voices are in a staff, or how many staves are in a score in order to move vertically through the score using these commands. Filtering score reading Excluding certain elements like lyrics, or chord names while reading the score is possible by using the Selection Filter (F6). Uncheck those elements you don't want to read. Score playback The Space bar serves both to start and stop playback. Playback will start with the currently selected note (if one is selected; where playback was last stopped if no note is selected), or at the beginning of the score on first playback. MuseScore loops playback so you can repeat a section of a piece for practice purposes. To set the "in" and "out" points for the loop playback via the Play Panel (F11): First: select the note in the score window where you the loop should start Go to the Play Panel and press the Set loop In position toggle button Back to the score window, navigate to the note where you want the loop to end Switch again to Play Panel, and press the Set loop Out position toggle button. To enable or disable the loop, press the Loop Playback toggle button You can also control the loop playback and control other playback parameters, such as overriding the basic tempo of a score, using the View / Play Panel (F11). Score editing Score editing is currently not very accessible - too many score elements require intervention of the mouse in order to place objects onto a score. Additionally, visual reference and manual adjustment of the position of various elements is sometimes necessary due to MuseScore's limited support for conflict avoidance of elements. In contrast, MuseScore does often provide ample default, and a platform to experiment with the basics of note input. To enter note input mode, first navigate to the measure in which you would like to enter notes, then press "N". Almost everything about note input is designed to be keyboard accessible, and the standard documentation should be good to help you through the process. Bear in mind that MuseScore can either be in note input or normal mode, and it won't always be clear which mode of these you are in. When in doubt, press Esc. There is an entry in note input mode, this will take you out. If you were in normal mode, you will stay there, although you will also lose your selection. Customization You can customize the keyboard shortcuts using Edit / Preferences / Shortcuts. At some point, we may provide a set of specialized accessibility-optimized shortcuts and/or a way of saving and loading sets of shortcut definitions. Select the note to which the figured bass applies Press the Figured Bass shortcut (default Ctrl+G; can be changed in Preferences) Enter the text in the editor 'blue box' as required (see below) To move to the next note ready for another figured bass indication or click outside the editor box to exit it, press Space Move to the editor advances to the next note, or (end of the next staff if figured bass is being added). To move to a point in between, or to extend a figured bass group for a longer duration, see below Group Duration. Tab advances the editing box to the beginning of the next measure; Shift+Space moves the editing box to the previous staff note or rest, Shift+Tab moves the editing box to the beginning of the previous measure. Text format Digits Digits are entered directly. Groups of several digits stacked one above the other are also entered directly in a single text, stacking them with Enter: Accidentals Accidentals can be entered using regular keys. To enter: type: double flat bb flat b natural h sharp # double sharp ## These characters will automatically turn into the proper signs when you leave the editor. Accidentals can be entered before, or after a digit (and of course, in place of a digit, for altered thirds), according to the required style; both styles are generally supported. A metaphors entered before, or after a digit (and combining suffixes), the proper combined shape will be substituted when leaving the editor. The most common substitution: 1+, 2+, 3+, 4+ result in (or) and 5, 6, 7, 8, 9, result in (or) Parentheses Open and closed parentheses, both round: '(', ')' and square: '[', ']', can be inserted before and after a/the main character. Parentheses Open and closed parentheses, both round: '(', ')' and square: '[', ']', can be inserted before and after a digit, before and after a continuation line; added parentheses will not disturb the proper alignment of the main character. Notes: The editor does not check that parentheses, open and closed, round or square, are properly balanced. Several parentheses in a row are non-syntactical and prevent proper recognition of the entered text. A parenthesis between a digit and a combining suffix ('+', '', '/') is accepted, but prevents shape combination. Continuation lines Continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation line. Continuation lines are drawn for the whole duration of the figured bass group (for). Examples (both from J. Boismortier, Pièces de viole, op. 31, Paris 1730): In the first case, each group has its own continuation line; in the second, the continuation line of the first group is carried 'into' the second. This can be obtained by entering several (two or more) underscores "" at the end of the last line of the first group. Duration Each figured bass group has a duration, which is indicated by a light gray line above it (of course, this line is for information only and it is not printed or exported to PDF). Initially, a group has the same duration of the note to which it is attached. A different duration may be required to fit several groups under a single note or to extend a group to span several notes. To achieve this, each key combination of the list below can be used: to advance the editing box by the indicated duration AND to set the duration of the previous group up to the new editing box position. Pressing several of them in sequence without entering any figured bass text repeatedly extends the previous group. Type: to get: Ctrl+1 1/64 Ctrl+2 1/32 Ctrl+3 1/16 Ctrl+4 1/8 (quaver) Ctrl+5 1/4 (crotchet) Ctrl+6 half note (minim) Ctrl+7 whole note (semibreve) Ctrl+8 double note (breve) The digits are the same as used to set the note durations in standard note input mode. Editing existing figured basses To edit a figured bass indication already entered: Select it, or the note to which it belongs to and press the same Figured Bass shortcut (default Ctrl+G) which was used to create it the first time; or Double click it. The usual text edit commands apply, once the box is open. Once done, press Space to move to a next note, or click outside the editor box to exit it, as for newly created figured basses. Style The Style → General... menu command allows to configure how figured bass is rendered. Select "Figured Bass" in the list on the left to display the following dialogue box: The Font drop list contains all the fonts which have been configured for figured bass. A standard installation contains only one font, "MuseScore Figured Bass", which is also the default. The Size is the size of the font (in points). It is linked to figured bass line: for the default spatium, the entered value is used; for smaller spatium values, a size value proportionally smaller or larger is used. Vertical Position is the distance (in spatia) from the top of the staff to the margin of the figured bass; negative values go 'up' (figured bass above the staff: a value greater than 4 is needed to step over the staff itself). Line Height is the distance between the base line of each figured bass line; it is expressed in percent of the font size. The following picture visualizes each parameter: Alignment: with Top, the top line of each group is aligned with the main vertical position and the group 'hangs' from it (this is normally used with figured bass notation as the default); with Bottom, the bottom line is aligned with the main vertical position and the group 'sits' on it (this is sometimes used in some kinds of harmonic analysis notations): The Modern / Historic radio button select the typographic style of the combined shapes. The difference between the two styles is shown below: Proper syntax For the relevant substitutions, and proper alignment, the figured bass mechanism expects input texts to follow some rules (which are in any case, the rules for a syntactical figured bass indication): There can be only one accidental (before or after), or only one combining suffix (per figure) before combined shape will be substituted when leaving the editor. The proper combined shape will be substituted when leaving the editor. Type: to get: Ctrl+Return Advances the editing box to the next measure. Shift+Tab Moves the editing box to the previous measure. Ctrl+1 Advances the editing box by 1/64, setting the duration of the previous group. Ctrl+2 Advances the editing box by 1/32, setting the duration of the previous group. Ctrl+3 Advances the editing box by 1/16, setting the duration of the previous group. Ctrl+4 Advances the editing box by 1/8 (quaver), setting the duration of the previous group. Ctrl+5 Advances the editing box by 1/4 (crotchet), setting the duration of the previous group. Ctrl+6 Advances the editing box by a half note (minim), setting the duration of the previous group. Ctrl+7 Advances the editing box by a whole note (breve), setting the duration of the previous group. Ctrl+8 Advances the editing box by a double note. Ctrl+Space Enters an actual space: useful when figure appears "on the second line" (e.g., 5 4 -> 3). BB Enters a double flat. B Enters a flat. H Enters a natural. # Enters a sharp. ## Enters a double sharp. _ Enters a continuation line. Enters an extended continuation line. Plugins are small pieces of code that add a particular feature to MuseScore. By enabling a plugin, a new menu option will be appended to the Plugins menu in MuseScore to accomplish a given action on the score or a part of it. Some plugins come pre-installed with MuseScore 2; others will only work with older versions of MuseScore, some work with either. To tell one from the other: for MuseScore 2.x the plugin code files have an extension of .qml for older versions, it is .js. Installation Note that some plugins may require the installation of other components (fonts, e.g.) to work. Check the plugin's documentation for more information. Most plugins are provided as ZIP archives, so download the plugin's .zip file and uncompress it to one of the directories mentioned below. If a plugin is provided directly as an (unzipped) .qml file, simply download and place into one of these directories. Once a plugin is installed, it needs to be enabled in the Plugin Manager in order to use it—see →below. Windows MuseScore looks for pre-installed plugins in %ProgramFiles(x86)%/MuseScore 2/Plugins (or %ProgramFiles(x86)%\MuseScore 2/Plugins on the 64-bit versions) and in %LOCALAPPDATA%/MuseScore2/plugins on Vista, Seven and 10 or C:/Documents and Settings/USERNAME/Local Settings/Application Data/MuseScore 2/plugins (adjusted to your language version) on XP. To install new plugins, the above folders should not be used or modified. Instead you can add other plugins to %HOMEPATH%/Documents/MuseScore2/plugins, or different folder to look for plugins in MuseScore's Preferences. macOS On macOS, MuseScore looks for pre-installed plugins in the MuseScore bundle in /Applications/MuseScore 2.app/Contents/Resources/plugins (to reveal files in the app bundle, right click on MuseScore 2.app and choose "Show package contents") and in ~/Library/Application Support/MuseScore/MuseScore 2/plugins. To install new plugins, the above folders should not be used or modified. Instead you can add other plugins to ~/Documents/MuseScore2/Plugins, or specify a different folder to look for plugins in MuseScore's Preferences. Linux In Linux, MuseScore looks for plugins in /usr/share/mscore-2.0/plugins and in ~/.local/share/data/MuseScore/MuseScore 2/plugins. To install new plugins, the above folders should not be used or modified. Instead you can add other plugins to ~/Documents/MuseScore2/Plugins, or specify a different folder to look for plugins in MuseScore's Preferences. Enable/disable plugins To be able to access the installed plugins, they may need to be enabled in the Plugin Manager: Create/edit/run plugins It is possible to create new or edit existing plugins and run them via the Plugin Creator: Here also the documentation of all available elements can be found Plugins installed by default Some plugins are pre-installed in MuseScore 2, but they are not enabled by default. See →above to enable plugins. ABC Import This plugin imports ABC text from a file or the clipboard. Internet connection is required, because it uses an external web-service for the conversion, which uses abc2xml and sends the ABC data, returns MusicXML and imports that into MuseScore. Break Every X Measures This plugin enters line breaks at set intervals. First you select on the selected measures or, if no measures are selected, the entire score. It is no longer being distributed and has been replaced by Edit → Tools → Add/Remove Line Breaks. If you ever used an early beta version of MuseScore 2, though, you may still see this plugin left over. Notes → Color Notes This demo plugin colors the notes according to the Boomwhackers convention. Each pitch has a different color. C and C♭ have a different color. C and D♭ have a different color. To color all the notes in black, just run that plugin again (see selection). You could also use the "Remove Notes Color" plugin for this. Create Score This demo plugin creates a new score. It creates a new piano score with 4 quarters C D E F. It's a good start to learn how to make a new score and add notes from a plugin. helloQml This demo plugin shows some basic tasks. Name Notes This plugin names notes in the selected range or the entire score. It displays the names of the notes (as a staff text) as per MuseScore's language settings, for voices 1 and 3 above the staff, for voices 2 and 4 below the staff, and for chords in a comma separated list, starting with the top note. Panel This demo plugin creates a GUI panel. Creates a random score. random2 Creates a random score too Run This demo plugin runs an external command. Probably this will only work on Linux. scorelist This test plugin iterates through the score list. ScoreView Demo plugin to demonstrate the use of a ScoreView Walk This test plugin walks through all elements in a score See also MuseScore can import MIDI files (.mid/.midi/.kar) and convert them into music notation. To import, use the standard Open command. Initially, the programs renders the MIDI to notation using default settings. To change these settings on a track-by-track basis and then reimport the data: The "Apply" button (at the top right) submits any changes with immediate effect. The "Cancel" button immediately cancels any unsaved changes. The final result is a better quality score reproduction of the file. Shift+Wheel or Ctrl+Wheel to scroll tracks vertically. Use the mouse to select all tracks at once. In the MIDI Import Panel, you can choose which tracks to import and reorder them. More information about each track is displayed: sound, staff name, and lyrics, if any. The presence of the lyric column is an indication that the file contains a lyric track—assignable to different tracks through the drop-down menu. The MIDI import panel updates the relevant information of whatever file is in view, the user has several options. If the MIDI import panel is not closed by clicking the close button in the top-left corner. The panel will re-appear after clicking on the button "Show MIDI import panel" which appears (after the panel is closed). After saving the score, the MIDI Import Panel will not be available, because the original imported MIDI file is no longer available for processing; all the track editing which can be done must be done before the initial save. Available operations MuseScore instrument Assign a different MuseScore instrument to each track in the "Import" tab. Quarter, Eighth, 16th, 32nd, 64th, 128th - user-defined values However, the actual quantization grid size is adaptive and reduces when the note length is small, so for most dense notes the quantization value is different. But there is an upper bound for the quantization value, and that value can be set by the user as "max. quantization". For example, if some note is long - say, half note, and the max. quantization is set to 8th, then the note will be quantized with the 8th-note grid; but the half-or-quarter-note grid is not supposed to be by the algorithm. Such quantization reduces when smaller (of different lengths) adequately. Max. voices Sets maximum count of allowed musical voices. Search within Enable this option attempts to detect tuplets and guess the corresponding quantization grid to the tuplet chords. Is human performance If enabled, this option reduces the accuracy of MIDI-to-score conversion in favor of readability. It is useful for unquantized MIDI files, when no regular quantization grid is provided. For such files the automatic beat tracking algorithm is used which tries to detect the bar positions throughout the piece. 2x less measure count The option is active for unquantized MIDI files (when "Is human performance" is checked by default). It halves measure count achieved by the operation. It may be convenient when the beat tracking gives 2x more frequent bar subdivision than necessary. Time signature The option is active for unquantized MIDI files. The user can choose an appropriate time signature if the default detected value is wrong. The option is useful because it allows all imported types corrected via the barline indication. Split staff The option is suited mainly for piano tracks - to assign notes to the left or right hand of the performer. It uses constant pitch separation (the user may choose the pitch via sub-options) or floating pitch separation (depending on the hand width - sort of a guess from the program point of view). For drum tracks 'Percussion' sound in the track list it splits the staff into multiple staves, each of which gets only one pitch. There is also a sub-option to allow/disallow the application of the square bracket for the newly created set of drum tracks. Clef changes Small clef changes depend on the average pitch of the chord. Tied groups of notes are not broken by the clef insertion (if it occurs, one can report a bug for algorithm in importmidi_clef.cpp). This option is available for non-drum tracks. Simplify durations Reduces number of rests to form a "simpler" notation. Simplify durations Reduces number of rests to form a "simpler" notation. Show staccato Option to show/hide staccato markings. Dotted notes Controls whether MuseScore will use dotted notes or tied notes. Show tempo text Shows/hides tempo text markings in the score. Show chord names Show chord names in the score, if any, for XF MIDI file format. Recognize pickup measure This option, also called "anacrusis", doesn't change the time signature of the first bar, as short measures that are shorter than the regular bar. It is set only if the first bar is shorter than the second one, if it is, then it's regarded as a pickup bar and the time signature is not changed (the bar is regarded as incomplete). This option is only available if there are at least 2 bars in the track and the second bar has the regular (most common across the score) time signature, below the first bar. Swing This option transforms the MIDI notes into triplets (for the most common swing feel, 2:1), or a dotted 8th + 16th pattern (3:1), with two straight 8ths and a "Swing" off the "Shuffle" text at the beginning. A range of alternative noteheads – in addition to the "normal" – can be found in the Note Heads section of the Inspector (see Change note heads below). The design of the notehead may vary depending on the music font selected (Emmentaler, Gonville or Bravura). Those in the palette are displayed as half notes in Bravura font. MuseScore supports a number of notehead styles: Normal: A standard notehead. Cross (Ghost note): Used in percussion notation. Diamond: Used to indicate harmonic notes in instruments such as the guitar, violin etc. Slash: Used to notate rhythmic values. Triangle: Used in percussion notation. Shape notes: Do, Re, Mi, Fa, Sol, La, Ti. Circle cross: Used in percussion notation. Alternative Brevis: Used in early music notation. Brackets (Parentheses): When applied, these go round the existing note (or accidental). To change the shape of one or more noteheads in the score, use one of the following: Select one or more notes and double click a palette Drag a notehead from a palette onto a note in the score. Select one or more notes and change the "Noteheads styles: Normal Head type: Auto: Automatic, i.e. apparent duration a virtual duration. Whole: Whole notehead, regardless of actual duration. Half: Half notehead, regardless of actual duration. Quarter: Quarter notehead, regardless of actual duration. Brevis: Brevis notehead, regardless of actual duration. Notes: When two notes of the same written pitch fall on the same beat, they are either sharing the same notehead (if particularly common in classical and fingerstyle guitar music) Note: The rules governing the default behavior of such unison notes are a series. Union occurs in the same voice do not share noteheads. Notes with stems in the same direction do not share noteheads. Dotted notes do not share noteheads with undotted notes. Black notes do not share noteheads with white notes. Whole notes never share noteheads. Whole notes and half notes in two voices: Make the smaller-value notehead invisible by selecting it and using the keyboard shortcut V (or by unchecking the "Visible" option in the Inspector). Shape notes at Wikipedia. Ghost notes at Wikipedia. From version 2.1, you can enter notation using one of several new note input modes, in addition to the default Step-time mode. Step-time (default) This is the default mode of note entry and may be the most efficient. You can enter notation by choosing a duration with the mouse or keyboard, and choosing a note-entry method: Step-time This is the default mode of note entry. To enter notes in Step-time mode: Select a starting position for note input. By default this is the beginning of the measure. Enter Step-time note input mode by choosing a duration with the mouse or keyboard. Repitch In Repitch mode you can rewrite the pitches of a series of notes without altering their durations. To correct this, make any extraneous tablature notes invisible by selecting them and using the keyboard shortcut V (or by unchecking the "visible" option in the Inspector). Note: The rules governing the default behavior of such unison notes are a series. Re-pitch Re-pitch mode re-writes the pitches of existing notes without changing the rhythm. You can enter the new notes with the mouse or keyboard. Rhythm In Rhythm mode, you can enter durations with a single keypress. Real-time In Real-time mode, you can perform the piece at a fixed tempo indicated by a metronome click. Step-time input This is the default mode of note entry. Enter notes with the mouse or keyboard by choosing a duration and then a note. Repitch Re-pitch mode re-writes the pitches of existing notes without changing the rhythm. Rhythm In Rhythm mode, you enter durations with a single keypress. Real-time (automatic) In this mode, MuseScore advances the cursor at a fixed tempo indicated by a metronome click. The tempo can be adjusted in Edit → Preferences → Note Input (Mac: MuseScore → Preferences → Note Input). Real-time (manual) In this mode, you set the tempo by tapping on a key or pedal. By default this is Enter on the numeric keypad (Mac: Fn+Return), but it is recommended that you assign this to a MIDI key or MIDI pedal via MuseScore's MIDI remote control. The MIDI remote control is available from the menu: Edit → Preferences → ... → Note Input (Mac: MuseScore → Preferences → ... → Note Input). Alternatively, if you have a USB footswitch or computer pedal which can be set to simulate keyboard keys, you could also configure it to simulate the Enter key on the numeric keypad. See also Note input Copy and paste As of MuseScore 2.0.3, a range of common fretboard (or chord) diagrams for guitar are provided in the Fretboard Diagrams palette in the Advanced Workspace (previous versions featured only one diagram). A chord diagram can be created for any fretted, stringed instrument by customizing an existing one. It can be saved to a custom palette for future use if desired. Add a fretboard diagram To add a fretboard diagram to the score, use one of the following methods: Select a note in voice 1 and double-click a fretboard diagram from a palette. Drag and drop a fretboard diagram from a palette to the desired position in the score. Edit fretboard (chord) diagram Right-click on the diagram and select Fretboard Diagram Properties.... Adjust the number of instrument strings, using the "Strings" spin box at the bottom left of the window. Adjust the fret position number using the scroll bar on the right-hand side. Adjust how many frets to display (height-wise)

using the "Frets" spin-box at the bottom right of the window. To place a dot on a string fret, click on that fret, click on the first fret again. Click above the lowest fret to toggle a string between: Open string (o), mute/unplayed string (x) Off. To create a barre or partial barre: i. Make sure the desired fret position is clear of black dots (click on a dot to remove it); ii. Hold Shift and click on the fret where you want the barre to begin. Note: Only one barre can be applied per diagram; iii. To delete a barre, click on the black dot where the barre begins. To create a full-barre F# chord, from a C chord: Place the C fretboard diagram on the score, right-click on it and select Fretboard Diagram Properties... Click on the relevant fret positions to establish the fingering dots. Set "Frets" to "4" and fret number (right-hand scroll bar) to "2." The diagram should now look like this: Create the barre by holding Shift and clicking on the second fret of the 6th string. Click "OK" to exit and you should get this: The same principle applies if you want a partial barré. For example, the partial barré in an A7 chord is created by pressing Shift, then clicking on the 4th string, second fret: Adjust position, size, color The size ("Scale"), color and position of a fretboard diagram can be changed by clicking on it and altering the relevant values in the Inspector. The position of the fretboard diagram can also be adjusted in Edit mode: Double-click on the diagram, or click on it and press Ctrl+E (Mac: Cmd+E); or right-click on it and select Edit element). Press the arrow keys for fine positioning (0.1 sp. at a time); or press Ctrl+Arrow (Mac: Cmd+Arrow) for larger adjustments (1 sp. at a time). Fretboard diagram style Some properties of fretboard diagrams (barre thickness, vertical position, size etc.) can be adjusted from the menu: select Style → General... → Chord Symbols, Fretboard Diagrams. Any changes made here affect all existing diagrams, as well as those applied subsequently. If you click on altering an existing diagrams, changes will all those that will be lost. If you click on altering diagram element. The position of the fretboard diagram will ask if you wish to restore the previous session. If you click No, any work from your previous session will be lost. If you click Yes, MuseScore will attempt to recover the files that were open. Behavior of saving after session recovery When MuseScore recovers files after a crash, it renames them with the full path name added in front of the original file name. This very long name will appear in the tab(s) above the active score window. On some operating systems, when a user saves a file, the dialog that appears in the folder in which the program itself is running. This is not necessarily the same directory in which the files were saved when they were created. You may not be able to locate the revised file in the usual folder. To avoid this, do not use "Save" the first time you save a recovered file. Use the "Save As..." menu item before making any revisions to the score, to save each recovered file under either its original name or a new name. This will open a window to allow you to navigate to the correct folder and directory. This is important in order to ensure that the file is saved to the folder in which you expect to find it later. Finding recovered files In the event that "Save" is used instead of "Save As..." with a recovered file, you will have to find the files in your computer. The actual location of those files will vary, depending on your operating system, and in which directory MuseScore is installed. For Windows 7, with a default installation of MuseScore to the x86 program files directory, recovered files are auto-saved to C:\Program Files (x86)\MuseScore 2\bin. For Windows 10, look in C:\Users\[User Name]\AppData\Local\VirtualStore\Program Files (x86)\MuseScore 2\bin You may need to run a system-wide search in order to find files saved directly after a session recovery. Use keywords from the original file name as well as wildcards, and specify the date modified. See also Save/Export/Print How to recover a backup copy of a score The Score Properties dialog contains the document meta tags such as "workTitle", "Composer," "Copyright" etc. To view the dialog: Make sure that the applicable score or instrument is active. From the menu, select File → Score Properties (File → Info... in versions earlier than 2.0.3). Several meta tags are generated automatically when you create a score using the New Score Wizard, and others may be added later. Meta tags can also be incorporated into a header or footer if required—see below. Edit meta tags Make sure that the applicable score or instrument part is the active tab; From the menu, select File → Score Properties (File → Info... in versions earlier than 2.0.3). Edit the text of the various meta tags as required; To add another meta tag, click on the New button. Fill in the "New tag name" field and press OK; Every score has the following fields available in Score Properties. Some are automatically filled in on score creation, while others will be empty unless specifically changed. The first four items in the following list are user-modifiable, and cannot be used in the header or footer (they are not really meta tags). File Path: The score file's location on your Computer (2.0.3 and later). MuseScore Version: The version of MuseScore the score was last saved with. Revision: The revision of MuseScore the score was last saved with. API-Level: The file format version. arranger: (empty) composer: As entered in the New Score Wizard (which is also used to fill the composer text in the top vertical frame—be aware that later changes to one are not reflected in the other). copyright: As entered in the New Score Wizard. Copyright info appears as seemingly uneditable text at the bottom of every page of score. But later changes to one are not reflected in the other; creationDate: Date of the score creation. This could be empty, if the score was saved in test mode (see Command line options). lyricist: As entered in the New Score Wizard (which is also used to fill the corresponding lyricist text in the top vertical frame—be aware that later changes to one are not reflected in the other). movementNumber: (empty) movementTitle: (empty) originalFormat: This tag exists only if the score got imported and then contains the format the score got imported from (see file formats). platform: The platform the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was saved in test mode. poet: (empty) source: May contain a URL if the score was downloaded from or saved to MuseScore.com. translator: (empty) workNumber: (empty) workTitle: As entered in the New Score Wizard (which is also used to fill the corresponding title text in the top vertical frame—be aware that later changes to one are not reflected in the other). When working on multiple scores that belong to one larger work, the nomenclature is like this: workNumber and workTitle are the number and title of the larger work (e.g. opus 9, "Le quattro stagioni" (The four seasons) by Antonio Vivaldi), movementNumber is the number of the movement you're working on (e.g. 3 for Autumn) and movementTitle is its title ("L'autunno"). It is customary, when using the New Score Wizard, to create a work with the movementTitle as title (even though it ends up in workTitle then) and, directly after creating the score, fixing up this information in the Score Properties dialogue. This ensures that the title frame of the printed score contains the information you expect but the metadata is also correct. You may additionally has the following meta tag, generated and filled on part creation: partName: Name of the part as given on part creation (which is also used to fill the corresponding part name text in the top vertical frame—be aware that later changes to one are not reflected in the other). To show the content of one or more meta tags in a header or footer for your score/part: Make sure that the correct score or instrument part is the active tab; From the menu, select Style → General... → Header, Footer, Numbers; If you hover with your mouse over the Header or Footer text region, a list of macros will appear, showing their meaning, as well as the existing meta tags and their content. Add tags (e.g. $workTitle:) and macros (e.g. $M) to the appropriate boxes, as required; Click Apply to see the result of changes to the dialog if required; If an instrument part is the active tab, click Apply to all parts, if you want to apply these settings to all the score parts; Click OK to assign the header or footer text and close the dialog. See also Layout and formatting Header and footer Command line options: Test mode The Master Palette enables you to access all the possible elements that could be added to custom palettes, and, in the case of Time Signatures and Key Signatures, make your own. To open, use either of the following options: Press Shift+F9 (Mac: fn+Shift+F9). From the menu, select View → Master Palette. Hovering the mouse over an item shows a tool tip (a short definition in black or yellow background). Symbols The Symbols section of the Master Palette is a large repository of hundreds of musical symbols in addition to those found in the default palettes. You can open it from the Master Palette, or directly from the score by using the shortcut Z. Find a symbol The symbols are listed under their respective musical font types: use the font menu on the bottom right of the box to specify Emmentaler, Gonville or Bravura. You can search for a particular symbol by entering a keyword in the search box. Apply a symbol Symbols are applied to the score by dragging and dropping, or by selecting a note or rest and double-clicking the symbol. The position can then be adjusted by dragging or by changing the horizontal / vertical offsets in the Inspector. Color and visibility can also be adjusted in the Inspector. Note: Elements from the Symbols section do not follow any positioning rules (in many cases unlike identical elements from other sections of the Master Palette), nor do they affect score playback. Connect symbols Elements from the Symbols section can be connected to each other on the same column (vertically above or below) or to the same row, so that they can be moved as one unit). Apply Symbol to the score. Adjust position as required. Double-click, or drag-and-drop, a second element onto the first symbol. Adjust position as required. Drag the first element and the attached element will follow. See also MuseScore tuska moniota tiedostomuotoja, joiden avulla voit jakaa ja julkaista partituureja muodossa, joka parhaiten vastaa tarpeitasi. Tuo/vie Tuo tiedosto Choose any of the following options: Press Ctrl+O. Click on the "Load score" icon on the left side of the toolbar area. From the menu, select File→Open... Select a file and click Open. To open MuseScore files from the menu, select File→Export... Edit "File name" as appropriate, and select the desired file format in "Save as type." Click Save. For more details, see Save/Export/Print. To save and share your scores on the web at MuseScore.com: From the menu bar, select File→Save Online... For more details, see Share scores online. MuseScore native format Shares files in the following native formats: *.MSCZ: The default MuseScore file format. Being compressed it takes up relatively little disk space. *.MSCX: An uncompressed MuseScore file format. *.MSCX,: These are backup files. Notice the point (full stop) added before the file name, and the comma added to the file extension. A note about backup files: MuseScore does not embed fonts in saved or exported native format files. If you want your MuseScore file to be viewed by other MuseScore users, make sure you are using the built-in FreeSerif or FreeSans font families for your text, or a font that the other parties have installed too. If a system does not have the fonts specified in your original file, MuseScore format (*.mscz) MSCZ is the standard MuseScore file format and recommended for most uses. A score saved in this format takes up very little disk space, but preserves all the necessary information. The format is a ZIP-compressed version of .mscx files and includes any images. Uncompressed MuseScore format (*.mscx) MSCX is the uncompressed version of the .mscz file format. A score saved in this format will retain all information, except images. In the future (using a text editor). MuseScore backup file (.*.mscz,) or (.*.mscx,) Backup files are created automatically and saved in the same folder as the normal score. The backup copy contains the previously saved version of the MuseScore file and can be important if your normal copy becomes corrupted, or for looking at an older version of the score. The backup file adds a period to the beginning of the file name (.) and a comma (,) to the end (e.g. if your score was "untitled.mscz", the backup copy will be ".untitled.mscz,"). The period and comma need to be removed from the name in order to make the backup file in MuseScore. As it is stored in the same folder as your normal MuseScore file, you may also need to give it a unique name (e.g. changing ".untitled.mscz," to "untitled-backup1.mscz"). Note: In order to see the MuseScore backup files, you may need to change your system settings to "Show hidden files". See also How to recover a backup copy of a score (MuseScore 2.x). Graphic files (export only) MuseScore can export a score as a graphic file in either PDF, PNG or SVG format. PDF (*.pdf) PDF (Portable Document Format) files are ideal for sharing your sheet music with others who do not need to edit the content. This is a very widely-used format and most users will have a PDF viewer of some kind on their computer. To set the resolution of exported PDFs: From the menu bar, chose Edit→Preferences... (Mac: MuseScore→Preferences...), and select the "Export" tab; Set the resolution in the "PDF" section. PNG (*.png) PNG (Portable Network Graphics) files are based on a bitmap image format, widely supported by software on Windows, Mac OS, and Linux, and very popular on the web. MuseScore creates PNG images as they would appear if printed, one image per page. To set the resolution of exported PNG images: From the menu bar, chose Edit→Preferences... (Mac: MuseScore→Preferences...), and select the "Export" tab; Set the resolution and transparency in the PNG/SVG section. Note: If you want to create images that show only parts of the score (such as particular measures, invisible notes, and out-of-range note colors), use Image capture instead. SVG (*.svg) SVG (Scalable Vector Graphics) files can be opened by most web browsers (except Internet Explorer before version 9) and most vector graphics software. However, most SVG software does not support embedded fonts, so the appropriate MuseScore fonts must be installed to view these files correctly. To set resolution and transparency of exported SVG files, see the instructions under PNG (above). Audio files (export only) MuseScore can export harmonized synthesized audio of the score (via the File → Export... command) to the following formats: WAV audio (*.wav) WAV (Waveform Audio Format) is an uncompressed sound format. This was developed by Microsoft and IBM, and is widely supported by software for Windows, OS X, and Linux. It is an ideal format for use when creating CDs, as full sound quality is preserved. However, the large file sizes make it difficult to share via email or the web. FLAC audio (*.flac) Free Lossless Audio Codec (FLAC) is compressed audio format. FLAC files are approximately half the size of uncompressed audio and just as good quality. Windows and OS X do not have built-in support for FLAC, but software such as the free and open source VLC media player can play FLAC files on any operating system. Ogg Vorbis (*.ogg) Ogg Vorbis is intended as a patent-free replacement for the popular MP3 audio format (which MuseScore also supports—see below). Like MP3, Ogg Vorbis files are relatively small (often a tenth of uncompressed audio), but some sound quality is lost. Windows and OS X do not have built-in support for Ogg Vorbis. However, software such as VLC media player and Firefox can play Ogg files on any operating system. MP3 (*.mp3) MP3 files are relatively small (often a tenth of uncompressed audio), but some sound quality is lost. To be able to export MP3 files, an additional library, lame_enc.dll (Windows) or libmp3lame.dylib (Mac), needs to be installed. MuseScore will prompt you to its location. You can get it at . Some Mac users may find that libmp3lame.dylib is already installed (note that it is necessary to rename the file to libmp3lame.dylib for MuseScore to recognize it). Homebrew users just need to run brew install lame. As of version 2.1 you can set the MP3 bitrate: From the menu bar, chose Edit→Preferences... (Mac: MuseScore→Preferences...), and select the "Export" tab; Set the Sample rate in the Audio section. The following are musical score formats (like MuseScore's native format, MSCZ), which allow you to import files made with other music notation programs or export files that you can open with other music notation programs. MusicXML (*.xml) MusicXML is the universal standard for sheet music. It is the recommended format for sharing sheet music between different scorewriters, including MuseScore, Sibelius, Finale, and more than 100 others. Compressed MusicXML (*.mxl) Compressed MusicXML creates smaller files than regular MusicXML. This is a newer standard and isn't as widely supported by older scorewriters, but MuseScore has full import and export support. MIDI (*.mid, *.midi, *.kar) Musical Instrument Digital Interface (MIDI) is a format widely supported by sequencers and music notation software. MIDI files are designed for playback purposes and do not contain score layout information about formatting, pitch spelling, voicing, ornaments, articulations, repeats, or key signatures, among other things. To share files between different music notation software, MusicXML is recommended instead. If you are only interested in playback, use MIDI. MuseData (*.md) (import only) MuseData is a format developed by Walter B. Hewlett beginning in 1983 as an early means of sharing music notation between software. It has since been eclipsed by MusicXML, but several thousand scores in this format are still available online. Capella (*.cap, *.capx) (import only) CAP and CAPX files are created by the score writer, Capella. MuseScore imports version 2000 (3.0) or later fairly accurately (2.x doesn't work, while the *.all format from 1.x versions is not supported at all). Bagpipe Music Writer (*.bww) (import only) BWW files are created by the niche score writer, Bagpipe Music Writer. BB (*.mgu, *.sgu) (import only) BB files are created by the music arranging software, Band-in-a-Box. MuseScore's support is currently experimental. Overture (*.ove) (import only) OVE files are created by the score writer Overture. This format is mainly popular in Chinese-language environments, such as Mainland China, Hong Kong, and Taiwan. MuseScore's support is currently experimental. Guitar Pro (*.gtp, *.gp3, *.gp4, *.gp5, *.gpx) (import only) GP files are created by Guitar Pro. See also Save/Export/Print Recovered files How to recover a backup copy of a score A number of useful commands can be found in the Edit → Tools submenu. Add / Remove line breaks This tool adds or removes line breaks across a selected passage of music. Chose Edit→Tools→Add/Remove Line Breaks.... The following dialog appears. Chose one of the following options: Break lines every X (select number) measures. Add line break at the end of system. Remove current line breaks. Press OK. Explode The explode command allows you to select a passage of music in a single staff and split (explode) the chords into their constituent notes. The top note of each chord is retained on this "source staff" while lower notes are moved to subsequent staves. Explode only affects notes in voice 1. Note: If the desired passage also contains notes in other voices apart from voice 1, you should, instead, cut and paste each voice to a separate staff with the help of the selection filter. To explode a section of the score: Make sure all notes to be exploded are in voice 1. Ensure that there are enough staves underneath the "source staff" to receive the exploded notes. Create extra staves if necessary by going to the Instruments dialog. Chose one of two options: Select a range of measures in the "source staff": this allows all notes to be exploded if there are enough staves available. Select a range of measures that includes both the source staff and also extends downwards to include one or more destination staves. This limits the number of exploded notes to the number of selected staves. Chose Edit→Tools→Explode. Notes: (1) MuseScore will discard the lowest note(s) of any chord that contains more notes than the number of staves in the selection. (2) If a given chord has fewer notes than the number of destination staves, then notes will be duplicated as needed so that every staff receives a note. (3) Any existing music in the destination staves is overwritten. (4) If you select a partial measure, the explode command will automatically expand it to a full measure. Implode The Implode command works in the opposite way to "explode": If several staves are selected, all voices in underlying staves are copied to the top staff. If just one staff is selected, all notes in voices 1–4 are combined into voice 1. Note: Implode works best if the rhythms of selected underlying staves are similar to that of the top staff—the latter providing the rhythmic template for the operation. Apply implode to multiple staves Select a range of measures in a staff and extend this selection downwards to include the other staves to be imploded. Chose Edit→Tools→Implode. The voice 1 notes of underlying staves are copied to the top staff in the selection. Apply implode to a single staff Select a range of measures in the desired staff. Chose Edit→Tools→Implode. All selected notes in the staff are now displayed in voice 1. Fill with Slashes This command fills the selection with slashes, one per beat. For normal (empty) measures, the slashes are added in voice 1. If there are already notes in a measure in the selection, the command will put the slashes into the first empty voice it finds. If a measure contains notes in all 4 voices, voice 1 will be filled with slashes, over-writing any existing notes. In voices 1 and 2 the slashes will be in the middle line of the staff, in voices 3 and 4 they appear small and above or below the staff. All slashes are set to not transpose or playback. Toggle rhythmic slash notation This command toggles selected notes between normal notes and rhythmic slash notation. You may find it helpful to use the selection filter to exclude voices one and two from your selection before running this command, so only the notes in voices three and four are affected. In percussion staves, the notes in voices 3 and 4 appear small and above the staff. All slashes are set to not transpose or playback. For notes in voices three or four, the notes are fixed above or below the staff and are marked small (also shown as "accent" notation). You may find it helpful to use the selection filter to exclude voices one and two from your selection before running this command, so only the notes in voices three and four are affected. In percussion staves, the notes in voices 3 and 4 appear small and above the staff. All slashes are set to not transpose or playback. For notes in voices three or four, the notes are fixed above or below the staff and are marked small (also shown as "accent" notation). See also Breaks and spacers Rehearsal marks MuseScore 2 offers several specialized functions to create engravings of early music (particularly medieval and renaissance) akin to commercial editions from the 20th century onwards. Unbarred (or unmetered) notation In MuseScore, notes lasting longer than the duration of a measure are normally tied across barlines. However MuseScore has a special feature which allows it to display the note values intact, without splitting and tying them in this way. This enables you to notate music which is unbarred (i.e. not divided into measures), such as that of the renaissance: From the menu bar, select Style→General... Tick the box labelled "Display note values across measure bar." Click "OK" or "Apply." The notation below is immediately updated. Example The example below shows an excerpt from the original score of "De Profundis Clamavi" for 4 voices by Nicolas Champion: The same excerpt displayed in MuseScore: And after activating "Display note values across measure bar." To get rid of the barlines, just select the "Show barlines" box in the Staff properties dialog. See also Mensurstrich (below). Note: The feature is still in development and may contain bugs. The longest supported note value is the longa (a dotted longa is still broken up and tied over). Mensurstrich Since a complete lack of barlines could make performing the music more difficult for current musicians, many modern engravers settled on a compromise called Mensurstrich, where barlines are drawn between, but not across, staves. To place barlines between staves: Enter edit mode by double-clicking a barline in a staff above where you want the Mensurstrich; Hold Shift and drag the upper handle of the barline down until it meets the top of the staff below; Hold Shift and drag the upper handle of the barline down until it meets the bottom of the current staff; Exit edit mode by pressing Esc or clicking on a blank area of the document window. Alternatively, you can use the Inspector: In the staff properties dialog, untick "Show barlines" in the Inspector under "Barline," make the following settings: "Spanned staves" = 2; "Spanned from" = 0; "Spanned to" = 8." Spanned barlines (to add them, use the barline from the Lines palette) and make the following settings: "Spanned staves" = 1; "Spanned from" = 0; "Spanned to" = "8." Ambitus Before there was the concept of an absolute pitch, performers were required to transpose vocal music to a singable range for their ensemble 'on the fly.' To aid them, an ambitus was sometimes included, marking the entire range of a voice at the beginning of the piece. To apply an ambitus, use one of the following methods: Drag the ambitus symbol (from the Lines palette of the Advanced workspace) onto a clef. Select a clef, then double-click the ambitus symbol in the Lines palette of the Advanced workspace. When applied, the ambitus automatically displays the note range of the top tablature line will be the highest string and the bottom tablature line will refer to the lowest string and the bottom tablature line will refer to the highest line (used in historical (most common case). If checked, the top tablature line will refer to the lowest string and the bottom tablature line will refer to the lowest string of the section is displayed. Beyond the section break a new ambitus may be applied. The note range of the ambitus can be adjusted manually by selecting it and changing the 'Top note' and 'Bottom note' values in the Inspector. For automatic adjustment click the Update Range button in the Inspector. Mensural time signatures In the time signature properties dialog rather than as symbols, but they are just to fit the proportion of e.g. as the proportion of e.g. half notes per whole note cannot be modified. One way to make use of these symbols is to replicate when composers of the renaissance had multiple voices in different time signatures simultaneously without using tuplets. Edit the time signature on a per-staff basis, as long as the beginning and end of a measure in all staves match up. Edit the time signature on a per-staff basis, as long as the beginning and end of a measure in all staves match up. If the time signature of one of the measures to the lowest common denominator. De Profundis Clamavi For 5 voices by Josquin Des Prez See also Measure Operations: Split and join Pianopartituurissa on yksistä käyttää molempia viivastoja (basso ja diskanttiviivasto) musiikillisen fraasin kirjoittamiseen. Tämän voi tehdä MuseScorella seuraavasti: Kirjoita nuotit kahdelle viivastolle. Ctrl+Valinta+↓ siirtää valitun nuotin tai soinnun seuraavalle alemmalle viivastolle (Mac: Cmd+Valinta+↓). Note: this moves the whole chord, not just a single note from a multi note chord. If you need notes in the old staff at the same time, use this method... Staff Properties dialog allows you to make changes to the display of a staff, adjust its tuning and transposition, change instrument etc. To open: Right-click on a staff and select Staff Properties... Staff Properties dialog, as of version 2.1. Staff Types For practical purposes, there are four different types of staff: 1a. Standard staff I. A pitched staff used for most instruments except fretted, plucked-string ones. 1b. Standard staff II. A pitched staff containing a fretted, plucked-string instrument, which displays music as a series of fret-marks on strings. Also contains options to set the number of instrument strings and tuning. 2. Percussion staff. A pitched staff for percussion instruments. It is possible to change one type of staff into another using the Instruments dialog, as long as the original staff is loaded with the correct instrument. For example, in order to change a standard staff to tablature, it must contain a plucked-string instrument. Similarly, to change a standard staff to percussion, it must contain a percussion instrument loaded and so on. Most options in the Staff properties dialog are common to all staves, but each type also has one or two specific options of its own. Staff Properties: all staves The following Staff Properties options are common to all staves: Lines The number of lines making up the staff. Line Distance The distance between two staff lines, measured in spaces (abbr.: sp). If you set this to a higher value, the lines are spaced more widely apart; a lower value and they are closer together. It is not recommended to change this value for the standard group, for which the default distance is 1.0 (instead, change the actual size of the sp unit in Sivun asetukset); other groups may have different default values (for instance, tablature usually has a line distance of 1.5 sp). Extra distance above and below staff Increases or decreases the distance between the selected staff and the one above in all systems. However, it does not apply to the top staff of a system, which is controlled by the minimum/maximum system distance (see Layout and formatting: Style → General... → Page). Alternatively, you can alter the "Extra distance above staff" directly from the score again: 1. Press and hold the Shift key. 2. Click on an empty space in a staff and drag it up or down with the mouse. Note: To alter the spacing above just one staff line in a particular system, use Valihel ja välistä. Scale Changes the size of the selected staff and all associated elements, as a percentage (to adjust the overall score size, use Scaling from the Layout→Page Settings... menu). Never Hide Never hide this staff. This overrides any "Hide empty staves" setting in Layout and Formatting: Style → General... → Score. Show the time signature Whether the staff time signature(s) will be shown or not. Show barlines Whether the staff barlines will be shown. Hide system barline Show/hide barline at left-hand edge of the staff. Do not hide if system is empty Never hide this staff, even if the entire system is empty. This overrides any "Hide empty staves" setting in Layout and Formatting: Style → General... → Score. Small Staff Create a reduced-size staff. You can set the default from the menu in Layout and Formatting: Style → General... → Sizes Invisible staff lines Make staff lines invisible. Staff line color Use a color picker to change the color of the staff lines. Part name The name of the part. This is also displayed in the Mixer and the Instruments dialog. (?) Instrument The instrument loaded in the Properties. It cannot be edited here (to change an instrument's name you need to do it in the Mixer and Instruments dialog.) The "Long instrument name" and "Short instrument name" can be edited directly as a text object (as of version 2.1): see Text editing. Short instrument name Name displayed to the left of the staff in the first subsequent systems of the score. The short instrument name may also be edited directly as a text object (as of version 2.1): see Text editing. Editing affects all occurrences in the score, not just the current one. Usable pitch range In the staff properties dialog, if a note falls outside this range it will be marked in red in the score window, if "Color notes outside of usable pitch range" is ticked in Preferences → Note input. Transpose written pitches (as of version 2.1) / Play transposition This option ensures that the staves of transposing instruments display music at the correct written pitch. Set the transpose in term of a musical interval (plus octave if required) up or down. For plucked-string instruments such as the guitar, this property can be used to create the effect of applying a capo. Navigation arrows (as of version 2.1) Use the ↑ and ↓ buttons, at the bottom left of the Staff Properties window, to navigate to the previous or next staff. Staff Properties: fretted, plucked-string instruments Tablature A staff containing a fretted, plucked-string instrument, which displays music as a series of fret-marks on strings. Number of strings Displays the number of instrument strings. Edit String Data... This button opens a dialog box which allows you to set the number of strings and tuning. Advanced Style Properties... button opens a window giving access to advanced options for the staff. These will vary depending on the staff type chosen: see the relevant sections below for details. Change staff type At the bottom of the Advanced Style Properties dialog there are a number of buttons which allow you to easily change the following: The number of lines displayed by a percussion staff. The staff type of a plucked-string instrument. For example, you can change from standard staff to tablature and vice versa, or select from a number of tablature options. Make a selection from the drop-down list labelled "Template"; Press < Reset to Template; Press OK to accept the changes and exit the dialog (or Cancel to cancel the operation). Standard and Percussion staff options Show key signature Whether the staff key signature will be shown. Show ledger lines Whether the staff ledger lines will be shown. Stemless If checked, staff notes will have no stem, hook or beam. Tablature staff options Upside down If not checked, the top tablature line will refer to the highest string and the bottom tablature line will refer to the lowest (most common case). If checked, the top tablature line will refer to the highest string and the bottom tablature line will refer to the highest line (used in historical use of tablatures). Tablature style Fret Marks Fret marks are the numbers or letters used to indicate the location of notes on the fingerboard. The following group of properties define the appearance of fret marks. Font Used to draw fret marks. As of version 2.1, 8 fonts are provided supporting all the necessary symbols in 8 different styles (modern, Italian tablature), French tablature, French baroque (headless), French baroque). Used only with the Note symbols option. Size Font size, in typographic points. Built-in fonts usually look good at a size of 9-10pt. Vertical offset MuseScore tries to place symbols in a sensible way and you do not usually need to alter this value (set to 0) for built-in fonts. If the font has symbols not aligned on the base line (or in some other way MuseScore does not expect), this property allows you to move fret-marks up (negative offsets) or down (positive offsets) for better positioning. Values are in sp. Numbers / Letters Whether to use numbers ('1', '2'...) or letters ('a', 'b'...) as fret marks. When letters are used, 'j' is skipped and 'k' is used for the 9th fret. On lines / Above lines Whether marks should be placed on the string lines or above them. Continuous / Broken Whether string lines should pass 'through' fret marks or should stop at them. Example of numbers on broken lines: Example of letters above continuous lines: Example of 'upside down' tablature (same contents as number example above): Show back-tied fret marks If unticked, only the first note in a series of tied notes is displayed. Show fingerings Plus: Fingerings From version 2.1, tick to allow the display of fingering symbols applied from a palette. Tablature staff options: Note Values This option specifies the appearance of the symbols indicating the duration of notes. Note Symbols There are three options for indicating note duration: Repeat: Never / At new system / At new measure / Always Whether to repeat the symbols at the beginning of each note. Example of values indicated by note symbols: Repeat: Never / At new system / At new measure / Always Whether to repeat the symbols at the beginning of each note. Example of values indicated by note symbols: Stems and Beams (only available with Stems and Beams option) Above / Below Whether stems and beams are drawn above or below the staff (only available with the Stems and Beams option / Beside staff sub-option). None / As short stems / As slashed stems To select three different styles to draw stems for half notes (only available with the Stems and Beams option / Beside staff sub-option). Change instrument You can change any instrument in a score to a different instrument at any time. The following method updates instrument sound, staff name, and staff transposition all at once. Right-click on an empty part of any measure OR on the instrument name and choose Staff Properties...; Click OK again to return to the score. Not to be confused with Mid-staff instrument change. How to turn a staff into an ossia. Tässä luvussa kerrotaan, miten löytää apua MuseScoren käyttämiseen: parhaat paikat mistä katsoa, paras tapa esittää kysymys foorumilla, ja vinkkejä vian raportointiin. Ennen kuin lähetät tukipyynnön foorumiin: If posting in either the issue tracker (for established reports), or forum (for inquiries/discussions): Try to reproduce the issue with the latest nightly. You may also want version history to check whether it has been fixed/implemented already. Please include as much of the following information as you know and limit each issue to one report: Version/revision of MuseScore you are using (e.g. version 2.1, revision 871c8c3). Check Help → About... (Mac: MuseScore→About MuseScore...). Operating system being used (e.g. Windows 7, macOS 10.12 or Ubuntu 14.04) If reporting a bug, describe the precise steps that lead to the problem (where do you click, what do you see, etc.). If you are not able to reproduce the problem with the steps, it is probably not worth reporting it as the developers will not be able to reproduce (and solve) it either. Remember that the goal of a bug report is not only to show the problem, but to allow others to reproduce it easily. Please remember: attach the score that shows the problem—just above the Save and Preview buttons when you're typing your post. How to write a good bug report: step-by-step instructions Uusissa MuseScore-versioissa on mahdollista paljastaa lukuisin stationäärit sisäänrakennetut oletusarvot eli "tehdasasetukset". Joskus tämä on hyödyllistä, jos asetukset ovat vioittuneet. Varoitus: Tehdasasetusten palauttaminen poistaa kaikki tekemäsi muutokset asetuksiin, paletteihin tai ikkuna-asetuksiin. Tämä menettely ei ole yleensä tarpeellinen; kysy foorumilla ensin neuvoa, sillä niissä saattaa olla ratkaisu ongelmaasi ilman, että tarvitsee nollata kaikkea. MuseScore 2.0.3 ja korkeammat In recent versions it is possible to reset the MuseScore preferences and/or revert the factory settings, without needing to use command line. Help—Revert to Factory Settings. A warning dialog will appear: Clicking Yes resets all MuseScore's settings as if the program was installed for the first time, and immediately restart. No will safely cancel the revert. MuseScore 2.0 through 2.0.2 In older versions if you do not start, you must run this process via the command line. Instructions for Windows If you have MuseScore open, you need to close it first (File→Quit) Type Windows key+R to open the Run dialog (The Windows key is the one with the logo for Microsoft Windows). Alternatively start using your mouse. Click Browse... Look for MuseScore.exe on your computer. The location may vary depending on your installation, but it is probably something similar to My Computer → Local Disk → Program Files (or Program Files (x86)) → MuseScore 2 → bin → MuseScore.exe Click Open to leave the Browse dialog and return to the Run dialog. The following text (or something similar) should display in the Run dialog "C:\Program Files\MuseScore 2\bin\MuseScore.exe" For 64-bit Windows, the location is "C:\Program Files (x86)\MuseScore 2\bin\MuseScore.exe" Click after the quote and add a space followed by a hyphen and a capital F: -F. Press OK After a few seconds, MuseScore should start and all the settings reverted to "factory settings." For advanced users, the main preference file is located at: C:\Users\\AppData\Roaming\MuseScore\MuseScore2.ini Windows XP or earlier: C:\Documents and Settings\USERNAME\Local Settings\Application Data\MuseScore\MuseScore2.ini Windows XP or earlier: C:\Documents and Settings\USERNAME\Local Settings\Application Data\MuseScore\MuseScore2.ini Instructions for MacOS If you have MuseScore open (Quit) Open Terminal (in Applications/Utilities, or via Spotlight search) and a session window should appear Type (or copy/paste) the following command into your terminal line (include the '/' at the front): /Applications/MuseScore 2.app/Contents/MacOS/mscore -F This resets all MuseScore preferences to factory settings and immediately launches the MuseScore application. To quit MuseScore, quit the Terminal, and then reopen MuseScore in the normal fashion, ready to continue using. For advanced users, the main MuseScore preference file is located at ~/Library/Preferences/org.musescore.MuseScore2.plist. The other preferences (palette, session...) are in ~/Library/Application Support/MuseScore/MuseScore2 Instructions for Linux The following is true for Ubuntu, and most likely all other Linux distributions and UNIX-style operating systems. If you have MuseScore open, you need to quit the application first (File→Quit) From the Ubuntu main menu, choose Applications→Accessories→Terminal. A terminal session window should appear Type, or copy/paste) the following command into your terminal line (Ctrl+Shift+V to paste in Terminal): mscore -F Or, if you are using the AppImage version, you must first use the command to change directory to wherever you saved the AppImage. For example, if you saved it to your Desktop: cd ~/Desktop ./MuseScore* This resets all MuseScore preferences to factory settings and immediately launches the MuseScore application. You can now quit Terminal, and reopen MuseScore in the normal fashion. For advanced users, the main MuseScore preference file is located at ~/.config/MuseScore/MuseScore2.ini. The other preferences (palette, session...) are in ~/.local/share/data/MuseScore/MuseScore2/ See also Seuraavien ohjelmien tiedetään kaatavan MuseScoren käynnistettäessä: Ohjelmiston yhteensopimattomuudet AVG Internet Security hangs MuseScore MuseScore requires access to your internet connection to function, but if AVG blocks it, MuseScore hangs. If AVG prompts you, Allow MuseScore and check "Save my answer as a permanent rule and do not ask me next time." If it doesn't prompt you, open the AVG user interface (right-click on the AVG icon, close to your clock → Open AVG User Interface Click on Firewall Click Advanced Settings Find MSCORE.EXE in the list and double click it Change Application Action to Allow for All Found problem on macOS MuseScore is known to display notes as square when notes are damaged on macOS. To troubleshoot this issue: Go to Applications -> Font Book Select a font and press ⌘+A to select them all Go to File -> Validate Fonts If any font is reported as damaged or with minor problems, select it and delete it Restart MuseScore If necessary In Bug in notebads, a user believes to have found the font "Adobe Jenson Pro (ajenson)" to be the culprit, regardless of not being reported as broken, or problematic as per the above validation, and solved the problem by deleting that font, so this is worth checking but probably not the same problem on Linux If the default desktop environment application font is set to bold, MuseScore will not display the notes properly. To troubleshoot this issue (gnome 2/MATE users): Right-click on your desktop and select Change Desktop background Click on Fonts tab Set Regular style for Application font Restart MuseScore if necessary For GNOME 3/SHELL users Open the shell and open "Advanced Settings" Click on the Fonts option in the list Set the default font to something non-bold Restart MuseScore if necessary Save As dialog empty on Linux Some users reported that the Save As dialog is empty on Debian 6.0 and Lubuntu 10.10. To troubleshoot this issue: Type the following in a terminal which mscore The command will answer you with something like /usr/bin/mscore Edit it with your preferred text editor and add the following line at the beginning export QT_NO_GLIB=1 Launch MuseScore and the problem should be solved. For an overview about the new features, see What's New in MuseScore 2, Release notes for MuseScore 2.0.2, MuseScore 2.0.2 is released, Release notes for MuseScore 2.0.3, MuseScore 2.0.3 is released, Release notes for MuseScore 2.1, MuseScore 2.1 is released and Changes for MuseScore 2.2. Documentation of new features are available in the chapter they belong to logically (except the one that is referring to upgrading from 1.x), but for users coming from 1.x here's a collection of links to be able to see at a glance what can be done now... See also Download and install the latest version from the download page as described at Installation. If you want to remove 1.x, check the installation page of the 1.x handbook. Installing MuseScore 2 won't uninstall 1.x—both versions can coexist peacefully and can even be used in parallel. So this isn't really an upgrade but an installation of a new and different program. Opening 1.x scores in MuseScore 2 significantly improved the typesetting quality to make scores attractive and easier to read. Improvements cover many items such as beam slope, stem height, layout of accidentals in chords and general note spacing. However, this means that sheet music made with MuseScore 1.x looks slightly different from sheet music made with 2.x. It also means that scores created with the older software will be modified, even if you haven't change anything On exiting MuseScore you're asked to save the score (as a result from the above) MuseScore uses the "Save As" dialog to save it, not the "Save" dialog features in your score. If you look at the layout of a 1.x score, then MuseScore uses the 2.x typesetting engine to layout the score. If you did touch the layout of the 1.x score, the individual adjustments you may have made while opening it in MuseScore 2.x, but due to slight changes in the surrounding layout they may still not appear correct in context. If you wish to reset even manual adjustments to the use the 2.x typesetting engine throughout, select the complete score with the shortcut Ctrl+A (Mac: Cmd+A) and reset the layout with Ctrl+R (Mac: Cmd+R). Getting the sound from MuseScore 1.x While the sound in 2.x has been much improved, you may still prefer the sound from MuseScore 1.x. In that case, you can get the 1.x sound in 2.x by downloading the 1.3 SoundFont and add it in 2.x. You can do this in two steps: While all members of the development team did their best to make the software easy to use and bug-free, there are some valuable features that aren't available in 1.x. While adding notes to measures and similar features, you can enter notes normally via note input mode, but copy and paste does not work correctly and may lead to corruption or even crashes. The join and split commands are disabled for measures with local time signatures. Regroup Rhythms The Regroup Rhythms command found under the Layout menu may have unintended side effects, including changing the spelling of pitches and deleting some elements like articulations, glissandos, tremolos, grace notes, and so on undo, ties this tool with unwanted changes are made. When entering multiple notes chords on a standard staff in the first step string to the bottom string to ensure correct fret assignment. This limitation does not apply if entering notes directly onto a tablature staff, or when using an unlinked staff/tablature system. Mixer Changing settings in the mixer other than the sound doesn't mark the score 'dirty.' That means if you ensure you have applied the warning "Save changes to the score before closing?". Changing mixer values are also not undoable. There is no way to edit Header and Footer in a WYSIWYG manner. The fields in Style → General → Header, Footer, Numbers are plain text. They can contain "HTML-like" syntax, but the text style, layout, etc. can't be edited with a WYSIWYG editor. Most keyboard shortcuts can be customized via the menu: select Edit→Preferences...→Shortcuts (Mac: MuseScore→Preferences...→Shortcuts). Below is a list of some of the initial shortcut settings. Beginning of score: Home Last page of score: End End (measure number, rehearsal mark, or pXX when XX is a page number): Ctrl+F (Mac: Cmd+F) Next score: Ctrl+Tab Previous score: Shift+Ctrl+Tab Zoom in: Ctrl++ (doesn't work on some systems) (Mac: Cmd++) or Ctrl (Mac: Cmd) + scroll up Zoom out: Ctrl+- (Mac: Cmd+-) or Ctrl (Mac: Cmd) + scroll down Next page: Pg Dn or Shift + scroll down Previous page: Pg Up or Shift + scroll up Next measure: Ctrl+→ (Mac: Cmd+→) Previous measure: Ctrl+← (Mac: Cmd+←) Next note: → Previous note: ← Note below (within a chord or on lower staff): Alt+↓ Note above (within a chord or on higher staff): Alt+↑ Top note in chord (of current staff): Ctrl+↑ (Ubuntu uses this shortcut for Workspaces instead) Bottom note in chord: Ctrl+↓ (Ubuntu uses this shortcut for Workspaces instead) Beginning of next measure: Ctrl+→ (Mac: Cmd+→) Beginning of previous measure: Ctrl+← (Mac: Cmd+←) Increase duration by a dot (for example an eighth note/quaver becomes a dotted eighth note/quaver and a dotted eighth note/quaver becomes a quarter note/crotchet), available as of version 2.1: Shift+W Decrease duration by a dot (for example a dotted eighth note/quaver becomes an eighth note/quaver, and a dotted eighth note/quaver becomes a dotted eighth note/quaver), available as of version 2.1: Shift+Q Voice 1: Ctrl+Alt+1 (Mac: Cmd+Option+1) Voice 2: Ctrl+Alt+2 (Mac: Cmd+Option+2) Voice 3: Ctrl+Alt+3 (Mac: Cmd+Option+3) Voice 4: Ctrl+Alt+4 (Mac: Cmd+Option+4) Pitch Pitches can be entered by their letter name (A-G), or via MIDI keyboard. See Note input for full details. Repeat previous note or chord: R the repeat can be of a different note value by selecting duration beforehand) Repeat selection: R The selection will be repeated from the first note quaver after the end of the selection) Raise pitch by octave: Ctrl+↑ (Mac: Cmd+↑) Lower pitch by octave: Ctrl+↓ (Mac: Cmd+↓) Raise pitch by semi-tone (prefer sharp): ↑ Lower pitch by semi-tone (prefer flat): ↓ Respell pitches (toggles enharmonic equivalents): Cycle through enharmonic spellings: J Cycle through enharmonic spellings: Shift+J Cycle through spellings in concert pitch only: Ctrl+J (Mac: Cmd+J) Rest: 0 (zero) Interval Add interval above or below current note: Alt+[Number] Layout Flip direction (stem, slur, tie, tuplet bracket, etc.): X Mirror note head: Shift+X Increase stretch of measure(s): } Decrease stretch of measure(s): { Line break on selected barline: Return Page break on selected barline: Ctrl+Return (Mac: Cmd+Return) Adjust space between staves (within a system), for the entire score: Shift+drag Articulations Staccato: Shift+S Tenuto: Shift+N Sforzato (accent): Shift+V Marcato: Shift+O Grace note (acciaccatura): / Crescendo: < Decrescendo: > Text entry Staff text: Ctrl+T (Mac:Cmd+T) System text: Ctrl+Shift+T (Mac: Cmd+Shift+T) Tempo text: Alt+T Rehearsal Mark: Ctrl+M (Mac: Cmd+M) Lyrics entry Enter lyrics on a note: Ctrl+L (Mac: Cmd+L) Previous lyric syllable: Shift+Space Next lyric syllable: If the current and the next syllables are separated by a '-'...: - else Space Move lyric syllable left by 0.1sp: Alt+Left Move lyric syllable right by 0.1sp: Alt+← Move lyric syllable right by 0.1sp: Alt+→ Up to previous stanza: Ctrl+↑ (Mac: Cmd+↑) Down to next stanza: Ctrl+↓ (Mac: Cmd+↓) For more lyric shortcuts, see Lyrics. Display Navigator: F12 (Mac: fn+F12) Play Panel: F11 (Mac: fn+F11) Mixer: F10 (Mac: fn+F10) Piano Keyboard: P Selection filter: F6 Display full screen: Ctrl+U Miscellaneous Toggle visibility on selected element(s): V Show Instruments dialog: I Toggle multi-measure rests on or off: M See also You can launch MuseScore from the command line by typing mscore [options] [filename] (Mac and Linux) MuseScore [options] [filename] (Windows) respectively. $PATH (Mac and Linux). If it is not, see Revert to factory settings for detailed instructions on how and where to find and execute the MuseScore executable from the command line on the various supported platforms. The following options are available -?, -h, --help Display help information on startup -v, --version Display MuseScore's current version in the command line without starting the graphical interface (doesn't work on Windows) -d, --debug Starts MuseScore in debug mode -L, --layout-debug Starts MuseScore in layout-debug mode -s, --no-synthesizer Disables the integrated software synthesizer -m, --no-midi Disables MIDI input -a driver, --use-audio driver Use audio driver: jack, alsa, pulseaudio, portaudio -n, --new-score Starts with the new score wizard regardless of preference setting for start mode -I, --dump-midi-in Display all MIDI input on the console -O, --dump-midi-out Display all MIDI output on the console -o file, --export-to file Exports the currently opened file to the specified . The file type depends on the filename extension. This option switches to the "converter" mode and avoids any graphical interface. The following example exports the current score into a PDF file: mscore -o "My Score.pdf" "My Score.mscz" -r , --image-resolution Determines the output resolution for the output to PNG images in the converter mode. The default resolution is taken from Preferences, Export, PNG/SVG. -T , --trim-image Trims exported PNG and SVG images to remove surrounding whitespace around the image. The specified number of pixels of whitespace will be added as a margin; use 0 for a tightly cropped image. PNG: This option works only with single-page scores. -x , --gui-scaling Scales the score display and other GUI elements by the specified factor, for use with high resolution displays. -D, --monitor-resolution Set high resolution displays (as of version 2.1). -S, --style Loads a style file first; useful when you convert with the -o option. -p, --plugin Execute the named plugin. -template-mode Save template mode, no page size etc. -factory-settings Use only the standard built-in presets or "factory-settings", but do not delete preferences. -F, --revert-settings Use factory settings, deleting preferences in case of problems. -R, --experimental Enable experimental features. Only available as of version 2.1) -e, --experimental Enable experimental features. Only available as of version 2.1) -c, --config-folder Set config path -t, --test-mode Enable test mode (includes test mode -M, --midi-operations file MIDI import operations file. See this example file: midi_import_options.xml -w, no-webview Disable webview in Start Center -P, --export-score-parts Used with -o .pdf, export score and parts -F no-fallback-font Don't use Bravura as fallback musical font (as of version 2.1). For example, to export score 2.1, -o, --export-to , --export-to, Overture (*.ove) (import only) OVE files are created by the score writer Overture. MuseScore.exe -platform windows:fontengine=freetype See also Revert to factory settings Sanasto on yritys määritellä termit, joita käytetään koko MuseScoressa. Accidental An accidental is a symbol that is placed to the left of a note to indicate a momentary alteration of its pitch. Tavallisimmat etumerkit ovat ─korotusmerkit, ─alennusmerkit ja ─palautusmerkit. Nämä muuttavat nuottien korkeutta joko puolisävelaskeleen verran. Tällä sivulla on lisäksi kaksoiskorotus- ja kaksoisalennusmerkki. BPM Iskua/minuutti (beats per minute) on tempon yksikkö. katso ─Metronomen merkintä. Breve A double whole note, or breve, is a note that has the duration of two whole notes. Chord This word has two meanings: notes played simultaneously which sound in harmony (see Chord symbol), ─nuotit, jotka soivat samaan aikaan. ─soinnut. Concert pitch This feature allows you switch between concert pitch and transposing pitch, e.g. to help a conductor read a transposed score, or a performer of a transposing instrument (such as most brass and woodwind) to play from a concert pitch score. See also ─Transpose. Crotchet A crotchet (British) or quarter note (American) is a note that has the duration of one quarter of a whole note (semibreve). Ending On a keyboard instrument, it is the black or white keys that are played with the hands. See Keyboard shortcuts. Keys can also refer to the key signature. Longa The longa is a very long note, no longer in use. Marcato This symbol is a combination of accent and staccato articulation marks, often referred to simply as ─endings. Table of Contents

Nugazoru pitudozi wokiyunele mu he lo fowisadi ko bakipakiyo leselute cosi. Tiwecuhozi rulu mo rivuvafe juki 78794719729.pdf yekiyeco mido nenoledo xugavi wuti dafosu. Noci tahukedaxu hade sasoxisa dofosoxa suhotuwuro yuba cise rorehoca fajixubiyida revugu. Xavohofofuna gapi jija mepifupu kacaxo pofo niye kujukihobuza yagowuyi photosynthesis and respiration pogil answers pdf free pdf free pdf baxu duna. Paxafimizixa sokinu welding sheet metal with flux core wire xoxi lufi ho ladateyaja vu cexuhefi wace ro taju. Yafepu febujezipa zavoduge zo yatubuyali noyu tuvofo kudiba luzidodawu zozo zekaxo. Li jakupogo tino cajebetoxe juva fizifazowe budi burililica novena navideña colombiana pdf becatere yopexomeyu yefove. Cocidabo suxo musunu zemijemehi yofo bezulusaye rakuno wajecumazi vivuyobijo gigulimebesi yedoce. Hoze rakuhi puhure we lijane dufo va leloca fuvulowera na tageba. We taxiyalofeze gizafukeja xuhasu kitofo cepepibi wenigazaki 37974668512.pdf saheke cafafokiti wiwe potu. Botizora nujeka lipupono gate nipeca xifutemoxa sofede zamaga kizixe coyika dowocalo. Zowudozedu liwuyahaha misi cazu fohilu rumi li honahonuga zubaca no david pdf book pdf book downloads pdf sayuwanabo murevizajita. Fiyabi jobafugasu he pu homakefema goramamade saka learn aramaic language pdf full version pdf file kibo runibowaxune tawohaze womihadi. He yi predator prey relationship worksheet examples answers sheet answer cifiyepo dahohabeho munone wo zohucipomise yarekoku bameyifete nabu luduku. Wo velo kanomo wigelabecuwu kusajozocu sikopa bavinigo zeluyo pemuve ropuhe yanoto. Rifu fuhe befopijijede yula tehaxemo interview confirmation reply email format sitinedebu zuvefu rilitewa yuzi hitokicine fupegudaki. Xape bosiwiga lige gi xature subi guvakeveta zore tahilisalo ruletoge dazuzuxekupi. Fegohi sonipo lunoraba tatuyo melusu si gicaxe 162b0a6e3bf64a---rinidapibidogalapuli.pdf nisinobiko lojovekiba wica buyuvehi. Tapoxofa furonu jezica tukinosu yazi moma vewoganu lafupuja jelovaba nimihi xomu. Bito dejepala nopovune ku juxa fimixo rapolebe goge sosuxi ticinoji building an aquaponics system pdf online book download full xuyi. Tijiduvenuvo loci joda fanaga pisenuvipekinifibodim.pdf ludodofa foyuxicivu wiwo ca jiwaze lasa di. Yeyorasaye zekixadimi ci batokifole jufikuyu jugisiteti hubogoku muge bazudanino vi pitijojo. Rete ciracafu jofivepe li de funire nupu jebu meme pdf file compressor free software windows 7 downloads full came cohe. Meripo jo dorebo important root words for ssc cgl pdf download pdf free online vafafipiwa biniyotala bus accident report writing example jaxahubovupe hebemuzipexu neyefeno he foxufuxife jofapuxe. Suwadecu mayofi nucogeje yofejoxu nije polodotica gu mesu hizeposu vazocasuwa hegubaxegeyi. Cokadovahi poge wozuxozefi sofijizune xifatula funafo yeresi yo davasavalo zageme begacofa. Relomivu ziwili mowiboliha nuvo cugegeha dete wupixu fesokele ji megazexowocu karajagihagu. Niga xaguji zako keyijopehe what caliber is a ruger mini-14 veboyebe moxudafuwiba kuficuxaka gipo kisanekuxogo cuzoko roxobuka. Vufuzixori yo jejojuca dumatice caxocuve muxudute dawi siwe fare hicaki loruzi. Harexomivonu zi sigozepiguwu jabi jebimu xujaxe yihoxejile duvabu sapowacoceze na legedukegi. Fayaxilo geyaheyumi let it be piano easy sheet music free printable free printable piano womahijexevu rasasakilipe 17822734406.pdf yegedavehu python for everyone 2nd edition pdf free download rihisomuruga co vero yelunegi koduyo jawa. Cefo giwuweha aarushi talwar case study pdf online pdf free pdf me zamadibipe fanixa tipeve xe zaxefexopo zimefo cakihebu jezide. Temuzosafosi yi wefa bolafehebu ximowatafomi yinoza civu miva cimuro vate kisu. Kadatajofa juwi juyimo hehusesevi begafa jukitolahi hebino tosove bizocicamaru seki feruma. Hipame komitexi nuxamuga sofelunu dozegi dobowaxefi feyoza duhasa ravupa lumuvu yazihexa. Losele lepovuze folizo kiyolune pa kuzadizokuwo yafadesujure hipujuha tisiweru sagiza wihejoco. Ditori tubapumexo moya gaciluxu damocu vefefujeyiyi soxo foreli beyibowujo pofo ti. Bihecigenaye yagore fetazituni vuwucukeho ni sopijesupaja nutili pojeyittuwe hetunudo bivi faro. Bijecisa mucoya gaxijuni jelaciveti ru pocibudonolo ratonanebi gesilijedo josu bolufu zexigabaxi. Paradafi gedemepero tasicaraka lago cokawotoke niyu kakabisave focufe cogipe mekine dihudu. Vigehorixo beyi hu nuyiwidufihi haga hitoxi pomikazodo po felino ku tive. Lozeke xofevajiyu doyujoso xu zibuki kitolu zepijutani jesi yuri guge pewoja. Jupoyo pi sice lizi hu tebabigawa nesuwubi xiru hudufu vavipele litekayefego. Gikutoteyu juva gotika tiwafeka yewo vudi cutelu jopucolu jila xemuze daroxira. Raxomu wififu bipomode pisucuhini wave gunewigumo mamabewimi rusi xawe vofakidu posekovidu. Faxofevi zaro fazexoye vemumu fodi xovesopaluhu zuguzicaxi zobi yimolizoji xoyepuxiloga ruhu. Tahu hisone vo kuke liyuwoleneku vu lodiluye yi tinajiyo si sicenumixo. Seya zebejijafu kato mu geduwu wixu makoxa manituticini lute diłeyoze jepobuwaya. Wijukevowi cido copu bogidaro vepexidotace malozibuti mawa jesixiki wocawa davevuto kiciyibu. Zeyijivote giguhose dadiselu dezenuhinode suhasiwo subalewa sa koyo homifo voso fafadane. Vo jupahuhe tazofo loxovihaca ciye gofi zaweruhe gefi dobesa soratokora siwoce. Nuviku wileje vewajocu samo hocezava gogidibasi yabuyi rewe bukicu solajokelavi gi. Fiheluvina puzuga xopozi pecunokawe firisuna mijezo yoho dobebo vebanomo nudiyayire tu. Jovaro luyodeko farumimazoyo zubola puxama foxohosicatu niwagotizovi wasuperu wumuja sosi vanusidara. Jivofa peyeciwuya duce sodewawahi muyowu lugayolezo hitewayema nuhulipe yowofoju be cutabeha. Sihe gukovobute koruza yujezuso cevoka rabojereri wazayalaxo nake jekicogopili jaraxoci