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 asentamaan MuseScore toimii moninaisilla eri käyttöjärjestelmillä kuten Windowsilla,
macOS:llä sekä monilla Linux-jakelupaketeilla ja useilla BSD-jälkeläisillä. Löydät Windows asennusohjelman MuseScoren verkkosivujen lataussivulta. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksesi latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksen latauksen. Internet-selaimesi vahvistaa, että haluat ladata tiedoston. Klikkaa linkkiä aloittaaksen latauksen l
Windows saattaa avata turvallisuusikkunan ja pyytää teitä vahvistamaan ohjelman käynnistämisen. Valitse Suorita jatkaaksesi, Näet silloin lyhyesti jota seuraa Jos et näe asennusohjelman ikkunaa vaan jotain muuta, on mahdollista, että msi. laajennus ei ole liitetty msiexec.exe:een. Voit joko korjatan liittämisen tai sen sijaan ladata ja ottaa käyttöön
MuseScoren kannettavan version. Jatkaessa näet Jos klikkaat Cancel, tässä tai myöhemmin, näet: Sen sijaan jos klikkaat Next jatkaaksesi, asennusavustaja näyttää ilmaisen ohjelmistolisenssin ehdot. Lue ohjelmistolisenssin ehdot, varmista, että laatikko on ruksattu kohdasta "I accept the terms in the License Agreement", ja klikkaa Next jatkaaksesi, asennusavustaja näyttää ilmaisen ohjelmistolisenssin ehdot.
Seuraavaksi asentaja pyytää sinua vahvistamaan MuseScoren asennussijainnin. Jos olet asentamassa uudemman version tietokoneessasi, sinun pitää silloin vaihtaa kansiota (huomioi, että MuseScore 2 voi olla 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 poistaa lataamasi asennusavustajalle aikaa asentaakseen tarvittavat tiedostot ja kokoonpanot. Näet ja lopulta KlikkaaFinish poistaa lataamasi asennusavustajalle aikaa asentaakseen tarvittavat tiedostot ja kokoonpanot. Näet ja lopulta KlikkaaFinish poistaa lataamasi asennusavustajalle aikaa asentaakseen tarvittavat tiedostot. Käynnistä MuseScore 2→MuseScore 2 → MuseScore 2 → MuseScore 2 → MuseScore 2 → MuseScore 3 → MuseScore 2 → MuseScore 3 → MuseScore 3 → MuseScore 4 
 Asennuksen poisto Voit poistaa MuseScoren asennuksen päävalikosta valitsemalla Käynnistä→Kaikki ohjelmat→MuseScore 2→Poista MuseScore; tai Windowsin ohjauspaneelista. Huomioi, että tämä ei poista sinun partituurejasi tai MuseScore; tai Windowsin ohjauspaneelista. Huomioi, että tämä ei poista sinun partituurejasi tai MuseScore; tai Windowsin ohjauspaneelista.
 MuseScoren asennusta, klikkaa hiiren kakkospaiikkeella lataustiedostoa ja klikkaa ominaisuudet. Jos näet viestin "This file came from another computer and might be blocked to help protect this computer, klikkaa "Unblock", "OK" ja tuplaklikkaa lataustiedostoa uudestaan. Löydät Macin DMG-tiedoston (disk image) MuseScoren lataa-sivulta.
Käynnistä lataus klikkaa Muthenticate ja syötä salasanaa: klikkaa Authenticate ja syötä salasanaai 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 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 wait for it to get packaged by the relevant maintainer). Of course, you can always 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 in the one AppImage file. Step 1 - Download Before you download an AppImage, you need to know your processor's architecture. These 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 (phones & tablets, Raspberry Pi 2/3 running Ubuntu Mate, some
Chromebooks, usually 32-bit at present). Now you can head over 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 to wherever you saved the AppImage. From a File Manager: If you prefer to avoid the command line, there is
usually a way 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
without installing it, but you must install it if you want it to be completely integrated with your desktop environment. This has the following benefits: Adds the AppImage to your Applications Menu or Launcher Sets the correct icons for MuseScore's files (MSCZ, MSCX) and for MusicXML files (MXL, XML) Makes the AppImage available via your File
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. You will need to change directory (cd) to wherever the AppImage is saved your system, for example: cd
~/Desktop ./MuseScore*.AppImage [option...] Or give the path to the AppImage --help # displays a complete list of command line options ./MuseScore*.AppImage [option...] Use the "--help" and "man" options to get more information about the available command line options ./MuseScore*.AppImage [option...] Use the "--help" and "man" options to get more information about the available command line options...]
the manual page (explains what the options do) Distribution Packages 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 musescor
also be accessed via the Start Center. Aloituskeskus Käynnistäessä MuseScorea ensimmäistä kertaa, näet tämän ikkunan: Avataksesi aloituskeskus Aloituskeskus Aloituskeskus Käynnistäessä MuseScorea ensimmäistä kertaa, näet tämän ikkunan: Avataksesi aloituskeskus Aloituskeskus Käynnistäessä MuseScorea ensimmäistä kertaa, näet tämän ikkunan: Avataksesi aloituskeskus Aloituskeskus Aloituskeskus Käynnistäessä MuseScorea ensimmäistä kertaa, näet tämän ikkunan: Avataksesi aloituskeskus Aloituskeskus Aloituskeskus Aloituskeskus Käynnistäessä MuseScorea ensimmäistä kertaa, näet tämän ikkunan: Avataksesi aloituskeskus Alo
esikatselukuvia aiemmin avatuista partituurin. Luoda uuden partituurin (klikkaa pikkukuvaa avataksesi sen. Avata partituurin tietokoneesi tiedostojärjestelmästä: klikkaa Avaa partituurin. Hakea nuotteja sivustolla musecore.com. Link to mobile apps Link to
follow MuseScore on social networks Luo uusi partituuri To open the New Score Wizard when the Start Center is not open, use one of the following options: Click on the window; Use keyboard shortcut Ctrl+N (Mac: Cmd+N); From the menu, select File→New.... Title, composer and other information
Step 1: Enter score information. Enter the title, composer, or any other information as shown above, then click on Next >. This step is optional: you can also add this information after the score is created (see Vertical frame). Select template file. Here, you can choose from a range of solo, ensemble and orchestral templates. If
you wish to choose exactly what instruments should be in your score then click on the "Choose Instruments". See below. Choose instruments or voice parts If you can't find an appropriate template, then click "Choose
Instruments". The Chose Instruments window is divided into two columns: The left column contains a list of instruments in each family. The default entry is "Common instruments" but you can choose from others,
including "Jazz instruments" and "Early music". There is a search box at the bottom of the instrument window: typing the name of an instruments for your new score in the order that they will appear. Add instruments To add
instruments to the score, use any of the following options: Select one or more instruments in the left column. You can add more instruments or voice parts, as needed. Each
instrument added in this way is allocated its own Mixer channel. Note: If you want staves to share the same instrument, use the Add staff or Add linked Staff to an existing instrument in the score: Select a staff in the score list on the right-hand side (e.g. see "Staff 1" in the
image below). Click Add Staff or Add Linked Staff Linked No. Edit in one staff updates others Yes Guitar staff/tab See also,
Combine pitched staff with tablature. Change order of instruments To change the order of instruments (or staves) in the score Select an instrument, or a staff, in the right-hand column, and use the ↑ or ↓ buttons to move it higher/lower. Delete an instrument To delete an instrument, or staff line, from the score Select an instrument, or a
staff line, in the right-hand column, and click Remove. Select key signature and tempo of the score. Select key signature and tempo of the score. Select any of the former and click Next > to continue. An initial tempo can be set here too. Set time signature, pickup measure, and number of
measures Step 4: Create time signature etc. You can set your initial time signature here. If the score starts with a pickup measure (also known as an anacrusis or upbeat measure), then mark the Pickup measure checkbox and adjust the "Duration" accordingly. Measures is set to 32 by default: you can set your initial time signature here, or add/remove measure (also known as an anacrusis or upbeat measure), then mark the Pickup measure (also known as an anacrusis or upbeat measure).
later from the score. Click Finish to create your new score. Adjustments to score after creation Any settings you make in the New Score Wizard can always be changed when you start work on the score itself: Add/delete measures or create a pickup measure, see Measure operations Add/edit text To add text, see Add text (Text
basics). To change existing text, see Text editing. Change instruments et-up To add, delete, or change the order of instruments dialog which is virtually identical to the Chose Instruments dialog in the New Score Wizard (see above). See also
Change instrument (Staff properties). Adjust layout and formatting To adjust the distance between staves and systems, set page margins etc., see Layout and formatting. Templates The second screen of the new score wizard allows you to choose a template to create a new score from (see above for details). To create a score using this method, click on
a template instead of the "Choose Instruments" option. Continue and finish the new score wizard as usual. Template folders created by default: the system template folder that contains the templates installed with MuseScore and should not be modified, and a private
user template folder to add your own template folder. From the menu, select Edit Preferences... General. On Windows, the user template folder is
located at %HOMEPATH%\Documents\MuseScore2\Templates. On macOS and Linux, the user template folder is located at ~/Documents/MuseScore2\Templates. The new score wizard will show templates from both the system and the user template folder. System templates from both the system and the user templates.
system template folder is usually located at C:\Program Files\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Program Files (x86)\MuseScore 2\templates or in the 64-bit versions at C:\Progra
being the version you are using). On macOS, look under /Applications/MuseScore 2.app/Contents/Resources/templates. See also Key signature Time signature Time signature Time signature Clef Tempo Staff properties Video tutorial: MuseScore in Minutes: Lesson 1 - Score Setup MuseScore asennetaan ja toimii "järjestelmän" kielellä (joka on käytössä suurimmalla osalla
ohjelmista, ja tavallisesti riippuen maastasi ja tietokoneesi kieliasetukset...); Välilehdestä Yleinen, valitse haluttu kieli pudotusvalikosta Muokkaa-Asetukset...); Välilehdestä Yleinen, valitse haluttu kieli pudotusvalikosta Kieli: Päivttääksesi käännöksiä, napauta Päivitä kielten käännökset. Napauta sitten Päivitä-
painikkeita kielistä, joita haluat päivittää (katso vaihtoehtoinen menetelmä alhaalta). Sinun täytyy sulkea ja avata uudelleen MuseScore, jotta muutokset ja päivitykset astuvat voimaan. Voit päivittää käännökset ylläolevan esimerkin mukaan asetuksien kautta, mutta on olemassa myös toinenkin tapa: Valitse päävalikosta Ohje-Resurssienhallinta;
 Napauta Päivitä-painiketta kielille, joita haluat päivittää. Tässäkin tapauksessa sinun täytyy sulkea MuseScore ja avata se uudelleen, jotta muutokset ja päivitysten tarkistamiseen on kaksi tapaa. Valitse päävalikosta Muokkaa-Asetukset.
(Mac: MuseScore → Asetukset...); Valitse Päivitys-välilehti: Ruksaa laatikko, jonka vieressä lukee "Tarkista uusin MuseScoren tarkistaa päivitykset jokaisen käynnistyksen tilaa ilmaiseva valintaikkuna: joko "Ei
päivityksiä saatavilla" tai "päivitys MuseScorelle on saatavilla", jota seuraa päivityksen asennukseen ohjaava linkki. Huomioi: Nämä vaihtoehdot ovat saatavilsa vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille), koska vain ne voidaan päivittää suoraan sivustolta MuseScoren Mac- ja Windows-versioille (poikkeuksena Windows-versioille (poikkeuksena Windows-versioille (poikkeuksena Windows-versioille (poikkeuksena Windows-versioille (poikkeuksena Windows-versioille (poikkeuksena Windows-ver
 Storella) on eri mekanismeja päivitysten saatavuudelle. Katso myös Edellinen luku "Aloittaminen" opastaa sinut läpi asennuksen ja uuden partituurin käsittelyn yleiset toimintatavat. Muokkaustilassa voit suorittaa laajan valikoiman muokkaustoimintoja yksilöllisissä
parituurin elementeissä, kuten: säätää kaarien, viivojen ym. pituutta ja muotoa. lisätä, poistaa ja muotoilla tekstiia tekstikappaleissa. säätää kaarien, viivojen ym. pituutta ja muotoa. lisätä, poistaa ja muotoilla tekstiia tekstikappaleissa. säätää useimman partituurielementin asentoa (muttei tekstiin). Mene/poistu muokkaustilasta Päästääksesi Muokkaustilasta Päästääksesi Muokkaustilasta Päästääksesi Muokkaustilasta partituurielementin asentoa (muttei tekstiin). Mene/poistu muokkaustilasta Päästääksesi Muokkaustilasta Nationa Na
oikealla hiiren näppäimellä elementtiä, ja valitse valikosta Muokkaa elementtiä, ja valitse valikosta Muokkaustilasta, tee mitä tahansa seuraavista: Paina Esc. Klikkaa elementtiä, ja valitse valikosta Muokkaustilasta, tee mitä tahansa seuraavista: Paina Esc. Klikkaa tyhjää aluetta asiakirjan ikkunasta. Teksti Tekstin muokkaustilasta, tee mitä tahansa seuraavista: Paina Esc. Klikkaa tyhjää aluetta asiakirjan ikkunasta.
sidekaarta, kiiloja, maaleja jne.—reunustaa neliömäiset säätöpainikkeet eli "kahvat" Muokkaustilassa: valittaessa nämä muuttuvat siniseksi. Esimerkiksi sidekaari näyttää tältä: Loppupäiden kahvoja käytetään viivan pituuden säätämiseen. Side- ja yhdyskaarien tapauksessa on myös
kolme muuta kahvaa kaarevuuden säätämiseksi (katso kuva yllä). Jotta voit muuttaa kahvan paikkaa, klikkaa sitä ja käytä pikanäppäintä (kts. alla). Voit vaihtoehtoisesti raahata kahvan hiirellä. Jokainen äärikahva on liitetty pistekatkoviivalla ankkuriin viivastossa. Loppu- ja alkupään ankkurit ilmaisevat partituurin alueen rajat viivan valvonnan alaisena
Oletuksena äärikahva on sijoitettu pystysuoraan ankkurinsa ylle. Siirtääksesi sekä loppukahvaa että siihen kiinnitettyä ankkuria: Klikkaa kahvaa ja käytä joko vasenta/oikeaa nuolinäppäintä tai vastaavanlaista Ctrl (Mac: #) komentoa. Katso
pikanäppäimet alla. Nuotit Nuottien tasoittaminen Joskus on tarpeen siirtää nuottia oikeale tai vasemmalle, jotta saadaan vältettyä yhteentörmäys toiseen elementtiin tai ohitettua automaattinen nuotinpäiden jakaminen, kuten: Mene Muokkaustilaan halutussa nuotissa; Paina nuotinpäiden jakaminen tai oikeaan), johon haluat työntää
nuottia (tai käytä Ctrl+← or Ctrl+→ suuremmille säädöille); Paina Esc key. Tämä sallii nuotin varren uudelleen nuotin varta, sinun pitää valita se ja säätää
 "Vaakasuuntaista poikkeamaa" Tarkastajassa. Pikanäppäimet In Edit mode the following keyboard commands can be used to change the position of either (1) a score element (e.g. ornament, accidental etc.) or (2) an adjustment handle (e.g. slur, line etc.): \leftarrow: Move left 0.1 staff space \rightarrow: Move right 0.1 staff space \uparrow: Move up 0.1 staff space \downarrow: Move
down 0.1 staff space Ctrl+\leftarrow (Mac: \#+\rightarrow): Move up one staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.01 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move down 0.01 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.01 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.03 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.04 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.05 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.06 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.07 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.08 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.09 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.01 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.01 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.01 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.03 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.04 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.05 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.05 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.07 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.08 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.09 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.09 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.01 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.01 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.01 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.03 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.04 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.05 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.05 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.05 staff space Ctrl+\rightarrow (Mac: \#+\rightarrow): Move up 0.07 staff space Ctrl+\rightarrow
The following commands only apply to adjustment handle's anchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor right by one note/rest. Tab: Go to next handle sanchor ri
hyödyntämällä valikkokomentoa Näytä → Paletit tai pikanäppäintä F9 (Mac: fn+F9). Työtila vuorostaan sisältää juukon musiikkiin liittyviä symboleita. Työtilat MuseScore tarjoaa kaksi esiasetettua työtilaa: Perus (oletusasetus) ja Edistynyt (tila, jossa on enemmän paletteja ja symboleita). Voit
vaihdella näiden kahden välillä käyttämällä työtilapaneelin pohjassa sijaitsevaa pudotusvalikkoa. Palettien nimet työtila (alla). Yksittäinen palettitila Jos haluat sallia on lueteltu selkeästi palettitila jos haluat sallia on
vain yhden paletin avautumisen kerrallaan, klikkaa oikella hiiren painikkeella työtilaa ja merkkaa "Yksittäinen paletti"-laatikko. Telakointi/telakoinnin irroittaaksesi tuotaksesi tai irroittaaksesi työtilan. Kts. Sivupaneelit. Mukautettu työtila Luodaksesi tai irroittaaksesi tai irroittaaksesi tai irroittaaksesi tai irroittaaksesi työtilan, kts. Sivupaneelit. Mukautettu työtila Luodaksesi muokattavan työtilan. Valitse olemassaoleva työtilan, kts. Sivupaneelit.
sijaitsevaa pudotusvalikkoa. Klikkaa + -painiketta, syötä nimi uudelle työtilale ja paina Tallenna. Uusi työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse uusi valikse Uusi. Täytä työtila on lisätty paneeliin. Vaihtoehtoisesti voit hyödyntää valikse uusi valikse
järjestää uudelleen paletit sen sisällä: uusia symboleita voi lisätä ja olemassa olevia poistaa jne. Lisätietoja, kts. Mukautetut paletti ya Palettisymboleja Palettisymbolin voi asettaa partituuriin käyttämällä jotakin seuraavista tavoista:
Valitse yksi tai useampi partituurin elementti ja tuplaklikkaa palettisymbolia. Raahaa ja pudota symboli haluamaasi partituurin elementtiin viivastossa. Esimerkiksi tenuto-symbolia. Objekteja voi kopioida, liittää ja monistaa,
kunnes ne on lisätty partituuriin—kts. Kopioi ja liitä. Esiasetetut paletit (Edistynyt työtila sisältää seuraavat paletit: Custom palettes Once you have created a custom workspace (see above), and providing editing is enabled (see Palette menu below), you can customize the palettes within it to your own
requirements. To add an existing score element (such as a line, text, dynamic, fretboard diagram etc.) to a custom palette. Right-clicking on the name of a palette in a custom workspace brings up a menu with a
range of options: Palette Properties...: This allows you to make adjustments to the appearance of the open palette: Name Cell Size: Width, Height Element Offset: Adjusts the vertical offset of all elements in the palette into cells, one for
each element. Show 'More Elements...': Tick this box to create a cell which opens the Master Palette. Enable Editing: Tick this option if you want to be able to edit a palette. Save Palette: Save as an .mpal file. Load Palette: Load
an .mpal file. Delete Palette Right-clicking on an element within a palette (if editing of the palette is enabled) brings up a menu with the following options: Clear: Removes the element from the palette Properties ...: Opens the Palette Properties dialogue: Name: The tooltip that appears when you mouse over the element. Content offset (X, Y):
Adjust the position of the element in the palette. Content scale: Make the element appear larger or smaller in the palette. Content scale: Make the element appearance of elements: Opens the relevant Master Palette section. Note: Changing values in "Palette Cell Properties" only affects the appearance of elements
in the palette. It does not change their sizes or offsets on the score page. Master palette by pressing Z or Shift+F9 (Mac: fn+Shift+F9). Behavior of applied text and lines If the symbol you are adding to the score from a palette contains a text element
(e.g. staff text, dynamic, fingering, volta etc.), then properties such as font-type, font-size, text color, and alignment will adapt according to the following rules: Text properties—i.e. those changed by the user before saving the symbol to a
custom palette—remain as customized. When adding a line, line properties always remain unchanged (i.e. as set by the user before saving to a custom workspace, or as predefined in the Basic/Advanced workspaces). See also Most score elements have properties that can be edited in one of two ways: Click on any element, and many of its properties
can be viewed and changed from the Inspector panel on the right-hand side of your screen. Right-click on an element and select an option with the word Properties in it. This option opens a dialog with advanced properties, only available for certain types of elements. Inspector The Inspector is shown by default on the right of your screen. It can be
displayed or hidden from the menu: select View and check/uncheck Inspector, or use the shortcut F8 (Mac: fn+F8). In the Inspector, the properties of any selected object are displayed and can be edited. This applies to virtually every single element in the score window—notes, text, barlines, articulations etc. Multiple elements can also be selected and
 edited simultaneously, as long as they are of the same type. However, if the selected objects are of different types, then the Inspector restricts you to editing color and visibility only. The Inspector panel can be un-docked to become a floating panel by clicking the double-chevron symbol or double-clicking the top bar of the panel. To re-attach the panel
displayed at the top of the Inspector: For details about how to adjust the properties of various score elements, except frames, display this category in the Inspector when selected. The various options are as follows: Visible:
Uncheck this box to make selected elements invisible: alternatively, use the shortcut V (toggle). Invisible elements do not appear in the music when printed out or exported as a PDF or image. If you still want them to remain on display in the document window, make sure that the "Show Invisible" option is selected in View → Show Invisible.
 elements will then be colored light gray. Color: Click on the rectangle to open a "Color Selected elements exactly (in terms of space units). A positive number moves the elements right or down; a negative number moves the
elements left or up. Snap to grid buttons are also provided. Element Group This category is displayed only when you have selected a mixture of different types of elements, and allows editing of color and visibility only. Segment This category is used to increase or decrease the space before/after an element in a music staff. Adjusting leading/trailing
space here also affects any associated lyric syllables. Chord This category is displayed only if notes are selected. Any change to a notehead property under Chord affects the whole chord (i.e. all the notes in one voice) at that location—and not just the selected note. If you want to make changes to the position of just one note in a chord, then use the
 Element category (above). Note This category allows you to make changes to selected notes (but for note position—see Element). It contains the following properties: Small: Make notehead group: See Notehead groups. Head type: See
Notehead types. Mirror head: Position notehead to the left or right of the stem (default is "Auto"). Tuning: Adjust tuning of note to the nearest cent. Play: Unticking this box silences the note. Velocity type: Sets the MIDI velocity of note to the nearest cent. Play: Unticking this box silences the note.
marking. User: Make the value shown in "Velocity according to the option displayed in "Velocity is unaffected by dynamic markings). Velocity type." Fix to line: When ticked, the note is fixed to the top line of the standard 5-line staff. Line: A positive number moves the "fixed" note down; a negative
number moves it upwards. Select This category appears differently according to the selection you have made: If you select a notehead, the "Select" category displays buttons which allow you to easily switch the selection to the stem, beam, hook, duration dot (or dots) or tuplet number associated with the notehead (see image below). If you select a
range of measures, the "Select" category allows you to select either all notes, grace notes (from version 2.1) or rests. Beam This section is displayed in the Inspector when you select one or more note beams, and allows you to make fine adjustments to beam position and angle, and also change the spacing of beamed notes. See Adjust beam with the
inspector. Clef This section appears when you select a clef: the tick box allows you to turn on/off the displayed in the object and choosing a "Properties" option from the context menu: these are in addition to the object's properties displayed in the
Inspector. (Note: Properties should not be confused with Styles. Changes to properties and ornaments. Fretboard diagram properties Right-click on a fretboard to recognize the single element selected; all styles controls apply to the entire score.)
diagram and select Fretboard Diagram Properties... Allows you to create custom fretboard diagrams. See Edit fretboard diagrams. Line properties and select Line Properties... There are settings for the beginning, end, or continuation of the line. You can add or remove text, adjust the text's placement, and set the length and angle
of optional hooks. Click the ... button to access text properties for text included in the line. See Custom lines and line properties. Measure properties are the measure properties and select Measure properties are the measure properties are the measure properties. Staff properties are the measure properties are the measure properties are the measure properties. The measure properties are the measure properties are the measure properties are the measure properties are the measure properties. The measure properties are the measure properties are the measure properties are the measure properties.
empty part of a measure or the name of an instrument and select Staff Properties... This dialog allows you to adjust attributes of both the single staff and the instrument it is a part of. See Staff properties.. This dialog allows you to adjust attributes of both the single staff and the instrument and select Staff Properties... This dialog allows you to adjust attributes of both the single staff and the instrument and select Staff Properties... This dialog allows you to adjust attributes of both the single staff and the instrument and select Staff Properties... This dialog allows you to adjust attributes of both the single staff and the instrument and select Staff Properties... This dialog allows you to adjust attributes of both the single staff and the instrument and select Staff Properties... This dialog allows you to adjust attributes of both the single staff and the instrument and select Staff Properties... This dialog allows you to adjust attributes of both the single staff and the instrument and select Staff Properties... The staff Properties is a staff and the instrument and select Staff Properties... The staff Properties is a staff Properties of the staff Propertie
it, see \rightarrow above. Time signature properties Right-click on a time signature and select Time Signature Properties... Used to adjust appearance of time signature properties Right-click on a time signature properties of notes. See Time signature properties of notes.
Yksittäinen tahti valitaksesi yksittäisen tahdin, klikkaa tyhjää tilaa tahdin sisäpuolella. Tahtien valikoima Sijoita tyhjä tahti partituuriin Käytä jotakin seuraavista vaihtoehdoista: Valitse tahti, sitten paina Ins (no shortcut on Mac). Select a measure then chose from the menu: Add Measures Insert Measure. Sijoita useita tahteja Käytä jotakin
seuraavista vaihtoehdoista: Select a measure, then press Ctrl+Ins (no shortcut on Mac); fill in the "Number of measures to insert" field and press OK. Select a measure then chose from the menu: Add—Measures—Insert Measures to insert" field and press OK. Lisää Lisää Lisää tyhjä tahti partituurin loppuun Käytä jotakir
 seuraavista vaihtoehdoista: Paina Ctrl+B (Mac: \( \frac{H} + B\)). Valitse valikosta: Add→Tahdit→Lisää tahti loppuun. Lisää monta tahtia partituurin loppuun Käytä jotakin seuraavista vaihtoehdoista: Paina OK. Valitse valikosta: Luo→Tahdit→Lisää tahteja loppuun...; täytä
kenttä "Lisättävien tahtien määrä" ja paina OK. Poista Poista yksittäinen tahti Klikkaa tahtia; Paina Ctrl+Del (Mac: Cmd+Del); tai valitse valikosta Muokkaa→Tahdit→Poista valitut tahdit. Delete a range of measures Select the range of measures to delete (see above); Press Ctrl+Del (Mac: Cmd+Del); or from the menu, select Edit→Measures→Delete
Selected Measures. Notes: (1) In multi-staff scores, measure deletion also removes all corresponding measures in the other staves of the system; (2) If you wish to delete only the measure contents (and not the measure itself), use the Del command instead at step "2." Properties To edit the properties of a measure, right-click an empty part of the
measure and select Measure Properties...: You can use the buttons, at the bottom left of the dialog, to navigate to the previous or next measure. Staves The visible property allows you to show/hide all note stems for the current measure. Notes that
normally have a stem such as half notes (minims) and quarter notes (crotchets) only show the note head when marked as stemless. Measure duration This feature allows you to adjust the time signature of a single measure regardless of the time signature indicated in the score. You can use it to create a pickup measure (also known as anacrusis or
upbeat), cadenza, ad lib section etc. Nominal is the apparent time signature and cannot be edited. Actual can be set to anything you like regardless of the nominal time signature of 4/4, but an actual time signature and cannot be edited. Actual can be set to anything you like regardless of the nominal time signature.
 4/4 time. The complementary measure at the end of the staff, with a dotted half note, has an actual time sig. of 3/4. Other Exclude from measure count Use "Exclude from measure is marked as "Exclude from measure count" for "irregular" measure count" for "irregular" measure is marked as "Exclude from measure count" for "irregular" measure count" for "irregular" measure is marked as "Exclude from measure count" for "irregular" measure count" for "irregular" measure count" for "irregular" measure is marked as "Exclude from measure count" for "irregular" measure count irregular measure measure count irregular measure 
 Add to measure number You can also use the "Add to measure number" option to influence the measure numbering. You can enter positive or negative number you can enter positive or negative number to be excluded from measure count. Layout stretch You can increase or
decrease horizontal space between score elements (notes, rests, etc.) with this option. This provides a more precise control over the exact same measure spacing property as the menu commands or keyboard shortcuts for Increase/Decrease Stretch ({ and }), which are accessed outside of the Measure Properties dialog while a measure is selected.
Play Count (as of version 2.1) / Repeat count (prior to version 2.1) / Repeat count (prior to version 2.1) If the measure rest at the start of the selected measure. This option should be checked before you turn on the "Create multi-measure rests"
option in Style—General..., in the "Score" tab. Multi-measure rests are automatically broken at important breaks, such as rehearsal marks, time signature changes, double barlines, irregular measures of each System (except for the first
system, actually except for a measure with the numbers" ("Bar Numbers" ("Bar Numbers") section. Mark the checkbox next to the "Measure Numbers" ("Bar Numbers") section. Mark the checkbox next to the "Measure Numbers" ("Bar Numbers") section.
 Numbers") to turn on automatic measure numbers. Mark "Show first" if you want the first measure numbered. Mark "All staves" if you want numbers on "Every system" which numbers the first measure of each line, or show numbers by
 "Interval" and specify the size of the interval. For example, an interval of 1 numbers every measure; an interval of 5 numbers every fifth measure. Split and join You may want have to have a longer or shorter measure without changing the time signature. You can change a measure's duration in Measure Properties, but there is now a new option to
split or join measures. (Beams may be automatically modified.) Join measures Select the measures you want to join; From the menu bar, select Edit—Measures, the same measures will be joined in each staff of the system. For example, the image
below shows the result of applying the Join command to four measure Select a note (or chord); From the menu bar, select Edit—Measure—Split Measure Defore Selected Note. Note: If you select only one note from one staff, each staff of the system will be split at the same place. Agni on musiikillinen sae tai osa, jolla
voi olla muista äänistä riippumatta oma rytmi samalla nuottiviivastolla. Ääniä kutsutaan joskus muissa tavallisesti ääni 1 esittää ylästemmoja ja ääni 2 alastemmoja. Note: The feature called "Voices" should not be confused with "vocal
staves," which can be added from the Instruments dialog (accessed by pressing I). When creating a closed SATB score, use Voices 1 and 2 on the bottom staff for Tenor and Bass parts—do not use Voices 1 and 2 for Soprano and Alto parts on the top staff, and use Voices 1 and 2 on the bottom staff for Tenor and Bass. When to use voices If you need stems pointing in
opposite directions within a chord, on a single staff. If you need notes of different durations within a single staff, played simultaneously. How to enter notes in different voices The following instructions show you how to notate a passage of music in two voices: Enter voices The following instructions show you how to notate a passage of music in two voices: Enter voices The following instructions show you how to notate a passage of music in two voices: Enter voices The following instructions within a single staff.
highlighted in blue in the toolbar. Enter the notes in the toolbar. Enter the notes in the toolbar. Enter the notes in the toolbar. When inputting, some notes may have down-stems, but these will flip automatically when the second voice is added. The following excerpt shows a treble staff with just the voice 1 notes entered: Move cursor back to start of section: When you have finished entering a section of
voice 1 notes, press the \leftarrow key repeatedly to move the cursor, note-by-note, back to the first note of the section; or alternatively use Ctrl+\leftarrow (Mac:Cmd+\leftarrow) to move the cursor back one measure at a time. Or else you can simply exit note input mode (press Esc) and click directly on the first note. Enter voice 2 notes: Make sure you are in note-input
mode and that the voice 1 note at the beginning of the section is selected. Click on the "Voice 2" button (on the right of the toolbar), or use the shortcut Ctrl+Alt+2 (Mac: Cmd+Option+2). Enter all the lower voice notes (down-stem). The following image shows the above example after the addition of voice 2 notes: Deleting and hiding rests While the
rests of voices 2, 3, and 4 can be deleted, rests in voice 1 are permanent. However, they can be hidden, if required, by making them invisible. To hide a rest, select it and press V; or uncheck the "Visible" checkbox in the Inspector (see also Visibility options). Exchange voices of notes To swap the notes between any two voices: Select a range of
 measures; From the Menu bar, select Edit - Voices; Exchange any two voices from the list. Notes: (a) The selection can encompass content of any voice, but only two will be processed at once. (b) If you select a partial measure the operation will still apply to the whole measure. Move notes to another voice (without swapping) You can also move notes
from one voice to another (without note-swapping): Ensure you are not in note input mode. Select one or more noteheads (in any voice). Click on the destination voice in the Note Input toolbar or use the shortcut Ctrl+Alt+1-4 (Mac: Cmd+Option+1-4). Note: For a successful move, the following conditions should be met: The chord(s) in the destination
voice must be the same duration as the note(s) to be moved there. There is enough rest duration in the destination voice to accommodate the new notes. The note(s) cannot be connected by a tie. See also Voices: keyboard shortcuts Shared noteheads MuseScore tukee standardia kopiointi-, leikkaus-, liitä- ja (versio 2.1) vaihda leikepöydältä
komentoja. Näitä komentoja voidaan soveltaa: sävelalueille: esim. partituurin osan kertaukseen tai siirtää musiikkiote iskulla tai tahdilla. muihin partituurin elementteihin: esim. artikulaatiot, viivaston teksti, dynamiikat, sormitus jne. Huom: Viivoja ei voida kopioida, mutta niitä voidaan jäljentää (kts. alla). Kopioi-/liitä-/vaihda-/ komentoihin pääsee
käsiksi kolmella eri tavalla: muokkausvalikosta (dokumentti-ikkunan yläpuolella). painamalla osoitinlaitteen kakkospainikkeella elementtiin tai elementtiin ta
Muokkaa → Leikkaa Kopioi Ctrl+C Cmd+C Kopioi Muokkaa → Kopioi Liitä Ctrl+V Cmd+V Liitä Muokkaa → Kopioi Liitä Ctrl+V Cmd+V Liitä Muokkaa → Loikaamisen, liittämisen tai vaihdon loppuun, sinun täytyy olla normaalitilassa. Paina Esci
näppäintä to poistuaksesi normaalitilaan. Nuotit Voit leikata, kopioida, liittää tai vaihtaa nuotteja seuraavasti: kopiomalla/leikkaamalla yksittäisen soinnun Paina ja pidä Shift-näppäintä pohjassa ja klikkaa soinnussa olevaa säveltä. käytä kopiointi- tai liitä- vaihtoehtoa (kts. luettelo yllä). kopiomalla/leikkaamalla sarjan sointuja Klikkaa ensimmäiseen
nuottiin tai tahtiin, jonka haluat valita. Käytä näppäinyhdistelmää Shift+Click viimeiseen nuottiin tai tahtiin, jonka haluat valita korostaa sininen suorakulmio. Käytä kopionti- tai liitä- vaihtoehtoa. (kts. luettelo yllä). Liittäminen Klikkaa nuottia tai tahtia, josta haluat liittämäsi valinnan alkavan. Käytä kopionti- tai liitä- vaihtoehtoa.
(kts. luettelo yllä). Vaihda leikepöydältä Saatavilla versiosta 2.1 ja eteenpäin, vaihda leikepöydältä -toiminto yhdistää kaksi komentokin; (2) Toiseksi, se siirtää ylikirjoitetun partituurin osan takaisin leikepöydälle, aivan kuten kopiontikomentokin
Toimintoa voidaan käyttää esimerkiksi kahden samanpituisen partituurin osan, A:n ja B:n , vaihtamiseen: Valitse valinta A, sitten käytä leikkaamalla Esc-näppäintä tai klikkaa nuottia valinnan B alusta tai jos B alkaa tahdin alusta, voit yksinkertaisesti myös
valita tahdin; Käytä Vaihda leikepöydältä- toimintoa (kts. luettelo yllä). Valinta B on nyt leikepöydällä. Liitä se takaisin askeleen "1" tyhjäksi jättämään partituurin alueeseen. Kopioi vain yksittäisen sävelkorkeus On mahdollista kopioida vain nuotin sävelkorkeus (ilman muita ominaisuuksia) klikkaamalla nuotinpäätä ja soveltamalla tavallista
kopiomista ja liittämistä tai kopioimista ja leikepöydältä vaihtamista. Kohdenuotin sävelkorkeus muuttuu samaksi kuin kopioidun nuotin, mutta aika-arvo pysyy ennallaan. Muut elementit Muita partituurin elemettejä (kuten viivaston teksti, dynamiikka, sormitus, sointukaaviot jne.) voi leikata, kopioida ja liittää yksitellen. Artikulaatiot (sforzato, staccato
jne.), taas sallivat monivalinnan. Huom: Leikepöydältä vaihto-komento on tarkoitettu käytettäväksi vain musiikin osiin eikä muihin partituurin elementti, Käytä vaihtoehtoja Kopioi tai Leikkaa (kts. taulukko yllä). Liitä Klikkaa nuottia, johon haluat valitsemasi alueen alkavan. Käytä yhtä Liitä -vaihtoehdoista (kts.
taulukko yllä). Artikulaatioiden tapauksessa, liittäminen tapahtuu kohdenuotteihin tarkalleen samassa (jatkuvassa tai ajoittaisessa) järjestyksessä kuin ne olivat alkuperäisessäkin valinnassa. Pikakertaus Kopioidaksesi ja liittääksesi nuotin, tahdin tai kohdan nopeasti: Valitse sointu, tahti tai kohta kuten kuvattu yllä. Paina R . MuseScore kopioi ja liittää
valitun nuotinnoksen pisteeseen välittömästi viimeisen nuotin jälkeen valinnassa. Kaikki olemassa oleva musiikki kohdealueessa korvataan. Jäljennä Kopioidaksesi ja liittääksesi tekstielementin, viivan tai muun objektin välittömästi: Pidä pohjassa Ctrl+Vaihtonäppäin (Mac: Cmd+Shift), klikkaa elementtiä ja raahaa mihin partituurin kohtaan tahansa.
Vapauta hiiren painike ja valittu elementti on jäljennetty uuteen sijaintiin. Valintasuodin valintas
 sijainnin, katso Tarkastelu ja navigointi: sivupaneelit. Eesimerkiksi: Oletetaan, että haluat kopioida tahtien 1 ja 2 kulun seuraavasti (katso kuva) tahteihin 3 ja 4: Varmista, että Valintasuodin näkyy (kts. yllä); Poista ruksi kohdasta "Artikulaatiot & korukuviot" ja "Kaaret"; Kopioi ja liitä halutut tahdit (tässä esimerkissä, tahdit 1-2 tahteihin 3-4). Huom:
 Valintasuodin toimii myös vaihda leikepöydältä -komennon kanssa. Katso myös Jos haluat muuttaa nuotteja niin, että et muuta niiden rytmiä, saat yhdistää transponoinnin tai sävelkorkeuden muuttamisen kopiointiin ja liittämiseen. Video tutorial: Lyrics, copying & dynamics Tämä kappale tarkastelee vaihtoehtoja, jotka ovat saatavilla Näytä valikosta,
ja Suurennus ja Sivunäkymä/Jatkuva näkymä valikoissa (jotka sijaitsee työkalupalkissa partituurin yläpuolella). Se myös esittää yksityiskohtaisesti eri navigaatiokomentoja ja -toimintoja. Näytä sivupalkit/paneelit Lähennä/loitonna On olemassa monta tapaa lähentää tai loitontaa partituuria: Pikanäppäin: Lähennä: Ctrl++ (Mac: Cmd ++) Loitonna: Ctrl
+- (Mac: Cmd +-). Näytä-valikko: Lähennä: Näytä-Suurenna Loitonna: Näytä-Suurenna Loitonna: Näytä-Pienennä. Hiiri Lähennä: Rullaa hiiren rullaa alaspäin samalla, kun painat pohjassa näppäintä Ctrl (Mac: Cmd). Pudotusvalikko: Säätääksesi täsmällisen zoomin, käytä hyväksi
pudotusvalikkoa vakiotyökalupalkissa asettaaksesi partituurin suurennoksen (25–1600 %) tai näytä se käyttämällä vaihtoehtoja "Sivun leveys", "Koko sivu", tai "Kaksi sivua". Palautaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ctrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ltrl+0 (Mac: Cmd+0). Työkalupalkissa asettaaksesi 100% zoomin: Hyödynnä pikanäppäintä Ltrl+0 (Mac: Cmd+
toolbars above the document window: File Operations, Playback Controls, Concert Pitch, Image Capture, Note Input (see Toolbars below). Show Status bar, at the bottom of the screen, gives information about selected score elements. Tick/untick this option to display or hide. Split display It is possible to split the document display so as
to view two documents at once, or to view two different parts of the same document. Tabs allow you to choose which document to display in each view. You can drag the barrier separating the two scores to adjust the amount of space in the window devoted to each: Documents Side by Side: Divides the window vertically into two scores views.
light gray. Show Unprintable: View/hide Page Margins. Full screen mode expands MuseScore to fill your screen so more content is visible. Page/Continuous View You can switch between two different views of the score using
the drop-down list in the toolbar area: Page View In Page View, the score is formatted as it will appear when printed or exported as a PDF or image file: i.e. page by page, with margins. Line and page breaks are automatically applied—where possible—so that the score fits within the space available. You are free to override the automatic layout by
 adding your own line, page or system breaks. Continuous View In Continuous View, the score is shown as one unbroken system. Even if the starting point is not in view, measure numbers, instrument names, clefs, time and key signatures will always be displayed on the left of the window. Note: Because the layout is simpler, MuseScore may perform
faster in Continuous View than Page View. Työkalupalkit Työkalupalkit Työkalupalkitalue sijaitsee Päävalikon ja dokumentti-ikkunan välissä. Se sisältää symboleja, jotka sallivat sinun suorittaa erinäisiä toimintoja. Se voidaan jakaa seuraaviin työkaluriviin: Tiedostotoiminnot: Uusi partituuri, Lataa partituuri, Tallenna, Tulosta, Kumoa, Tee uudelleen.
Zoom/Sivunäkymä. Toistosäätimet: Ota käyttöön MIDI, Hyppää alkuun, Toista/Pysäytä, Silmukkatoisto, Soita kertaukset, Metronomi. Soiva sävelkorkeus: Näyttää partituuria. Nuotinsyöttö: Nuotinsyöttötila, Kesto, Yhdyskaari, Tauko, Tilapäiset
already displayed) the "Drum Tools" (i.e. Drum input palette). These display options can also be accessed in the View menu, and, as of 2.1, in View—Toolbars. The workspaces, Inspector and Selection filter are conveniently displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use one of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following methods: Drag displayed as side panel use of the following 
the panel; Click on the double chevron at the top of the panel to the top/bottom of an existing side panel and it will stack vertically above/below that panel. Drag the panel to the middle of an existing side panel and it will overlay
 that panel. Both panels can then be accessed by tabs. Alternatively, double-clicking the title bar of the panel will restore it to its previously docked position. There are various commands available to help you navigate through the score. These are listed under Keyboard shortcuts: Navigation. The Navigator is an optional panel which allows you to
navigate a long score more easily, or go to specific pages. To view/hide, go to the View→Navigator, or use the shortcut F12 (Mac: fn+F12). It appears at the bottom of the document window if scrolling pages vertically (see Preferences: Canvas). The blue box represents
the area of the score that is currently visible in the main window. You can drag either the blue box or the scroll bar, or click on an area to immediately go to it. Find The Find function allows you to speedily navigate to a specific measure, rehearsal mark or page number in the score: Press Ctrl+F (Mac: Cmd+F), or select Edit-Find. This opens the Find
(or Go to) bar at the bottom of the workspace. Use one of the following options: To go to a measure, enter its name (the first character must be a letter for it to
be "found", but subsequent text can be letters or numbers; the search is case insensitive). To go to a numerical rehearsal mark (esp. one that does not match the measure number), enter the number using the format rXX (where XX is the rehearsal mark that starts with
"P" and continues with a number, use rpXX). This works starting with version 2.1. To go to a page, enter the page number using the format pXX (where XX is the page number, use rpXX). This works starting with version 2.1. To go to a page, enter the page number using the format Layout and
formatting Objects in the score—such as notes, measures, articulations etc.—can be selected by simply clicking on them in "normal" (i.e. not note-input) mode. Select a single note Make sure you are not in note input
mode; Click on a note. Note: Selecting a single note then copying and pasting it, will only copy and paste the pitch—not duration or other properties, you need to hold down Shift—as for chord selection (below). Select a chord Make sure you are not in note input mode; Press and hold down Shift—as for chord selection (below).
  Shift, then click on a note in the chord. Select a single measure Click on a blank space within the measures. Note: To select a continuous range of objects There are several ways to select a continuous range of notes, chords or measures: 1. Shift selection
Make sure you are not in note entry mode; Select the first note, chord, rest or measure in the range. You can extend the selection one chord at a time to the right: Press Shift+→. To advance the selection one chord at a time to the right: Press Shift+→. To advance the selection one chord at a time to the range. You can extend the selection one chord at a time to the right: Press Shift+→. To advance the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the selection one chord at a time to the range. You can extend the range is the range of the ran
to the left: Press Shift+\leftarrow. To advance the selection one measure at a time to the right: Press Shift+Ctrl+\rightarrow (Mac: Shift+Cmd+\rightarrow). To advance the selection one measure at a time to the left: Press Shift+Ctrl+\leftarrow (Mac: Shift+Cmd+\rightarrow). To advance the selection one measure at a time to the right: Press Shift+Ctrl+\leftarrow (Mac: Shift+Ctrl+\leftarrow).
to the end of the line: Press Shift+End (Mac: Shift+Fn+\rightarrow). To extend the selection to the beginning of the score: Press Shift+Ctrl+Home (Mac: Shift+Ctrl+End (Mac: Shift+Ctrl+
entry mode; Click on the first note or rest in the range; Press and hold Shift, then click on the last desired note or rest. Note: The final selected elements will be enclosed in a blue rectangle, including associated lines and articulations (but not voltas). You can
repeat the operation to extend the selected range as required. Select a range of measures Click on a blank space in the first desired measure; Hold down Shift, then click on a space in the last measure of the desired range can be extended vertically as well as horizontally. 3. Drag selection This method can be
used to select notes or rests, or, independently, to select non-note symbols such as staccato dots, lyrics etc.: Press and hold Shift, then drag the cursor across the desired range. 4. Select All This method selects the whole musical score including notes, rests and associated elements. Use one of the following options: Press Ctrl+A (Mac: Cmd+A). From
the menu bar, select Edit → Select Edit → Select Section This method is used to select a section—a region of the score starting and/or ending with a section break: Click on an empty space in a measure in the section; From the menu bar, select Edit → Select Section. Note: See Copy and paste: Selection filter to disable certain types of elements from
being selected in a range selection. Select a list of objects To select a list (or discontinuous range) of score elements: Click on the desired additional elements. Note: This method cannot be used to select measures. Use single or range selection instead. Select all similar To select
all elements of a specific type (e.g., all barlines, all text elements; Relects all elements; Relect and chose Select...; Several options are available: All Similar Elements in the same staff similar to the chosen
object. All Similar Elements in Range Selection: only applies if a range has been selected. Selects all elements in the range similar to the chosen object. More...: opens a dialog that lets you fine-tune more options. For example, if you have a notehead selected, the dialog will look something like this (as of version 2.1—previous versions had fewer
options): Select Same notehead: In this example, only noteheads of the same group will be selected; Same duration will be selected; Same duration will be selected; Same note name: Noteheads of that name in all octaves will be
selected; Same staff: Only noteheads on the same staff will be selection: Keeps everything you have already selected, but takes
away the current selection. What selections are useful for Copy and paste Edit mode Inspector and object properties Tools See also MuseScoressa on rajoittamaton määrä kumoa / tee uudelleen Ctrl+Shift+Z or Ctrl+Y (Mac: #+Shift+Z) Tai hyödynnä työkalurivin
painikkeita: MuseScoressa Tiedosto-valikon alta voi löytää vaihtoehtoja, kuten Tallenna nimellä..., Tallenna kopio..., Vie..., Vie stemmat... ja Tulosta.... Tallenna valinta... Tallenna valinta..., Tallenna valinta..., Tallenna valinta..., Tallenna valinta..., Tallenna valinta... Tallenna valinta..., T
 .mscx). Tallenna...: Tallenna nykyisen partituurin tiedostoksi. Tallenna nykyisen partituurin uudeksi tiedostoksi. Tallenna nykyisen partituurin tiedostoksi. Tallenna nykyisen partituurin uudeksi tiedostoksi. Tallenna nykyisen partituurin uudeksi tiedostoksi. Tallenna nykyisen partituurin uudeksi tiedostoksi. Tallenna nykyisen partituurin tiedostoksi. Tallenna nykyisen partituurin uudeksi tiedostoksi. Tallenna nykyisen partituurin tiedostoksi. Tallenna nykyisen partituurin tiedostoksi. Tallenna nykyisen partituurin uudeksi tiedostoksi. Tallenna nykyisen partituurin tiedostoksi. Tallenna nykyisen par
2.1:n aikaisemmissa versioissa, että tiedosto on tallenna verkkoon...: Tallentaa nykyisen partituurin sivulle MuseScore.com (kts. Partituurien jakaminen verkossa). Vie Vie... ja Vie stemmat... sallivat sinun luoda kolmannen osapuolen tiedostoja, kuten
PDF, MusicXML, MIDI, ja eri ääni- ja kuvatiedostomuotoon. Vie stemmat...: Export current score and all linked parts to separate files in format of your choice. MuseScore remembers which format you picked the last time
and makes that the default for the next time. There is a known issue with Windows XP and Vista, where you have to manually (un)set the filename's extension when choosing a different format than the one selected the previous time. Note: Uncompressed MuseScore format (MSCX) is available in both 'Save' and 'Export'. Tulosta Print... allows to print
your MuseScore file directly to a printer from MuseScore. Depending on your printer you will have different options, but generally you can define the page range, number of copies and collation. If you have a PDF printer installed, you could also "export" to PDF using that, although this is not recommended. For this to work properly with Adobe PDF,
make sure to uncheck Rely on system fonts only, do not use document fonts in Printer properties. Katso myös File format Part extraction Go to musescore.com/sheetmusic to view other scores from MuseScore. You can save and share your scores online at MuseScore. You can save and share your scores online at MuseScore. To make sure to uncheck Rely on system fonts only, do not use document fonts in Printer properties. Katso myös File format Part extraction Go to musescore.
computer, or share it publicly. MuseScore.com enables the viewing and playback of scores in your web browser - an additional feature entitled VideoScores allows synchronization between the score and a YouTube video. For use outside of a web browser, you can download the score in a variety of formats (including PDF, MIDI, MP3, MusicXML, and
the original MuseScore file). Create an account Visit MuseScore.com and click on "Create new account". Pick a username and enter a valid email arrives, check your spam folder. Click the link in the email and visit your user profile to change
your password. Share a score directly from MuseScore To save a score online: Make sure that the individual parts are correctly transposed. From the menu, select File—Save Online.... The "Log in to MuseScore" dialog will appear: Enter your email address or MuseScore username, and password, then click OK
Note: If you don't have a MuseScore account yet, create one first by clicking on the "Create an account" link. That will open your browser app and bring you to musescore.com/user/register. Upon successfully logging in, you'll be able to enter your score information. Title: The title of the score. Description: The descriptive text that will appear next to
it. Make the score private: If ticked, the score can only be viewed via a private link. If unticked, the score is visble to all. License: Chose an appropriate copyright license from the drop-down list. Note: Creative Commons license, allows people to use your scores under certain restrictions. Tags: You can add tags to help identify scores on
MuseScore.com. Use commas to separate multiple tags. In case you already saved the existing one, and, as of version 2.1, you can enter some additional information in a changlog section of the dialog. Uncheck Update the existing one, and, as of version 2.1, you can enter some additional information in a changlog section of the dialog. Uncheck Update the existing one, and, as of version 2.1, you can enter some additional information in a changlog section of the dialog.
using a different SoundFont than the default one and if you are able to export MP3 files, a checkbox "Upload score audio" will be visible and enabled. If the checkbox is checked, MuseScore com You can also upload a
score directly on MuseScore.com. Click the Upload link on MuseScore.com. You have also access to more information, such as Genre. Note: Should you reach the five score upload limit, you can still upload scores directly from MuseScore, but only the last five are visible. If you wish more than
this amount, upgrade to a Pro Account first. Edit a score on MuseScore.com If you want to make changes to one of your scores on MuseScore file on your own computer, save it, and then do the following: If you originally shared the score directly from within MuseScore, simply go to File -Save Online... again to update the
online score. If you originally uploaded the score via the Upload page on MuseScore.com, then you must follow these steps to update the online score: Go to the score page on MuseScore.com, then you must follow these steps to update the online score: Go to the score page on MuseScore.com, then you must follow these steps to update the online score: Go to the score page on MuseScore.com.
accompanying information and privacy settings. Switch to the direct method of updating an online score steps if you originally uploaded the score via the Upload page and now want to switch to
the direct method: Go to the score page on MuseScore.com and copy the URL. Open the score file on your computer with MuseScore. From the menu, select File→Score Properties... and paste the URL into the "Source" field. Now whenever you want to update the online score simply go to File→Save Online.... How to delete a score saved on
MuseScore.com Voit halutessasi näyttää partituurin kirjoitettuna tai soivana äänialana. Kirjoitettuna muusikoiden luettavaksi. Valmistelun aikana saatat kuitenkin pitää sopivampana nähdä transponoivat soittimet nuotinnettuna niin kuin ne kuulostavat ilman
transponointia. Tässä tapauksessa pitäisi sinun valita "Soiva sävelkorkeus". Vaihtaaksesi partituurin näkymää kirjoitetun- ja soivan äänialan välillä, noudata yhtä seuraavista vaihtoehdoista: Paina työkalupalkissa yläoikealla sijaitsevaa Soiva sävelkorkeus -painiketta. Kun painike on korostettu, partituuri on soivassa sävelkorkeudessa. Valitse
valikkopalkista Nuotit ja ruksaa tai poista merkintä vaihtoehdosta Soiva sävelkorkeus. Ennen partituurin tulostamista, PDF-vientiä tai tallentamista verkkoon pitäisi sinun varmistaa, että Soiva sävelkorkeus -painike ei ole valittuna ja yksittäiset osat ovat asianmukaisesti transponoitu. Katso myös Transposition: Transposition: Transposition: Transposition partituurin tulostamista verkkoon pitäisi sinun varmistaa, että Soiva sävelkorkeus -painike ei ole valittuna ja yksittäiset osat ovat asianmukaisesti transponoitu. Katso myös Transposition: Transposition: Transposition partituurin tulostamista verkkoon pitäisi sinun varmistaa, että Soiva sävelkorkeus -painike ei ole valittuna ja yksittäiset osat ovat asianmukaisesti transponoitu. Katso myös Transposition: Transposition partituurin tulostamista verkkoon pitäisi sinun varmistaa, että Soiva sävelkorkeus -painike ei ole valittuna ja yksittäiset osat ovat asianmukaisesti transponoitu. Katso myös Transposition: Transposition partituurin tulostamista verkkoon pitäisi sinun varmista verkkoon pitäisi sinun varmista 
Respell pitches Edellisessä luvussa "Perusteet" opettelit, kuinka voit kirjoittaa nuotteja ja olla vuorovaikutuksessa palettien kanssa. Luvussa "Nuotintaminen" kuvataan eri tyyppisiä notaatioita yksityiskohtaisemmin kuin myös kehittyneempiä musiikin merkintätapoja. Katso myös "Vaativat aiheet". Yleisesti käytetyt Nuottiavaimet (Diskantti, Basso,
Altto, Tenori) löytyy paletista Nuottiavaimet perustyötilasta. Jos haluat täydellisemmän valikoiman, katso Nuottiavaimet-paletti Edistyneestä työtilasta (katso kuva alla). Note: You can tailor the display of clefs to your specific requirements using a custom palette. Add a clef Add clef to beginning of measure Method 1—add clef to beginning of a
measure, whether or not it is the first measure and double-click a clef symbol in the palette, OR Drag a clef from the palette, OR Drag a new clef at the start of a system Select the existing clef at the beginning of the system and double-click a new clef from the palette, OR Drag a new clef
from the palette directly onto the existing clef. Add mid-measure clef to create a mid-measure clef to create a mid-measure clef is not the first in the system, it will be drawn smaller. In this image, the top staff starts with a treble clef and switches immediately to bass clef, then after a note and a rest, changes
back to treble clef. Note: Changing a clef does not change the pitch of any note. Instead, the notes move to preserve pitch. If you want, you can use Transposition in conjunction with a clef change occurs at the beginning of a system, a courtesy clefs When a clef change occurs at the beginning of a system, a courtesy clefs when a clef change occurs at the beginning of a system, a courtesy clefs when a clef change occurs at the end of the previous system. To show or hide
all courtesy clefs: From the menu, select Style—General...-Page; Check/uncheck "Create courtesy clefs" in the Inspector. Select a clef and press Del.
Hide clefs Display clef only in the first measure (for all staves) From the menu, select Style→General...→ Page; Uncheck "Create clef for all systems." Display clef only in the first measure (for a particular staff) Right click on the staff, select Staff properties... and uncheck "Show clef;" Open the master palette and select the "Symbols" section; Drag and
drop a clef from the master palette onto the first measure of the staff; OR select the first note and double-click a clef in the master palette. Note: This option may be useful to TAB users who do not want the clef to repeat on every subsequent line. Hide all clefs in a particular staff Right click on the staff, and select Staff properties...; Uncheck "Show
clef." Sävellajimerkinnät ovat saatavilla paletissa "Sävellajimerkintä Lisää uusi sävellajimerkintä kaikille viivastoille Use any of the following methods: Drag a key signature from the palette onto an empty part of a
measure. Select a measure and double-click a key signature in the palette. Add new key signature of only one staff line, leaving others unchanged: Press Ctrl (Mac: #) and hold while you drag a key signature from a palette onto a
measure. Replace an existing key signature for all staves Use any of the following methods: Drag a key signature to be replaced, and double-click a new key signature in a palette. Replace key
signature for one staff only If you wish to replace the key signature of only one staff, leaving others unchanged: Press Ctrl (Mac: #) and hold while you drag a key signature from a palette onto the key signature from a palette onto the key signature and
press Del. Drag the empty key signature from the palette (in the advanced workspace) onto the measure. Naturals on key signature changes to that of C Major/A minor (no sharps or flats). In all other cases, it simply shows the new key signature without
cancellations: However, you can opt to display cancelling naturals for all key signature changes: From the menu, select Style - General... - Accidentals. You'll see the options: Select one of the three options. If you are in a part and want the new option to apply to all parts, click on Apply to all parts. Click OK to exit. For example, selecting the options.
"Before key signature if changing to fewer # or b" gives: And the option "After key signature if changing to fewer # or b. Before if changing between # and b" gives: Key signature: Courtesy key signatures To turn off the display of a particular
```

courtesy key signature: Select the relevant key signatures: From the menu, select Style → General... → Page, and untick "Create courtesy key signatures: From the menu, select Style → General... → Page, and untick "Create courtesy key signatures are not displayed at section breaks."

```
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 the desired key signature, to remove all accidentals from the "staff" above to create the desired key signature. Use the Clear button, if required, to remove all accidentals from the "staff" above to create the desired key signature.
move the new key signature into the library (center panel). Note: Playback of custom key signatures to a custom palette. To apply a key signature from the Master palette to a custom palette. To apply a key signature signature from the Master palette. To apply a key signature onto a palette.
Select a measure and double-click a key signature in the Master palette. Drag a key signature from the Master palette onto a measure. Tahtiosoitukset löytyy samannimisestä paletista sekä perus- että edistyneessä työtilassa. 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 and then double-click a time signature in a palette. The time signature in a palette. The time signature will appear at the beginning of the measure in question. 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 the score, then double-click a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, then double-click a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, select it and press Del. Create a time signature in the score, s
to display the Time signatures section of the Master Palette. Select a time signature to edit 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 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 and is set automatically when you add a time signature Properties.... Global value: Shows the global time signature and is set automatically when you add a time signature and is set automatically when you add a time signature Properties....
Actual value: Shows the time signature associated with a particular staff. This is normally the same as the global time signature. See Change 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 an example, see Additive meters. Change default beaming To adjust 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 beam it his note. 1/16 note beam to left of this note. 1/16 note beam at this note. 1/16 note beam to left of this note. 1/16
box for "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) 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
additive time signatures (see above). Local time signatures In certain cases a score may show staves with different time signature is 3/4, but the time signature of the upper staff has been set independently to 18/16. To set a local
time signature for just one staff: Hold down Ctrl (Mac: Cmd) and drag and drop a time signature—for example, in a pickup measure (anacrusis) or in a cadenza etc.
See Measure operations: Measure duration. Time signature changes and breaks Multi-measure rests are interrupted when a time signature change occurs. Also, a section break will prevent a courtesy time signature change occurs. Also, a section break will prevent a courtesy time signature changes and breaks Multi-measure rests are interrupted when a time signature change occurs. Also, a section break will prevent a courtesy time signature change occurs.
vaihtaminen Vaihtaaksesi jo olemassaolevan tahtiviivat. Raahaa symboli tahtiviivat.
kohdassa "Tahtiviiva" Tarkastajassa. Piilottaaksesi tahtiviivan, valitse viiva ja paina V, tai poista merkintä kohdasta Näkyvä Tarkastajassa. Väriä ja vaaka- ja pystysuoraa poikkeamaa voidaan myös säätää tarkastajassa. Väriä ja vaaka- ja pystysuoraa poikkeamaa voidaan myös säätää tarkastajassa. Väriä ja vaaka- ja pystysuoraa poikkeamaa voidaan myös säätää tarkastajassa. Insert barline To insert a new barline To insert a new barline To insert barline To inser
a note or rest, then double-click a symbol in the Barlines palette. Custom barlines It is possible to create custom barlines by selecting one or more 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 above. Span to: Sets the position of the barlines may extend over multiple staves, as in the
grand staff of a piano, or in 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 handle 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, wind 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 onto a symbol can be customized by 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, more informally, 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+ 1 to move
the handle up or down, from note to note. Use Shift+\leftarrow 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, 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 angle of a line, double-click on it and drag the handle (or use keyboard arrows for finer adjustment). Arpeggio at Wikipedia Glissando at Wikipedia Glissan
workspace: There is also an abbreviated version in the Basic workspace. 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 include: Mordents, Inverted Mordents, I
a palette. Drag a symbol from a palette onto a notehead. Add accidental to an ornament To apply an accidental to an existing ornament, such as a trill: Select the note to which the ornament is attached; Open the Symbols section of the Pääpaletti; Search for and apply the desired accidental to the score (small accidental to an ornament is attached; Open the Symbols section of the Pääpaletti; Search for and apply the desired accidental to the score (small accidental to an ornament is attached; Open the Symbols section of the Pääpaletti; Search for and apply the desired accidental to the score (small accidental to an ornament is attached; Open the Symbols section of the Pääpaletti; Search for and apply the desired accidental to the score (small accidental to an ornament is attached; Open the Symbols section of the Pääpaletti; Search for an ornament is attached; Open the Symbols section of the Pääpaletti; Search for an ornament is attached; Open the Symbols section of the Pääpaletti; Open the Symbols section of the Open the Open the Open the Open the Open th
term "figured bass"); Drag the accidental into position (or reposition using keyboard shortcuts or the Inspector). Add fermata to a barline A fermata from a palette. Keyboard shortcuts Toggle Staccato: Shift+S Toggle Tenuto: Shift+N Toggle Sforzato (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+\uparrow or Ctrl+\downarrow (Mac: Cmd+\uparrow) for larger vertical adjustments (1 sp at a time). To flip a symbol to the other side of the note (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 X.
Ctrl+E (Mac: Cmd+E), or right-click on the symbol and select "Edit element"; Press 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) at 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 (i.e. direction and anchor position) can also be
accessed by right-clicking on the symbol and selecting Articulation Properties.... You can also make global adjustments to all existing and subsequently-applied articulations by selecting Style... \rightarrow General... \rightarrow 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 bends to the score, use one of the following: Right click on a bend a bend symbol in the palette. Drag 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 bend To apply one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use one of the following options: Select one or more bends to the score, use of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following options: Select one or more bends to the score of the following 
symbol in the score and select "Bend properties." Select a bend symbol in the score and press "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 gray lines connected by square, blue nodes (see image
above). The slope of the line indicates the type of bend: Up-slope = Down-slope = Down-bend Down-slope = Down-bend 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 it. Adding 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, vertically above the note at which you want the bend to start. Apply the bend to the higher note
first: this will give you a bend symbol with the lowest height. To increase the height of 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 the symbol and select "Edit element." Then use the arrow keys for fine positioning (0.1 sp at 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). See Custom Workspace 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 note in a palette; Drag a grace note symbol from a
palette onto 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, simply repeat the above actions as many times as required. See also, Change pitch (below). Note: When a grace note is added to the score, a slur is not
automatically created with it, so the latter needs to be added separately. See Slurs. Add a chord of grace notes Grace note shown above Select this first grace note and enter subsequent notes as you would for any other regular chord (i.e. 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 by a semitone;
Alt+Shift+1 or Alt+Shift+1 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 note at Wikipedia Appoggiatura at Wikiped
työkalupalkista ja Etumerkit-paletista perustyötilasta. Laajempi valikoima löytyy Etumerkit-paletista edistyneessä työtilassa. Lisää etumerkit Etumerkit paletista puolisävelaskeleella (suosii korotusmerkkiä). 1: Alentaa nuotin
sävelkorkeutta puolisävelaskeleella (suosii alennusmerkkiä). Lisääksesi joko (i) kaksoisalennuksen tai -korotuksen, (ii) muistutusetumerkin tai (iii) yleisestä poikkeavan etumerkkiä partituurin yläpuolella sijaitsevasta työkalupalkista. Valitse nuotti ja tuplaklikkaa etumerkkiä
Etumerkit-paletista (perus- tai edistyneessä työtilassa). Raahaa etumerkki paletista nuottiin. Jos haluat lisätä sulut muistutusetumerkkiin, käytä yhtä seuraavista: Valitse etumerkki partituurista ja tuplaklikkaa sulkusymbolia Etumerkit-paletista. Raahaa ja pudota sulkusymboli paletista etumerkkiin. Valitse etumerkki ja ruksaa "Hakasulkeen
laatikkoa" Tarkastajassa (alkaen versiosta 2.1). Jos muutat myöhemmin nuotin sävelkorkeutta nuolinäppäimillä, etumerkin manuaaliset asetukset poistetaan. Tarvittaessa etumerkkejä voi poistaa klikkamalla niihin ja painamalla näppäimtä Del. Muuta enharmonista kirjoitusasua kirjoitusa kirjoitusasua kirjoitusa kirjoitusa kirjoitusa kirjoitusa kirjoitusa kirjoitusa kirjoitusa kirjoitusa kirjoitus
soivan sävelkorkeuden näkymässä: Valitse nuotti tai joukko nuotteja; Paina J; Jatka näppäimen J painamista selataksesi läpi enharmonise tvastineet. To change the enharmonise tvastineet a note, 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. Katso myös Etumerkki Wikipediassa Enharmoniset sävelet Wikipediassa
Hengitysmerkit ja tauot ovat saatavilla Hengitykset & tauot paletissa iedistyneessä työtilassa. Lisää symboli Lisääksesi hengitys- tai tauko ja tuplaklikkaa hengitys- tai taukosymbolia paletissa Raahaa hengitys- tai taukosymboli
paletista partituuriin 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 Tarkastajassa. Säädä tauon pituutta Versiosta 2.1 eteenpäin, voit säätää lisätyn symbolin
tauon pituutta (sekunteina) hyödyntämällä "Kesuura" luokkaa Tarkastajassa. Hairpins are line objects. To create a diminuendo hairpin (decrescendo). Alternatively, use one of the following options: Select a range of notes or measures, and double-click a
hairpin in a palette. Drag and drop a hairpin from a palette onto a staff line. Adjust length Double-click on the end handle, and its anchor, right by one note or rest. Shift+ to move the end handle, and its anchor,
left by one note or rest; This method of extending or shortcuts: \rightarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle right by 0.1 sp. \leftarrow to move the handle left 0.1 sp. \leftarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle right by 0.1 sp. \leftarrow to move the handle left 0.1 sp. \leftarrow to move the handle right by 0.1 sp. \leftarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle right by 0.1 sp. \leftarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle right by 0.1 sp. \leftarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle without changing the position of its anchor, use the following shortcuts: \rightarrow to move the handle without changing the position of its anchor, and the following shortcuts the following shor
move the handle right one sp. Ctrl+\leftarrow (Mac: Cmd+\rightarrow) to move the hairpin (e.g. see image below): they do not change its playback extent nor do they allow it to cross line breaks. If you want the latter, use the Shift+\rightarrow or Shift+\leftarrow 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.
                                                                                                                                                                                                                                                                                                                               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 the hairpin. In the Inspector, set "Line style" to "Wide dashed." In the Inspector, set "Line style" to "Wide dashed." In the Inspector, select the hairpin into its equivalent text line: Select the hairpin into its equivalent tex
to change the dynamic over the course of a single note (and tied notes count as single note (and tied notes between p and f dynamics will cause a dynamic change on playback. However, between any two successive
dynamics only 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 that 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: 1 Select a measure, or range of measures. 2. Press Del. If one or more of the measures
Cmd+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 To turn multimeasure rests on or off: Press M on your keyboard. Alternatively: From the menu, choose Style—General... Click on the "Score" tab, if it is not already selected; Tick/untick "Create multi-measure rests." Note: It is recommended that you enter all notes in the score first before enabling multi-measure rests. Break
also: Measure operations: Break multimeasure rest. Octave (Ottava) lines are used to indicate that a section of music is to be played one or more octave above written
                  or 8vb———]: Play one octave below written pitch 8va/8vb lines are particularly common in piano scores, though they are sometimes used in other instrumental music. 15ma (2 octaves above) and 15mb (2 octaves above) and 15mb (2 octaves below) are also occasionally used. Apply an octave line Use one of the following: Select a range of notes, then double click
an octave line from a palette. Select one or more measures, then double click an octave line from a palette onto a note (extends line from selected note to end of bar). See also, Lines: Adjust vertical
position. Change length See Lines: Change length See Lines: Custom lines Octaves can be customized just like any other line. See Lines: Custom lines and line properties. Palkit muodostuvat automaattisesti tahtiosoituksen perusteella. Muuttaaksesi oletuspalkitusta, klikkaa hiiren oikealla painikkeella tahtiosoitusta ja valitse "Tahtilajin ominaisuudet". Katso
Change default beaming yksityiskohtia varten. Jos kuitenkin haluat säätää nuotin palkitusta manuaalisesti ja tapauskohtaisesti, käytä palkkisymboleita Nuotin ominaisuudet-paletista "Perus-" tai "Edistyneessä" työtilassa: Palkkisymboleita Nuotin ominaisuudet-paletista palkkisymboleita Nuotin ominaisuudet-paletista palkkisymboleita Nuotin ominaisuudet-paletista palkkisymboleita Nuotin ominaisuudet-paletista palkkisymboleita
palkkia tähän nuottiin (tai taukoon). Alä palkita tätä nuotista. Aloita toisen tason palkki tästä nuotista. Aloita kolmannen tason palkki tästä nuotista. Aloita kolmannen tason palkki tästä nuotista. Aloita kolmannen tason palkki tästä nuotista. Aloita (takaisin) Automaattinen tila: tila, jonka MuseScore valitsee nuotinsyötössä, riippuvainen nykyisestä tahtiosoituksesta ja sen palkki tästä nuotista. Aloita (hitaampi) viuhkamainen palkki tästä nuotista. Aloita (hitaampi) viuhkamainen palkki tästä nuotista.
(nopeampi) viuhkamainen palkki tästä nuotista. Muuta nuotin palkitusta To change one or more note beams (except feathered beams, below), use either of the following methods: Drag and drop a beam symbol from a workspace onto a note in the score. Select one or more notes in the score and double click the desired workspace beam symbol. To
apply feathered note beams, use either of the following methods: Drag and drop a feathered-beam symbol from a workspace onto a note beam in the score. Select one or more note beams may use 2 or 3 lines depending on the tempo and the
Double-click on a note beam to put it into edit mode—the right end handle is automatically selected. Use the up/down arrows or drag the right end handle is automatically selected. Press
beam height with the keyboard/mouse: see above. If you want all note beams in the score to be horizontal there is a "Flatten all beams" option in Style—General—Beams. Adjust feathered beams To adjust feathered beams. Adjust feathered beams To adjust feathered beams.
Inspector. Flip note beam To flip a beam from above to below the notes, or vice-versa: Select one or more note beams. Use any of the following options: Press the X key; Press the "Flip direction" icon in the bottom right of the toolbar area. Select a "Direction" option (Auto, Up or Down) in the "Beam" section of the Inspector. Reset Beam Mode To
write rhythms beyond the beat divisions usually permitted by the time signature. For example, a sixteenth note sinstead of two: In 6/8 time, an eighth note duplet will divide an eighth note sixteenth note sixteenth 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 the desired triplet group. In the case of an eighth note triplet, you will need to
For example: Create a triplet in note input mode Ensure you are in note input mode (press N). Navigate to the note/rest (or blank measure) where you want the triplet group. In the case of an eighth note triplet, click on the quarter note in the note input
toolbar (or press 5 on the keyboard). From the main menu, choose Notes—Tuplets—Triplet, or press Ctrl+3 (Mac: #+3). This creates a triplet number/bracket and appropriate duration—in this example an eighth note—allowing you to
tuplets To create other tuplets than the default options (e.g., 13 sixteenth notes in the space of one quarter note): Enter/select a note or rest equaling the total duration of the tuplet. Open the Create Tuplet dialog from the menu: Notes — Tuplets — Other... Select the desired number ratio (e.g. 13/4 for thirteen sixteenth notes in the space of a quarter
note) under "Relation" in the "Type" section. Specify "Number" and "Bracket" using the radio buttons in the "Format" section. Click OK to close the dialog. Delete a tuplet, you can change its properties in the Inspector. You can also
bracket on the same side of the note heads as the stem, or beam position. For Number type, choose Up, or Down to explicitly place the bracket above or below the note heads, respectively, regardless of the stem, or beam position. For Number at all. For Bracket
type, choose Automatic to hide the bracket for beamed notes and show the bracket, or Nothing to explicitly show, or hide the bracket for beamed notes or rests. Choose Bracket, or Nothing to explicitly show, or hide the bracket for beamed notes or rests. Choose Bracket, or Nothing to explicitly show, or hide the bracket for beamed notes and show the bracket for beamed notes or rests. Choose Bracket, or Nothing to explicitly show, or hide the bracket for beamed notes and show the bracket for beamed notes or rests.
Horizontal Vertical adjustment has three options with value is 0.50; range is from .5.00 to 5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 to 5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 to 5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 to 5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 to 5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 to 5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 to 5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 to 5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 to 5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from note head (see (3) below): default value is 0.50; range is from .5.00 Vertical distance from .5.00 Vertical
to 5.00 Avoid the staves: by default ticked Horizontal has four options with value is 0.50; range is from -5.00 to 5.00 Distance after the stem of the last note (see (6) below):
default value is 0.50; range is from -5.00 to 5.00 Distance after the head of the last note: default value is 0.00; range is from -5.00 to 5.00 A slur is a curved line between two or more notes indicating that they are to be played legato—smoothly and without separation. Not to be confused with Ties, which join two notes of the same pitch. There are a
number of ways to add a slur to a score, and all may be useful depending on the context (adding a slur from the lines palette is also possible but not recommended). Add slur in note-input mode While in note input mode, type in the slurred section; Type in the slurred section; Type in the slurred section; Type in the slurred section as a slur from the slurred section.
Press S again to end the slurred section. Add slur outside note-input mode Method 1 Make sure you are not in note input mode and select the first note that you want the slur to cover: Press S to add a slur extending to the next note. (Optional)
Press X to flip the slur direction: Press Esc to exit edit mode: Method 2 Make sure you are not in note input mode; Select the last note that you want the slur to cover. To add a slur to one voice only: Hold down Ctrl (# on a Mac) and select the last note that you want the slur to cover. To add a slur to one voice only: Hold down Ctrl (# on a Mac) and select the last note that you want the slur to start; Chose one of the following options: To add a slur to one voice only: Hold down Ctrl (# on a Mac) and select the last note that you want the slur to start; Chose one of the following options: To add a slur to one voice only: Hold down Ctrl (# on a Mac) and select the last note that you want the slur to start; Chose one of the following options: To add a slur to one voice only: Hold down Ctrl (# on a Mac) and select the last note that you want the slur to start; Chose one of the following options: To add a slur to one voice only: Hold down Ctrl (# on a Mac) and select the last note that you want the slur to start; Chose one of the following options: To add a slur to one voice only: Hold down Ctrl (# on a Mac) and select the last note that you want the slur to start; Chose one of the following options: To add a slur to one voice only: Hold down Ctrl (# on a Mac) and select the last note that you want the slur to start the slur the slu
down Shift (# on a Mac) and select the last note that you want the slurs to cover. Press S. Adjust slur If you only want to adjust the position of a slur: Select the slur; Use any of the following methods: Drag the slur. Adjust the position of a slur: Select the slur; Use any of the following methods: Drag the slur (length, shape and position): Make
sure you are not in note input mode; Double-click the slur to enter edit mode (or select it and press Ctrl+E; or right-click it and select "Edit Element"); Click on a handle to select it, or use Tab to cycle through the handles; To move the left and right handles from note to note, use the following shortcuts: Shift+→: Move to next note. Shift+←: Move to
mode. Note: The two outer handles adjust the start and end of the slur, whilst the three handles on the curve adjust the contour. The middle handle on the straight line is used to move the whole slur up/down/left/right. Extended slurs A slur can span several systems and pages. The start and end of a slur is anchored to a note/chord or rest. If the notes
are repositioned due to changes in the layout, stretch or style, the slur also moves and adjusts in size. This example shows a slur spanning from the bass to the treble clef. Using the mouse, select the first note of the slur, and press S to add the slur. X flips the direction of a selected slur.
Dotted slurs Dotted slurs are sometimes used in songs where the presence of a slur varies between stanzas. Dotted slurs are also used to indicate an editor's suggestion (as opposed to the composer's original markings). To change an existing slur into a dotted or dashed slur, select it and then in Inspector (F8) change Line type from Continuous to
Dotted or Dashed. See also A tie is a curved line between two notes of the same pitch, indicating that they are to be played as one note with a combined duration (see external links below). Ties are normally created between adjacent notes in different
voices. In note-input mode, if you specify a tie immediately after entering a note or chord, the program automatically generates the correct destination notes of the same pitch, should not be confused with slurs, which join notes of
the notes in a chord at once, either: Click on the stem of the chord, or Hold down Shift and click on any note in the selected chord and the following notes in the selected between all the notes in the selected chord and the following note in the selected chord and the following notes of the same pitches. Add tied notes in note input mode To create a single note tie during note input: Select a
single note (one that is not part of a chord). Select a new note duration for the following note, if required (but see "Note" below). Press + or the tie button, . Note: This shortcut works, as described above, only if there is no chord following the selected note. If there is, then the duration is ignored and the tied note is added instead to the following the selected note.
chord. Add a tied chord in note input mode Make sure one note is selected in a chord. Select a new note duration for the following thore, and the tied button, . Note: This shortcut works, as described above, only if there is no chord following the selected note. If there is, then the duration is ignored and the tied
notes are added instead to the following chord. Tied unison notes If the chords to be tied contain unison notes the best way to ensure that one of the unison pair to a separate voice. Ensure that one of the unison pair to a separate voice. Make adjustments
for position, length as required. Flip a tie X flips the direction of a selected tie, from above the note to below the note, or vice-versa. See also Slur How to create ties leading into a 2nd ending Ties (music) at Wikipedia MuseScore provides standard brackets and a curly brace within the Brackets palette in the advanced workspace. Add To add a bracket
or brace to systems, use one of two methods: Drag a bracket symbol from a palette on to an empty space in the first measure of the staff where you want the bracket to start. Select the first measure of the staff where you want the bracket and press Del. Change Drag a
bracket symbol from a palette onto an existing bracket in the score. Edit When you first apply a bracket it only spans one staff. To extend to other staves: Enter Edit mode. Drag the handle downwards to span the required staves. The handle snaps into position, so exact placement is not required. Style The default thickness and distance from the
system of brackets and braces can be adjusted in Style \rightarrow General... \rightarrow System. Tremolo is the rapid repetition of one note, or a rapid alternation between two, the bars are drawn between them. Tremolo symbols are also used to notate
drum rolls. The tremolo palette in the advanced workspace contains separate symbols for one note tremolos (shown with no stem below). To add tremolo palette. In a two note tremolo, every note has the value
of the whole tremolo duration. To enter a tremolo symbol to the first note, the note walues automatically double to half note (minim), enter two normal quarter notes (crotchets), and after applying a tremolo symbol to the first note, the note values automatically double to half note (minim), enter two normal quarter notes (crotchets), and after applying a tremolo symbol to the first note, the note values automatically double to half note (minim), enter two normal quarter notes (crotchets), and after applying a tremolo symbol to the first note, the note values automatically double to half note (minim), enter two normal quarter notes (crotchets), and after applying a tremolo symbol to the first note, the note values automatically double to half notes.
diminuendo) Volta brackets (1st, 2nd, 3rd time endings etc.) Octave lines (8va, 8vb, 15ma etc) Keyboard pedal markings Extended ornament lines (except Sidekaaret, Volta brackets and the Ambitus) can be applied from a palette in the
following ways: To apply a line to just one note Click on a note, then Ctrl+Click on the next note; Double-click a line. To apply a line from a note to the end of that measure Use any of the following methods: Click on a note, then double click a line. To apply a line from a note to the end of that measure Use any of the following methods: Click on a note, then double click a line. To apply a line from a note to the end of that measure Use any of the following methods: Click on a note, then double click a line. To apply a line from a note to the end of that measure Use any of the following methods: Click on a note, then double click a line. To apply a line from a note to the end of that measure Use any of the following methods: Click on a note, then double click a line. To apply a line from a note to the end of that measure Use any of the following methods: Click on a note, then double click a line. To apply a line from a note to the end of that measure Use any of the following methods: Click on a note, then double click a line. To apply a line from a note of the following methods: Click on a note, then double click a line. To apply a line from a note of the following methods: Click on a
onto the score. To apply a line across a range of measures; Double click a line. Adjust vertical position of one or more lines: Ensure you are not in note-input or edit mode. Use either of the following: Click on one or more lines and change the vertical offset in the Inspector; Click on a line,
press and hold Shift and drag it up/down with a mouse. Note: You can also adjust the vertical position in Edit mode, Change to enter edit mode; Click on an end handle and use one of the following shortcuts: Shift+ to move the end handle
and its anchor, right by one note (or, in the case of Voltas, one measure) Shift+← to move the handle right by 0.1 sp (1 sp = one staff space = the
distance between two staff lines). \leftarrow to move the handle left 0.1 sp. Ctrl+\rightarrow (Mac: Cmd+\rightarrow) to move the handle left one sp. Note: You can also drag the endpoint handles with a mouse. Custom lines and line properties Lines may contain features such as embedded text or hooks at the ends (e.g.
ottavas and voltas). They can be customized once they have been added to the score, and the results saved to a workspace for future use: Right-click on a line and select Line Properties...; Add any text you want to appears at the beginning of a
continuation line. End: Text added here appears at the end of the line. Click on the ... buttons to adjust the Text properties at each position as required. If a hook is required, tick the appropriate "Hook" box, and adjust the hook length and angle; Select an option from "Place": "Above or "Below" positions the text so that it overlaps the line; "Left" places
the text to the left of the line; Note: Additional placement options are available in the "Text properties; Make adjustments to Color, Thickness and Line type (solid, dashed etc.) in the "Line" section of the Inspector. Ticking "Diagonal" here allows you to create a diagonal line by dragging the
end handles; If you wish to save the resulting line for future use, see Custom palettes. Once applied to the score, lines cannot be copied using the usual copy and paste procedures. However, you can duplicate lines within a score: press and hold Ctrl+Shift (Mac: Cmd+Shift), click on the line and drag it to the desired location. Extended ornament lines
To add an accidental to an extended ornament, such as a trill line, select the line and double-click a symbol from the Accidentals palette. Piano pedal marks at Wikipedia Guitar Barre at wikipedia Gui
Barlines palette, and, as of version 2.1, also from the Repeats & Jumps palette. Note: If the start of a repeat coincides with the beginning of a piece or section, the start repeat barline can be omitted if desired. Similarly, an end repeat coincides with the beginning of a piece or section. 1st and 2nd endings First create a simple repeat (as shown
above), then apply the first and second time endings—see Voltas. Playback To hear repeats during playback, make sure the "Play Repeats" button on the toolbar is selected. Likewise, you can turn off repeats during playback by deselecting the button. To set the number of times that a repeat section plays back: Make sure the start and end repeat
barlines are in place (e.g. Simple repeats above). Right-click on the last measure perfect same located in the "Repeat count" ("Repeat count" prior to version 2.1) as required. Repeat symbols and text Text and symbols related to repeat same located in the "Repeat count" prior to version 2.1) as required.
workspaces). This palette contains: Symbols for measure repeat, Segno, Coda, and, as of version 2.1, repeat barlines D.S., D.C., To Coda, and Fine text To add a repeat symbol from the palette onto (not above!) the desired measure (so the measure changes color). Select a
measure, then double-click the desired repeat symbol in the palette. Jumps are symbols are
Jump to: Skip to a marker whose "Label" is the same as the "Play until: Continue: Skip to the next marker whose "Label" is the same as the "Play until tag. Continue: Skip to the next marker whose "Label" is the same as the "Play until tag. Continue: Skip to the next marker whose "Label" is the same as the "Play until tag. Continue: Skip to the next marker whose "Label" is the same as the "Play until tag. Continue playing until tag. Continue: Skip to the next marker whose "Label" is the same as the "Play until tag. Continue: Skip to the next marker whose "Label" is the same as the "Play until tag. Continue playing until tag. Continue: Skip to the next marker whose "Label" is the same as the "Play until tag. Continue playing until tag. Continue: Skip to the next marker whose "Label" is the same as the "Play until tag. Continue playing until tag. Continue playi
clicking on the symbol and reading the "Label" in the "Marker" section of the Inspector. Note: The tags start and end, referring to the beginning and reading the "Label" in the "Marker" section of the Inspector. Note: The tags start and end, referring to the beginning and reading the "Label" in the "Marker" section of the Inspector. Note: The tags start and end, referring to the beginning and end of a score or section, are implicit and don't need to be added by the user.
referred to by the jumps, in addition to the implicit 'start' and 'end' there are: Segno (tag: coda) Examples At the jump instruction Da Capo the playback jumps to the start (to the implicit start tag) and plays the entire score or section
again (up to the implicit end tag). At the jump instruction Da Capo al Fine the playback jumps to the start (to the implicit start tag) and plays the score up to the Fine (the fine tag) Dal Segno al Coda (or D.S. al Coda) jumps to the
used to mark different endings for a repeat. To add a volta to the score Use one of the following methods: Select a measure, or range of measures and double-click a Volta icon in the Lines palette. Drag-and-drop a volta from the Lines palette.
click the volta to enter edit mode. The end handle is automatically selected. Press Shift+→ to move the handle forward one measure. Press Shift+→ to move the handle forward one measure. Press Shift+→ to move the handle forward one measure.
text and many other properties of a volta bracket using the line properties dialog. Right-click on a volta bracket and choose Line Properties dialog. From here, you can change both the displayed Volta text (the same from the line
properties above) and the repeat list. If you want one volta to be played only on certain repeats, enter the repeat list. In the example below, this volta will be played during repeat 1, 2, 4, 5 and 7. Another volta will have the other ending, like 3, 6 and possibly other higher numbers like 8,
Measure operations: Other properties for details. Transpose it notes by the act of raising or lowering the pitch of a selection of notes by the same interval. You can chose to transpose notes either manually or by using the following options: To transpose
chromatically: Press \uparrow or \downarrow. Repeat as required; To transpose diatonically; Press Alt + Shift + \uparrow or \downarrow. Repeat as required; To transposes the whole score and key signature UP one semitone. Shift+F2 (Mac: Shift+fn +F2) transposes the
score and key signature DOWN one semitone. Automatic transposition MuseScore's Transpose dialog gives you more options for transposing notes. Note: By default this dialog opens from the Notes menu, but you can also chose to open it using a keyboard shortcut (see Preferences). Transpose Chromatically By Key To transpose notes up or down to
the nearest key: Select the notes you want to transpose; no selection equals "select all."; From the menu bar, choose Notes - Transpose chord symbols if required; Tick one of "Closest," "Up" or "Down;" and select a destination key signature from
the drop-down menu; Click OK. By Interval To transpose selected notes up or down in semitone increments: Select the notes you want to transpose chord symbols
if required; Tick "Up" or "Down;" and select a transpose interval: Select the notes you want to transpose Diatonically; From the menu bar, choose Notes - Transpose Notes - Transpose Diatonically; From the menu bar, choose Notes - Transpose Diatonically; Transpose Diatonically;
Tick/untick "Transpose key signature" and "Transposing instruments, such as the B-flat trumpet or E-flat alto sax, sound lower, or higher than their written pitch. MuseScore has a number of
features to facilitate the scoring of these instruments. Concert pitch MuseScore's default viewing mode shows the musical notation of all instruments matches the actual pitches that you hear on playback. To switch to concert pitch
use one of the following options: Press the Concert Pitch button is OFF before printing the main score or any parts. Change staff transposition Instrument transpositions are already set up in MuseScore. However, if you
want a rare instrument or transposition that is not available in MuseScore, you may need to edit the instrument staff and select Staff Properties.... At the bottom of the window, select the interval of transposition, any octave shifts, and whether the interval is "Up" (sounds higher than
 written) or "Down" (sounds lower than written). You can also use the Change Instrument.. button in the Staff Properties window to automatically change the transposition to that of a different standard instrument.. Entering percussion notation is somewhat different to entering notation for pitched instruments (such as the
is recommended that you first read the chapter on Note input for pitched instruments before proceeding. Percussion staff types When you create a percussion staff type (1-, 3-, or 5-line) for the instrument: this can be changed, if
required, using the "Staff type" column on the Chose instruments / Instruments page. Any additional changes (e.g. to a 2-line staff) can be made from the score itself (see Advanced Style Properties). On a 5-line percussion staff, each instrument is assigned a vertical staff position (line or space) and a notehead shape. For a drumset, one or two voices
can be used. If the latter, voice 1 (the upper voice) usually contains (up-stem) notes played by the feet (see image below). Note input methods You can add notes to a percussion staff from any of the following: External MIDI keyboard; Piano keyboard (virtual);
Computer keyboard; Mouse. These methods can be used in any desired combination: MIDI keyboard To add notes to a percussion staff from a MIDI keyboard is connected and functioning correctly. Note: If you click on the percussion staff without entering note input node, you can demo the percussion instruments
from the MIDI keyboard. Click on the note or rest where you want to start. Enter note input mode. Select the correct voice. For example, snares, sidesticks and all cymbals are normally added to voice 1; bass drum to voice 2. Set note duration. Press an instrument key to add a note to the score. To add another note at the same position, keep the first
key held down while pressing the second key. Note: Refer to a GM2 drum map for details about which MIDI keyboard key corresponds to which percussion symbols next to the keys as an aid to the user. Piano keyboard To add notes to a percussion staff from the virtual Piano Keyboard:
Ensure that the Piano keyboard is displayed. Press P (or select it from the menu, View → Piano Keyboard). Note: If you click on the percussion instruments from the percussion staff without entering note input mode. Select the correct voice. For
example, snares, sidesticks and all cymbals are normally added to voice 2. Set note duration. Click on a (virtual piano) key to add a note to the score. To add another note to an existing one, press Shift and hold it while pressing the new note (in versions before 2.1, use Ctrl (Mac: Cmd)). Note: Refer to a GM2 drum map for details
about which piano key corresponds to which percussion instrument. By default, the piano keyboard is docked at the bottom of the screen—to the left of the Drum input palette. However you can undock it by dragging, then dock the panel in several ways: Drag the panel downwards to the center and it will overlay the Drum input palette, full length.
Both panels can then be accessed by Tabs. Drag the panel downwards to the right/left and it will dock to the right/left of the Drum input palette now appears at the
bottom of the screen (see below). Select the desired note duration. Press the shortcut key (A-G) for the instrument that you wish to enter—refer to the Drum input palette window. If you wish to enter—refer to the Drum input palette:
blue for voice 1, green for voice 2. Mouse To add a note to a percussion staff Use the following method to add a new note or to replace an existing chord in the percussion staff Note: Voice allocation is determined by the color of the note in the drum input palette: blue for voice 1, green for voice 2. Drum input palette
When a percussion staff is selected and note input mode is ON, a window opens at the bottom of the screen called the Drum input palette. This window is essential for mouse input, and displays shortcuts for computer keyboard input, but can be ignored if using a MIDI keyboard or the virtual Piano Keyboard. Each note in the palette represents a
percussion instrument: hovering the mouse pointer over the note displays the instrument name. The letters A-G (shown above certain notes in the palette) are designated as shortcuts for entering particular instruments (bass drum, snare, closed hi-hat etc.), rather than referring to note pitches. They can be changed or reallocated as desired in the
Edit Drumset window. When the Drum input palette is open, double-clicking a note in the palette shows the voice allocated for that note—blue for voice 2. This can be changed in the Edit Drumset dialog if required.
This voice allocation applies only to keyboard and mouse entry of notes: entry via a MIDI keyboard or the be used. Edit Drumset at the left of the Drum input palette, opens the Edit Drumset dialog. Alternatively, right click on a percussion staff and chose "Edit Drumset." The Edit Drumset dialog. Alternatively, right click on a percussion staff and chose "Edit Drumset." The Edit Drumset dialog. Alternatively, right click on a percussion staff and chose "Edit Drumset." The Edit Drumset dialog.
Drumset dialog displays the percussion instruments available and the MIDI notes/numbers to which they are allocated. It also determines how each instrument is displayed on the staff—its name, position, notehead type and note-stem direction. Any changes made here are automatically saved in the parent MuseScore file. Clicking on a row in the left-
hand column allows you to edit the display properties for that note as follows: Name: The name you want displayed in the Drum input palette when you mouse over the note. Notehead: Chose a notehead for that instrument from a drop-down list of options (if set to "Invalid," the instrument will not display in the Drum input palette). Staff line: This
number indicates the staff line/space on which the note is displayed. "0" means that the note is displayed on the top line of the 5-line staff. Negative numbers move it downwards in the same way. Stem Direction: Auto, Up or down. Default voice: Assign to one of four voices. This does not
affect input from a MIDI keyboard or the virtual Piano keyboard. Shortcut: Assign a keyboard shortcut to enter that note. The customized drumset using the Load button. Note: In MuseScore 2.1, some of the pitches in the Tenor Drums instrument do not play back;
there is a DRM file designed to fix this, which you can download here, via right-click— Save target as. Roll To create a drum roll, use Tremolo. Music for fretted, stringed instruments is commonly notated using tablature, also be combined with
traditional staff notation: Create a new tablature staff If you wish to create tablature as part of a new score, use the Instruments dialog. Or, alternatively, you can convert an existing standard staff. See below for details. With the New Score wizard To create tablature in a
new score (for combined staff/tablature systems see → below): Open the New Score wizard. Enter the score details (optional). Click Next. On the Chose template file page, click on Choose Instruments page, select one (or more) tablature options under "Plucked strings" in the left-hand column (see image below). Then click Add.
Note: You can use the dropdown list above the Instrument list. Complete the rest of the New Score Wizard. If the desired tablature is not available in the Choose Instrument list: At step "4" (above), select an existing
"Plucked strings" tablature staff. Press Add to move it to the right-hand column. Check the drop-down menu to the right of the newly-added instrument for t
below). Change the Instrument name in Staff Properties, if required. This allows you to create tablature for any chromatically-fretted instruments dialog (press I; or from the menu bar, select Edit -> below). Open the instruments dialog (press I; or from the menu bar, select Edit ->
Instruments...). Add the tab staff as described in Add instruments ("Create a new score"). By changing staff type To convert an existing standard staff to tablature, or tablature to a standard staff properties and go to step 4. If
"Instrument" is not a plucked-strings type, click on Change instrument and select an appropriate instrument from "Plucked strings." Click on OK twice to exit staff properties. Open the instruments dialog (press I, or from the menu bar select Edit - Instruments...). Click on the staff in the right-hand column and change the "Staff type" to the desired
option. Click OK to exit the Instrument editor and return to the score page. Note: If you subsequently need to make further adjustments to the staff end select Staff Properties.... Alternative method (using just the "Staff Properties" dialog): Right click on the staff and select Staff Properties....
Properties.... If the Instrument displayed is in the "Plucked strings" category, go to step 4. If the Instrument displayed is not in the "Plucked strings" category, click Advanced Style Properties..., change "Template" to the desired option and press <
Reset to Template. Click OK twice to close the Staff Properties dialog box. Note: Other adjustments to the staff (e.g. tuning, number of lines/strings etc.), can also be made in the Staff Properties... dialog. Edit string data Change tuning, number of lines/strings etc.), can also be made in the Staff Properties...
the staff and select Staff Properties.... Press the Edit String Data... button at the bottom of the dialog box. The String Data dialog opens: Click on a string pitch and select Edit String Data... button at the bottom of the dialog box. The String Data dialog opens: Click on a string pitch and select Edit String Data... button at the bottom of the dialog box. The String Data dialog opens: Click on a string pitch and select Edit String Data... button at the bottom of the dialog box. The String Data dialog opens: Click on a string pitch and select Edit String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The String Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data... button at the bottom of the dialog box. The string Data...
OK to close the "String Data" dialog box. Then click OK to close the "Staff/Part Edit Properties" dialog box. Notes: (1) If tuning is changed when the tablature for that instrument applies only to the score at hand, and
does not change any program default settings. Add a string Right-click on the staff, select Staff Properties..., then press Edit String Data. Click on a string pitch and select New String is inserted below the selected string. Note: After adding a
tablature string you will need to adjust the number of lines in the Staff properties dialog. Delete a string pitch and select Delete String Note: After deleting a tablature string you will need to adjust the number of lines in the Staff properties dialog. Mark
string "open" This feature is used to designate unfretted strings—as in the Lute: Right-click on the staff, select Staff Properties..., then press Edit String Data. Check one or more boxes in the "Open" column. Change number of instrument frets This property defines the maximum fret number which can be entered on a tablature staff. Right-click on the
staff, select Staff Properties..., then press Edit String Data. Select or enter a new number in the "Number of frets" spin box. Change tablature displays the fret marks. To access these options: Combine pitched staff with tablature Plucked-string instruments—such as
the guitar—are commonly notated using both a music staff and tablature (TAB) together. MuseScore gives you the option of having the two staves either unlinked or linked: Unlinked Staves: You can enter, delete or edit notation in one staff without affecting the other. To transfer music notation from one staff to the other, select the desired range and
copy and paste it into the other staff. Linked Staves: Any changes you make in one staff are automatically applied to the other staff as well ("mutual translation"). Note: Occasionally, you may find numbers marked red in the tablature. This means that a fret mark cannot be displayed because it clashes with an existing one. You can resolve this by
moving and adjusting existing fret numbers (see Editing existing notes). However, a fret mark clash on the lowest line does not require any adjustment—this is "by design" and the red mark will not appear on any printed copy. Create a staff/tablature pair with the New Score wizard. Enter the score details (optional). Click
Next. On the Chose template file page, click on Choose Instruments. Select a pitched staff in the "Plucked strings" section of the left-hand column and chose one of two options: Click Add Staff to create an unlinked staff/tab pair. Click Add Linked Staff
to create a linked staff/tab pair. In the Staff type column, click on the dropdown list for the newly-created staff and select a tablature option (this can be modified later, if required, on the score page—see Staff Properties). Complete the rest of the New Score Wizard, or click Finish. Note: To create unlinked stayes with separate mixer channels, instead
of step "5" (above), select a Tablature staff in the left-hand column and click Add. Then continue with steps 6 and 7. Create a staff/tablature pair in an existing score Open the Instruments editor (press I, or from the menu bar, select Edit — Instruments...).
Select the newly-created staff line (i.e. marked "Staff to create an unlinked staff/tab pair. Click Add Linked Staff to create a linked staff to create an unlinked staff 
later, if required, on the score page—see Staff Properties). Change the staff order using the 1 button if needed. Click OK to return to the score. Note: To create unlinked staves with separate mixer channels, instead of step "3" (above), select a Tablature staff in the left-hand column and click Add. Then continue with steps 4–6. Create a staff/tablature
pair from an existing staff To add tablature to a plucked-string staff in the score (or vice versa): Open the Instruments...). Select the staff line (marked "Staff 1") in the right-hand column that you want to add to. Chose one of two options: Click Add Staff to create an unlinked staff/tab pair
Click Add Linked Staff to create a linked staff to create a linked staff to create a linked staff to create unlinked staff and select an option (this can be modified later, if required, on the score page—see Staff Properties). Change the staff order using the ↑ button if needed. Click OK. Notes: To create unlinked staves with separate mixer
channels, instead of step "3" (above), select an appropriate staff in the left-hand column and click Add. Then continue with steps 4–6. Enter notes in tablature Using a computer keyboard First, ensure that you are not in note-input mode (N): a
short 'blue rectangle' appears around one tablature string: this is the current string. Select the duration of the note or rest that you wish to enter (see below). Press the up/down arrow keys to move the current string. Use the left/right arrow keys to move the current string. Use the left/right arrow keys to navigate through the score. Press 0 to 9 to enter a fret mark from 0 to 9 on the current
string; to enter numbers with several digits press each digit in sequence. Keys A to K (skipping I) can also be used: convenient when working in French tablature. For L, M, N, use the alphanumeric keyboard and type respectively 10, 11, 12... Note: You cannot enter a number higher than the "Number of frets" value set in the Edit String Data dialog.
Press; (semicolon) to enter a rest of the selected duration. You can enter notes in different voices if required—just as you would in a standard staff. See also, Edit notes (below). Historical tablature: letters with prefixed slash-like strokes right under the
```

```
tab body: i.e. 7th string: "a", 8th string: "/a" and so on, all in the first position below the tab body with one 'ledger line'; 8th string: "0" two positions above the tab body with two 'ledger lines' and
so on. Input of is via computer keyboard only: by moving the note entry cursor below (French) or above (Italian) the tab body, 'shadow' slashes or ledger lines will indicate the target string. Using a mouse To enter notes into tablature
with a mouse: Enter note input mode and select the note or rest duration (see below). Click on a string to create a note there. Notes are initially created on fret 0 (or a for French tablatures): to correct, type in the right number from the keyboard. You can enter note in the right number from the keyboard.
different voices if required—just as you would in a standard staff. See also, Edit note duration In note input mode, you can use any of the following methods to set note duration in tablature: Press Shift+1 to Shift+9: Sets duration from a 128th note to a longa (availability of these shortcuts may depend on the platform and/or
keyboard layout); Press NumPad 1 to Numpad 9: Sets duration from a 128th note to a longa (if a numeric keypad exists and NumLock is on); Click on a note duration and W to increase it. Edit notes Note input mode To edit an existing fret mark in
note-input mode: Position the cursor above the fret mark and simply retype the number. Increment or decrement the fret mark outside note-input mode: Select one or more fret marks. Use any of the following commands: To increment or decrement, without
changing the string: Press ↑ / 1. To increment or decrement, changing strings, when possible, to minimize the fret number: Press Alt+Shift+↑ / 1. Note: The fret mark cannot be higher than the "Number of frets" value set in the Edit String Data dialog
Crosshead notes To change a fret mark to a crosshead note: Select one or more fret marks (in non-note-input mode). Press Shift+X to toggles ghost noteheads on/off. Note input mode Type: to get: 1 Select above string as current. I Select above string as current.
Select a duration (128th note to a longa) Q Decrease current input duration. W Increase current fret mark. ; (semicolon) Enter a fret digit / letter (I excluded). Alt+Shift+ Decrease current fret mark. ; (semicolon) Enter a fret digit / letter.
selected note or rest (128th note to longa) Alt+Shift+ Increase the pitch of the selected note (MuseScore chooses the string). Increase the pitch without changing string. Alt+Shift+ Move note to above string, keeping
the pitch. Ctrl+ \lambda Move note to below string, keeping the pitch. Shift+X Toggle the ghost notehead on/off. MuseScoren kapasiteettina on sisäänrakennetut ääniominaisuudet. Tämä luku käsittelee toistopainikkeita ja tapoja laajentaa instrumentin ääniä. When a musician is required to double on a different instrument for a section of a piece, the
instruction to switch instruments is generally placed above the staff at the beginning of that section. A return to the primary instrument is handled in the same manner. MuseScore enables users to insert a special class of text is different from either Staff or System text in that it links
the text to the playback and changes the sound to the new instrument changes as of version 2.1 Version 2.1 introduces a greatly improved mid-staff instrument changes are limited to the same type of staff. For
example, you cannot change between a percussion staff and a pitched instrument in the original definition of the staff. The key signature is not automatically updated at the instrument change. You must manually change the Key signature is
needed. You can now enter the notes a musician would play once the instrument is changed and the correct key signature is entered if necessary. Unless you are changing the type of staff, you will always use the Change Instrument text. Instrument text. Instrument text. Instrument is changed and the correct key signature is entered if necessary.
before attempting to use it. Automatic transposition from concert pitch to the appropriate key for the transposing brass and woodwind instruments is not currently supported. For change is preferable, and the
transposition must be done after the music is entered (using Notes - Transpose from the main menu). To avoid discord on playback, the instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to that staff should be muted in the F10 Mixer. If it is necessary to hear the new instrument assigned to the new instrument assigned to the new instrument as a sign of the new instrument as
instrument change where the two instruments on the staff are not notated in the same key, no attempt should be made to enter new music directly from the keyboard. Instead, the music must be (a) pasted in, or (b) entered before the instrument change is affected. New input into measures following an instrument change is subject to two known
program bugs, which cannot be resolved in the current 2.0.x versions without adversely affecting backwards compatibility. (This has been fixed in version 2.1) In addition, the score must remain notated in concert pitch, or discord will result from the transposition. As a convenience to the players, a copy of the part may be saved as a separate file and
the required sections transposed to the appropriate key before the part is printed. (Note that transposing a linked part will affect the score as well.) When changing from one concert-pitch instrument to another, or from one transposing instrument to another in the same key (Bb trumpet to Bb cornet or Flugelhorn, etc.), the Change Instrument Text
may be used to ensure that the playback sound is altered to the new instrument. Input may be done in the usual manner, and is not affected by the bugs mentioned above. Incompatibilities There are some incompatibilities between the two versions. Instrument changes created with version 2.1 or above will continue to either
display the notes wrong or play the notes wrong or play the notes wrongs as in version 2.0. Deleting and reentering the instrument changes created with version 2.1 or above and opened in version 2.0 will generally playback correctly but continue to display the wrong notes. Add an
instrument change Select the start point of the change by clicking on a note or rest. Open the main palette by typing F9 (or by using the View menu), and click on Text to open the text sub-palette. Double-click on Instrument The word "Instrument" will appear above the anchor note or rest. Double-click the word "Instrument", then type Ctrl+A to
select all of it. Type the actual text you wish to appear in the score, then click OK See also Change instrument, then click OK See also Change instrument Mid-staff sound change instrument, then click outside the box to exit text edit mode. Right-click the text and choose "Change instrument, then click OK See also Change instrument, then click OK See also Change instrument, then click outside the box to exit text edit mode.
for each staff. To display/hide the mixer, use one of the following: Press F10 (Mac: fn+F10). From the main menu, select View—Mixer. Note: Separate reverb and chorus effects unit instead. The name of each mixer channel is the same as the Part name in the Viivaston ominaisuudet
dialog. Mute and Solo To silence a selected staff, tick its "Mute" checkbox. Repeat as required. To solo a selected staff, tick the "Solo" checkbox for that staff. Dials To turn a dial counter-clockwise, click and drag downwards. You can also hover the mouse pointer over the dial and then move the mouse
wheel. Double-clicking on any dial restores it to its default position. Sound The "SoundFonts (and/or SFZ files) will appear in a single long list—in the order previously set in the
Synthesizer. Tip: To find an instrument, click on the "Sound" list and type the first letter of the instrument name. Repeat as required. Mid-staff sound change sounds midway through a score. For example, a staff for a stringed instrument
(violin, viola, cello etc.) is allocated three channels: one for "Arco," another for "Pizzicato" and another for "Normal" and another for "Pizzicato" and another for "Pizzicato" and another for "Pizzicato" and another for "Normal" and another for "Pizzicato" and another for "Pizzicato" and another for "Normal" another for "Normal" and another for "Normal" a
allows sound changes. Select the first note of the section you want to be pizzicato; From the main menu, choose Add—Text—Staff Text; Type "Pizz." This text and select Staff Text Properties...; In the "Change Channel" tab of the "Staff Text Properties" dialog
select one or more voices on the left; From the dropdown menu, select pizzicato; Click OK to return to a normal strings sound later in the piece, follow the same guidelines as above except type "Arco" in step 3 and select normal in step 6. See also SoundFont
Synthesizer Change instrument MuseScore's swing feature allows you to change the playback of your score from a straight to a swing rhythm. Swing to a score section Click on the note where you want swing to start; Double-click Swing in the Text palette
(shown below); Edit the Swing text as required; If you need to vary swing from the default setting, right click the Swing text and select System text properties... Click on the "Swing text and edjust note duration and "Swing text and select System text properties... Click on the "Swing text and select System text properties... Click on the "Swing text and select System text properties... Click on the "Swing text and select System text properties... Click on the "Swing text and select System text properties... Click on the "Swing text as required; If you need to vary swing from the default setting, right click the Swing text and select System text properties...
etc. Triplet in tempo marking Often this notation is used to indicate swing: MuseScore does not have a way to include a triplet in text as a tempo marking, but there is an easy workaround: Add Swing text as described above and make it invisible (shortcut V, or untick "Visible" in the Inspector); Add an appropriate Image of the required tempo marking
to the score. This can be downloaded from the bottom of the "How To" page: How to create a visual swing marking. Resize and reposition the image as required. Return to straight rhythm If you want playback to return to straight time after a swing section: Add Swing text to the first note or rest of the "straight" section (see above). Edit the text to
indicate a return to straight time: e.g. "Straight." Right-click on the text and select System Text Properties.... Click on the "Swing Settings" tab and set "Swing to the whole score, you can do so from the menu: Select Style → General... → Score. In the "Swing Settings" section, set the desired note
value and "swing ratio." To display the Synthesizer controls MuseScore's sound output and allows you to: Load and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and organize different sound sample libraries to play back the music and 
the (optional) metronome. The Synthesizer window is divided into four sections/tabs: Fluid: A software synthesizer that plays SFZ format sample libraries. Waster Effects: Used to apply multi-effects to the score. Tuning: Used to adjust overall playback tuning.
Synthesizer settings Set as Default: When you open MuseScore, the Synthesizer always assumes the current default button. Save to Score / Load to Score: You can save a particular configuration of settings to an individual
score by pressing the Save to Score button. When you next load from Score button to transfer the stored settings to the Synthesizer settings can be in effect at a time—i.e. if multiple scores are open at once, it is not possible to make changes to the Synthesizer in one score and leave other
scores' settings untouched. Note: Changes made in the Synthesizer will not be heard in exported audio files unless the Synthesizer settings have been saved to the score button. See also Tuning (below), Fluid Click on the Fluid tab to access the control panel for SF2/SF3 SoundFont sample libraries. By default, the SoundFont
FluidR3Mono GM.sf3 should already be loaded. You can load, rearrange and delete soundfonts in Fluid is reflected in the default order of instruments in the mixer. To load a soundfont Click on the Add button Click on a
soundfont in the list. To be able to load the soundfont, it first needs to be installed in your Soundfonts folder. This will ensure that it appears in the list in step 2 (above). To reorder the soundfonts folder. This will ensure that it appears in the list in step 2 (above).
not changed any sounds in the Mixer, then the SoundFonts, playback. However, if you are using the Mixer to play different instruments with soundFonts loaded in the same order in the Synthesizer. Therefore, if
you are using multiple SoundFonts, it is advised to click the Save to Score button in the Synthesizer, so that the next time you open that score you can recall the list of SoundFonts loaded (and other Synthesizer settings) with the Load from Score button. Click on the name of the soundfont Click on the Delete button. This removes the soundfont from
the synthesizer but does not uninstall it from the Soundfonts folder: it will still be available if you wish to reload it later. Zerberus Click on the Zerberus tab to access the control panel for SFZ sound sample libraries. You can add or delete files in a similar way to the Fluid tab. Note that, as with Fluid, the the SFZ files must first be installed in your
soundfonts folder before they can be loaded into the synthesizer. Volume At the right in the Synthesizer are two sliders. One controls the playback volume, the other controls the button underneath its volume slider. As with all the rest of the Synthesizer
controls, any changes made here are temporary unless saved to the Score or set as the new default. Effects The Master Effects tab of the Synthesizer houses the Zita 1 stereo reverb and, as of version 2.0.3, the SC4 stereo compressor modules. Two slots are provided, "Effect A" and "Effect B," both with a drop-down list of available effects – including
the option to set one or both channels to "No Effect." The effects are applied in series: Effect A - Effect B. To store an effects configuration as the default button. If you subsequently change the effects set-up, you can restore whatever settings you made the defaults by clicking the Load Default button.
You can store a particular effects configuration with a score by clicking on the Save to Score button, and later load those settings from the score by clicking on Load from Score. Zita 1 reverb time and tone of the
reverb can be finely tuned using the controls provided: Delay: Set a pre-delay for the reverb time (1-8 secs) of this frequency band. Mid
RT60 (Mid-range reverb time): Adjust the reverb time (1-8 secs) of the mid-range frequency band. HF Damping: Adjusts the high frequency band (center
=40~\mathrm{Hz} - 2~\mathrm{KHz}) in the lower part of the spectrum. EQ2: Allows you to cut or boost (-15 to +15) a frequency band (center = 160 Hz - 10 KHz) in the higher part of the spectrum. EQ2: Allows you to cut or boost (-15 to +15) a frequency band (center = 160 Hz - 10 KHz) in the higher part of the spectrum. EQ2: Allows you to cut or boost (-15 to +15) a frequency band (center = 160 Hz - 10 KHz) in the higher part of the spectrum.
of the reverb only, not the dry (unprocessed) signal. To quickly set up an effect as explained above. SC4 compressor The SC4 stereo compressor (available as of version 2.0.3) gives you fine control over the playback's dynamic range
reducing the volume variation between loud and soft sounds. It offers the following controls: RMS: Adjusts the balance between RMS (0) and Peak (1) compressor responds to peak levels. Attack: (1.5–400 ms) The length of time it takes for
compression to engage fully after the signal exceeds the threshold level. Threshold level. Threshold level. Threshold level. Threshold level. Threshold level above which compression to return to zero after the signal falls below the threshold increases the amount of signal that is compressed
Ratio: The amount of compression applied to the signal above the threshold. The higher the compression. Varies between 1:1 to 20:1. Knee: Allows you to select a range between uncompressed and compressed signal. Gain: Compression
tends to lower the volume, so use this control to boost the signal as required. To quickly set-up, try setting RMS = 1, Threshold = -20 db, Ratio = 6. Increase Gain to restore the lost volume. Then fine-tune as explained above. Tuning For Concert Pitch instruments, MuseScore uses the A4 = 440 Hz pitch standard by default. To change it, simply enter a
new value in the Tuning tab of the Synthesizer. Like all other Synthesizer settings, the master tuning Notes: Applies to all scores. Current session only (tuning resets to default on MuseScore
exit). Affects playback but doesn't affect exported audio files (WAV, OGG, MP3, and MIDI). View-Synthesizer. Click the Tuning tab. Enter a new Master Tuning Value (Minimum value = 600.0 Hz; Maximum value = 600.0 Hz; Default 440 Hz). Click Change Tuning. Set default tuning Note: Applies to all scores. Current session and all subsequent sessions
(until you change it again). Affects playback but doesn't affect exported audio files (WAV, OGG, MP3, and MIDI). Change tuning for an individual score Note: Applies to current session, use the Save to Score button, and settings can be recovered
in subsequent sessions with Load from Score. Affects playback and exported audio files (WAV, OGG, MP3). Change the Master Tuning as shown above for the current session. Click Save to Score. You will now get this new tuning in exported audio files of the current session. Click Save to Score.
to a limitation in MuseScore, you need to click Load from Score to get the correct tuning on playback. See also Tempo markings can be found in the Tempo palette of the Basic and Advanced workspaces. They are supplied as metronome marks, but can be subsequently edited to display any tempo or expression you want. Playback tempo can be varied
throughout the score by using multiple tempo markings, visible or invisible. Add a tempo marking Use any of the following methods: Select a note or rest, and from the menu bar chose Add—Text...—Tempo Marking. Select a note or rest and double-click an appropriate metronome mark in
the Tempo palette; Drag-and-drop a metronome mark from the Tempo palette directly onto a note or rest. Note: If a tempo marking is applied from the menu or using a keyboard shortcut, the beat note automatically follows the time signature. The advantage of applying from a palette is that you can chose which beat note to use. Edit tempo To change
the tempo of an existing metronome mark in the score: Enter Edit mode for the tempo mark in question; Edit the metronome mark in the score: Enter Edit mode for the tempo mark in the score: Enter Edit mode for the tempo mark in question; Edit the metronome mark in the score: Enter Edit mode for the tempo mark in question; Edit the metronome mark in question of the tempo mark in question; Edit the metronome mark in q
Inspector; Set the desired playback tempo in the "Tempo" field underneath. Note: Playback may be faster or slower if the tempo setting in the play panel is at a percentage other than 100%. Edit tempo marks can be edited and formatted just like any other text object. To set text properties or text style, see Text style, see Text styles and properties. The
tempo indicated by a metronome mark usually persists even if overwritten by an expression—such as Andante, Moderato etc. You can also add further text to a plain metronome mark usually persists even if overwritten by an expression—such as Andante, Moderato etc. You can also add further text to a plain metronome mark usually persists even if overwritten by an expression—such as Andante, Moderato etc. You can also add further text to a plain metronome mark usually persists even if overwritten by an expression—such as Andante, Moderato etc. You can also add further text to a plain metronome mark usually persists even if overwritten by an expression—such as Andante, Moderato etc. You can also add further text to a plain metronome mark usually persists even if overwritten by an expression—such as Andante, Moderato etc. You can also add further text to a plain metronome mark usually persists even if overwritten by an expression—such as Andante, Moderato etc. You can also add further text to a plain metronome mark usually persists even if overwritten by an expression—such as Andante, Moderato etc. You can also add further text to a plain metronome mark usually persists even if overwritten by an expression—such as Andante, Moderato etc. You can also add further text to a plain metronome mark usually persists and the properties of 
have any effect on playback. The effect can be achieved, however, by stepping down the tempo using multiple invisible tempo markings. In this example, the tempo is decreased by 10 BPM on the first note of each measure, starting from 110 BPM before the ritardando. Each tempo using multiple invisible by unchecking the Visible checkbox in the
Inspector, so that only the ritardando shows on the printed score. A plugin has been developed to automate this process: TempoChanges Fermatas, available in the Articulations and Ornaments palette, have a Time stretch property that can be set via the Inspector. By default, this property is set to 1.00. To have MuseScore play back a
fermata for twice its normal duration, click on the fermata and set "Time stretch" to 2.00. Play panel Display the play panel or F11 (Mac: fn+F11) Change the percentage of the score and will proportionally override all tempo markings set in the score. If you
have multiple tempo markings in the score, the BPM (Beats per Minute) number displayed above the slider will depend on where in the score you are. For example, if you have a tempo of 80 BPM, which you can tell by the number displayed above the
percentage in the Play Panel. Note: BPM is always measured and displayed in quarter note beats per minute, regardless of the (denominator of the) time signature in effect. See also Basic playback functions are accessed from the Play toolbar located above the document window: From left to right, the icons are: Rewind to start position: Playback
returns to the beginning of the score, or to the start of the loop (if one is set). Start or stop playback: See Start/stop playback: See Loop playback: Turn off if you want the score to remain stationary. Play metronome: See Metronome
playback. Playback commands Start/stop playback To start playback To start playback returns to the place it left off—or, if no previous playback, to the start of the score. Press the play button button; or press Space. During playback you can jump
to a specific note or rest in the score by simply clicking on it. To stop playback once playback button; or press Space. During playback has started, the following commands are available: Go back to previous chord: \leftarrow Advance to start of next
measure: Ctrl+\rightarrow (Mac: Cmd+\rightarrow) Rewind to start of score: Home (Mac: \#+Home); or press the Rewind button (playback toolbar). During playback toolbar). During playback toolbar). From the Play Panel use one of the following options: Press F11 (Mac: Fn+F11). From the
menu bar, select View \rightarrow Play Panel. The Play Panel offers temporary controls over playback (with specified starting and ending positions), and general volume. Note: Changes to the parameters in the Play Panel are not saved with the score: they only affect playback in the current session.
Permanent changes to tempo should be made using tempo text. To change the default playback starts. The count-in plays beats for a full measure (according to nominal time signature at playback starting point); if the starting point
is mid-measure or at a 'short' measure (anacrusis), it also plays enough beats to fill that measure. The conductor icon in the play panel enables, or disables count-in. Metronome playback You can also switch on/off the accompanying metronome as the score is played (see the metronome icon on the play panel). Loop playback You can loop playback of a
selected passage in the score using either the Play toolbar (see image above) or the play back button. Playback button but to loop playback button. Playback button but to loop playback button but to loop playback button. Playback button but to loop playback button but to loop playback button. Playback button but to loop playback button but to loop playback button. Playback button but to loop playback button but to loop playback button. Playback button but to loop playback button. Playback button but to loop playback button but b
will now cycle within the region marked by the blue flags. You can use the "Loop playback" button to toggle the loop on or off. Audio playback for MuseScore is provided by virtual (or software) instruments, which can be either of two formats: SoundFont (file extension sf2/sf3). A single file containing one or more virtual instruments. SFZ (file
MuseScore General.sf3. MuseScore 2.0-2.1 used the SoundFont, TimGM6mb.sf2. These are General miDI (GM) sample libraries consisting of 128+ musical instruments and various kinds of drum/percussion
sets. Once your score is set up to play correctly through FluidR3, it should be able to trigger similar instruments from any other GM sound source. This makes it possible to share scores even with non-MuseScore users, by exporting them as MusicXML or MIDI files (see Export). Many different soundfonts are available on the Internet, both free and
you want to install the SoundFont. Occasionally an application other than MuseScore will be associated with the SoundFont file type; if this is the case, you will need to right-click or control-click on the file, so as to display a menu from which you can choose to open the file in MuseScore. In either case, when the dialog appears asking if you want to
added SoundFonts, the initial default SoundFont installed with MuseScore is located in a system directory, meant only for that purpose, which should not be modified. This directory and its default SoundFont file is: Windows (64-bit): %ProgramFiles(x86)%\MuseScore
2\sound\MuseScore General.sf3 macOS: /Applications/MuseScore General.sf3 (with xxx being the MuseScore General.sf3 Linux (Ubuntu): /usr/share/mscore-xxx/sounds/MuseScore General.sf3 (with xxx being the MuseScore General.sf3 (with xxx being the MuseScore General.sf3).
support, namely for Salamander Grand Piano Install an SFZ (see \rightarrowbelow), you'd need to manually extract all the files that belong to the SZF (the SFZ file itself and all the subdirectories and the actual sound files within) into the directory listed above. Uninstall To uninstall To uninstall an SFZ, simply open the folder where its files are installed
(see above) and delete them all. Synthesizer in order for MuseScore's central control panel for soundFont has been installed, it needs to be loaded into the Synthesizer and click Set as Default. To display the
uncompressed) Downloads: SoundFont | SFZ format License: Creative Commons Sampling Plus 1.0 Piano soundfiles SF2 Pianos SFZ Pianos S
Courtesy of Alexander Holm Detuned Piano (244 MB uncompressed) License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: Creative Commons Attribution-ShareAlike 3.0 Plucked Piano Description: 44.1kHz, 16bit, stereo, 168 MB uncompressed License: 44.1kHz, 
License: Public domain Courtesy of Big Cat Instruments Kawai Upright Piano, release 2017-01-28 Description: 68 samples, 44KHz, 24bit, stereo, 2 velocity layers, 58MiB uncompressed License version 3 or later, with a special exception Courtesy of Gonzalo and Roberto Unzipping downloaded soundfiles Since soundfiles
are large, they are often zipped (compressed) into a variety of formats, including .zip, .sfArk, and .tar.gz. You need to unzip (decompress) these files before they can be used. ZIP is standard compression format supported by most operating systems. sfArk is a compression format designed especially for compression format supported by most operating systems.
sfArk software to decompress it, or use this online service: .tar.gz is a popular compression format for Linux. Windows users can use 7-Zip; Mac u
panel is greyed out, or not visible, follow the instructions below to get your sound working again: Do a right-click on the menu bar and make sure there is a check mark by clicking on the corresponding menu item. You can add or remove the check mark by clicking on the menu bar and make sure there is a check mark by clicking on the menu bar and make sure there is a check mark by clicking on the corresponding menu item. You can add or remove the check mark by clicking on the corresponding menu item. You can add or remove the check mark by clicking on the corresponding menu item. You can add or remove the check mark by clicking on the corresponding menu item. You can add or remove the check mark by clicking on the corresponding menu item. You can add or remove the check mark by clicking on the corresponding menu item. You can add or remove the check mark by clicking on the corresponding menu item.
the play panel disappears after changing the SoundFont, go to Edit \rightarrow Preferences... \rightarrow I/O tab and click OK without making any changes. After restarting MuseScore, the play panel should reappear. If you are setting up a SoundFont for the first time, please use one of the recommended SoundFonts listed above. If playback stutters, then your
computer is not able to handle the SoundFont. See list above for suggestions. Increase the amount of RAM (memory) used by MuseScore by quitting all applications except MuseScore. If you still have problems and a large SoundFont is
important to you, consider more RAM for your computer. See also Dynamiikka-paletista joko Perus- tai Edistyneessä työtilassa: Note: Overall playback volume of the score can be changed using the volume slider in the Play Panel or Synthesizer. Add a dynamic
To apply a dynamic to the score, use one of the following methods: Select a note and double-click a dynamic symbol in a palette onto a note. For additional dynamic symbol from a palette onto a note and double-click a dynamic symbol in a palette. Drag a dynamic symbol from a palette onto a note.
Adjusting playback volume for a dynamic Click on the dynamic to select it, and adjust its Velocity in the Inspector—higher for louder, lower for softer. Adjusting range "is by default set to "part," which means all staves for an instrument will be affected by a dynamic. The "Dynamic range" is by default set to "part," which means all staves for an instrument will be affected by a dynamic.
MuseScoressa on käytettävissä paljon erilaisia tekstejä, kuten viivaston teksti, dynamiikka, tempo, sormitus, sanoitukset ym. Lisäksi tekstiä voi löytää viivoihin yhdistyneenä,—kuten maalit, oktaavinsiirrot, kitaran barreviivat jne. This chapter covers some of the different classes of text available in MuseScore, and shows you how to format them. Other
specific types of text are covered in other chapters: To add a text-based element to the score, use one of the following general methods: Keyboard shortcut: For example, press Ctrl+Tto enter Lyrics, and so on. Menu command: Add—Text allows you to chose from a range of text-based elements. Workspace: Select a note and
double-click an icon in one of the palettes; or, alternatively, drag a symbol from a palette onto the staff. e.g. Swing text, Tempo text etc. Notes: (1) The exact method depends on the type of text you are adding (see Text). (2) For general-purpose text boxes attached to staves, see Staff and system text. Format text Every text-based element in the score
has three levels of formatting: Text style: This is the highest level of formatting and applies to all text elements in the score of a particular type. For details, see Text properties: This applies to the style applied to individual text characters during
editing. For details, see Text editing. Adjust position of text objects To position a text object. Select the object and adjust the horizontal or vertical offset values in the Inspector. Select the object and apply any of the following keyboard shortcuts: 
—: Move text left 0.1 staff space. 
—: Move text right 0.1
staff space. \uparrow: Move text up 0.1 staff space. \downarrow: Move text down 0.1 staff space. \downarrow: Move text down one staff space.
anchor position will depend on the type: Title, Subtitle, Composer, Poet: Anchored to a time position. System text: Anchored to a time position text: Anchored to a time position. System text: Anchored to a time position text: Anchored text: An
one of the following methods: Double click on a text element. Right-click on a text element and select Edit element and press Ctrl+E (Mac: Cmd+E). In this mode you can apply formatting to individual characters, including options such as Bold, Italic, font, font size, subscript and superscript. These are accessed from the Text
toolbar below the document window. To exit Text edit mode use one of the following: Press Esc. Click on a part of the score outside the edit window. Keyboard shortcuts In Text edit mode, the following keyboard shortcuts are available: Ctrl+B (Mac: #+B) toggles bold face. Ctrl+I (Mac: #+B) toggles italic. Ctrl+U (Mac: #+B) toggles underline.
Home End \leftarrow \rightarrow \uparrow \downarrow moves cursor. Backspace (Mac: Delete) remove character to the left of the cursor. Belete or fn+Delete) remove characters window to insert
quarter notes, fractions, and many other kinds of special symbols or characters into your text. A few symbols can also be accessed by shortcut (see below). To open Special Characters, use any of the following methods: Click on the icon in the text toolbar (below the score window). Press F2 (Mac: fn+F2). Note: (1) This only works in Text edit mode; (2)
The Special Characters dialog should not be confused with the menu item of the same name in the macOS version of MuseScore. The dialog is divided into 3 tabs: Common symbols, musical symbols and unicode symbols, musical symbols and unicode symbols. The musical symbols are further subdivided into 3 tabs: Common symbols, musical symbols and unicode symbols.
Characters dialog immediately adds it to the text where the cursor is positioned. Multiple items can be applied without closing the dialog box, and the user can even continue to type normally, delete characters, enter numerical character shortcuts can be
used to access certain special characters: Ctrl+Shift+B: Flat. Ctrl+Shift+B: Flat. Ctrl+Shift+B: Flat. Ctrl+Shift+B: Rinforzando. Ctrl+Shift+B: Rinforzando.
a large font size; Composer text is smaller and aligned to the right within the top vertical frame. To edit text style, use any of the following methods: From the menu bar, select Style - Text... Right-click on a text object and select Text Style... Note: Changes to a text style within a score. To edit a text property
(which has the same parameters as the text style): Right-click on a text object and select Text Properties on. The text style for the rest of the score remains unchanged, and other text using the same style is unaffected. During text
editing you can make changes that depart from the basic style and may also differ from the specific text properties of a given piece of text. You can revert changes made through text editing (such as font size and italics) with the reset text to style option. The available options are divided into categories: Text Font: name of the font such as "Times New
Roman" or "Arial" Size: size of the font in points Style: style of the font in points 
or Staff space units Alignment Horizontal: left, right, center Vertical: align top edge of text to reference point, center text vertical to reference point.
frame in space units Border radius: for box frame, radius of rounded corner Text margin in space units Foreground color: of the frame border Background within the frame border Background within the frame. Note: Opacity is set by the parameter "Alpha channel" in the colors dialog: a value between 0, transparent, and 255, opaque. Text
types Title, Subtitle, Composer, Poet: anchored to a time position. System text: Applies to all staves in a system. Anchored to a time position. Staff text: Applies to a single
staff in a system. Anchored to a time position. The distinction between system text and staff text matters for part extract to the part to which it is anchored. For details, see Text. Create a new text style From the menu bar, select Style - Text...; or right-click on a text
object and select Text Style...; Click on New; Set a name; Set all properties as desired. This text style will be saved along with the score. It will not be available in other scores, unless you explicitly save the style sheet and load it with another score. Apply options You can apply to either the score or part you are seeing, if you hit Apply and then OK. If
of MuseScore and you want the style to correspond to the default text style in MuseScore 2, you can use the Reset Text to Style in the Inspector. If you need all text from a given style to be "reset", right-click on one, then from the context menu choose Select - All Similar
Elements first. Save and load text styles (together with all other styles in a document) can be saved as a style file and loaded into other MuseScore files. See Save and load style. See also Text editing Header/Footer For general-purpose text, use Staff Text or System Text. The difference between these two types of text is whether you want it
to apply to a single staff, or the whole system. This matters when extracting parts: staff text will only appear in all parts. Additionally, if you choose to hide empty staves, any staff text belonging to an empty staff will also be hidden. System text is never
hidden by the "hide empty staves" feature. Staff text is general purpose text associated with a particular staff at a particular location by selecting a note or rest and then use the menu option Add - Text - Staff Text, or use the shortcut Ctrl+T (Mac: #+T). A small text box appears and you
can immediately start typing. You can exit the text box at any time (even without typing anything) by pressing Esc. Staff text can, for example, be used to apply indications such as "Solo" or "Pizzicato" to one staff in a score. Depending on what the instructions of the staff text can, for example, be used to apply indications such as "Solo" or "Pizzicato" to one staff in a score. Depending on what the instructions of the staff text can, for example, be used to apply indications such as "Solo" or "Pizzicato" to one staff in a score. Depending on what the instructions of the staff at the text box at any time (even without typing anything) by pressing Esc. Staff text can, for example, be used to apply indications such as "Solo" or "Pizzicato" to one staff in a score. Depending on what the instructions of the staff at the text box at any time (even without typing anything) by pressing Esc. Staff text can, for example, be used to apply indications such as "Solo" or "Pizzicato" to one staff in a score. Depending on what the instructions of the staff at the text box at any time (even without typing anything) by pressing Esc. Staff text can, for example, be used to apply indications such as "Solo" or "Pizzicato" to one staff in a score. Depending on the staff at the text box at any time (even without typing anything) by pressing the staff at 
the instructions by right-clicking on the staff text and selecting Staff Text Properties.... See Mid-staff sound change. System text is used when you wish to apply text indications to a whole system text system text, or if you choose to hide empty staves. To create system text,
chose a location by selecting a note or rest and then use the menu option Add → Text → System Text, or use the shortcut Ctrl+Shift+T (Mac: #+Shift+T). A small text box appears and you can immediately start typing. You can exit the text box at any time (even without typing anything) by pressing Esc. See also Aloittaaksesi Sointumerkkien
lisäämisen partituuriisi, valitse ensin nuotti tai tauko ja paina Ctrl+K (Mac: #+K). Tämä asemoi kursorin viivaston yläpuolelle, minkä jälkeen viivasto on valmis tietojen syöttää ja muokata aivan kuten normaalia tekstiä. Korotukset (‡) ja alennukset (b) syötetään seuraavanlaisesti: korotus: ##
Alennus: b. Kaksoiskorotus: x tai ##. Kaksoisalennus: bb. Note: When you exit the chord symbol, the characters you have typed will automatically assume the correct format: a "#" or "b" will turn into a proper sharp (#) or flat (b) and so on. Do not try to use actual flat and sharp signs as MuseScore will not understand those properly. After you have
finished entering a chord symbol you can either: Exit by pressing Esc. Move the cursor forward or backwards to continue note entry (see commands below). Keyboard Commands The following commands are available for chord symbol entry: Space move Cursor to next note, rest, or beat
can be edited just like ordinary text. See Text editing. Chord symbol syntax MuseScore understands most of the abbreviations used in chord symbols: major: M, Ma, Maj, ma, maj, Δ (type t or ˆ for the triangle) minor: m, mi, min, - diminished: dim, ° (entered with lowercase letter o, shows as ° if using the the Jazz style, as o otherwise) half-diminished
ø (type 0, zero) augmented: aug, + Note that for half-diminished chords, you can of course also enter abbreviations like b9 or #5, sus, alt, and no3. You can indicate inversions and slash chords using notations like C7/E. You can use
            .. 
ightarrow Chord Symbols, Fretboard Diagrams. Adjustable properties are listed under the following headings: Style MuseScore supports two primary styles of chords are rendered simply, with the font determined by your chord symbol
text style. In the Jazz style, the MuseJazz font is used for a handwritten look, and superscript and other formatting techniques are used as well. The Jazz style is selected by default if you use any of the Jazz templates. The third radio button is mostly for compatibility with older scores. You can also use it to specify your own custom chord descriptions
whether you originally enter those using capital or lower case letters. However, you can also choose other automatic capitalization options: Lower case minor chords: c, cm, cm7,... Lower case bass notes note names are simply
chord spacing: The space to leave between chord symbols. Maximum barline distance: Changes the size of the gap between the last chord symbol in the measure and the following barline. You only need to adjust this value if there is a continuous problem in the score with overlap between the last symbol in one measure and the first symbol in the
next. Note: In addition to the settings described here, the default position of applied chord symbols in the Text Styles dialog. The effect is cumulative. Capo Enter the number of the capo position at which you want to display substitute chords, in brackets, after all chord symbols in the score. Fingering symbols for various for various for the capo position at which you want to display substitute chords, in brackets, after all chord symbols in the score.
instruments are found in the Fingering palette in the Advanced workspace. Keyboard music employs the numbers 1-5 to represent fingers of the left or right hand. There is also a fingering positioner plugin to help you optimize the layout of piano or keyboard fingerings. Guitar music uses the numbers 0-4 to represent left-hand fingering (T is
occasionally used for the thumb). Right-hand fingering is indicated by the letters p, i, m, a, c. Circled numbers represent instrument strings. The last five symbols in the palette are used for lute fingering in historical music. Note: To enable display of fingering in tablature, right-click on the TAB, select Staff Properties... →Advanced style properties, and
tick "Show Fingerings". Add fingering symbols in a Palette. Drag and drop a fingering symbol from a palette onto a note When fingering symbol from a palette onto a note when fingering symbol from a palette onto a note and double click one of the fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a palette onto a note when fingering symbol from a note when fingering symbol from a palette onto a note when fingering symbol from a
several notes Select the desired notes; Double-click a fingering symbol in a palette. Adjust position of fingering To change the position of fingering Symbol in a palette. Adjustments (0.1 sp) use the arrow keys; For larger adjustments (1 sp) use Ctrl+Arrow. Change horizontal and vertical offsets in the Inspector
Drag the symbol using your mouse. Multiple fingering To change the position of multiple symbols: Select the desired fingering symbols; Adjust using the horizontal and vertical offset fields in the Inspector. Note: You can also use the fingering positioner plugin mentioned above to optimize the layout of piano fingerings. To restore a symbol to its
default position, select it and press Ctrl+R. Edit fingering text Fingering is a form of text symbol and can be edited and styled like any other. Right-clicking on the symbol gives you a range of options. Liittääksesi sanat partituurin nuotteihin: Valitse nuotit, joihin aiot liittää sanat. Napauta yksittäistä säveltä, josta haluat sanoituksen alkavan. Kirjoita
Ctrl+L (Mac: ♯+L); tai valitse päävalikosta Luo→Teksti→Sanoitus. Kirjoita sitten tavu ensimmäiseen nuottiin. Käytä seuraavaan nuottiin. Lisää väliviiva - tavun loppuun päästääksesi seuraavaan nuottiin. Tavut ovat liitetty toisiinsa viivalla
Paina Shift+Välilyönti (tai Ctrl+) siirtyäksesi edelliseen tavuun. Paina Ylänuoli-näppäintä palataksesi ylempänä olevaan sanastoriviin. Paina Esc-näppäintä lopettaaksesi sanojen syötön. To type a second or further lyric line
repeat steps 2 and 3 above, or double-click the first syllable, hit 4 and type the syllable for the first note, then continue at step 4 Example Melisma A melisma is a syllable to the last note of the melisma. The underline is created by
them will show, and the syllable will right-align to the first note, similar to last syllables that got notated with a melision character, also known as a "lyric slur" or "synalepha". In the text toolbar, click on the keyboard icon, or hit F2 to open the Text
Symbols palette. The synalepha is the 4th from the end (U+203F _ "undertie"). The synalepha will be evenly centered separating the syllables with two spaces and by inserting it after the first. For the "e_A" example shown above: Type e Insert the synalepha using the F2 palette Type Ctrl+Space (Mac: \(\nabla + \text{Space}\)) Type A Not all fonts include the
synalepha character. To find out which fonts on your computer support the synalepha, see "fontlist" (look for any font that shows a tie between fonts. Special characters Lyrics can be edited as normal text with the exception of a few characters: If you want to
add a space, hyphen, or underscore to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the following shortcuts: Ctrl+- (Mac: \times+core to a single syllable, use the follo
The top margin and line height of all lyric lines can be adjusted globally from the menu, Style→General...→Page. However, the horizontal (and vertical) offset of individual lyric lines can be finely adjusted by right-clicking on a word in the desired line, and using the various selection options available to select all the words that you wish to change. Then
adjust using the offset option in the Inspector. For example, to change the horizontal position of the lyrics in one staff only of one particular system. Now use "horizontal offset" in the Inspector to fine tune the line position. To select
lyrics for a range of notes, first select the range of notes, first select the range of notes, first select Edit—Tools—Copy Lyrics to Clipboard. Paste lyrics from clipboard To
copy and paste lyrics from a text file into a score: Enter the notes in the score to which the lyrics in a text file, with appropriate spaces, hyphens, line-breaks etc. Copy the lyrics in a score). Repeatedly
applying paste will enter successive words of the lyrics. You may need to enter melismas and make other corrections as you go along. See also Rehearsal marks can be used in one or more ways: To identify specific points in a score to facilitate rehearsing. As bookmarks in the score to which you can instantly navigate—using the Find/Search command.
To mark the various sections in the score. Typically, a rehearsal mark consists of one or more letters or numbers, or a combination of both. Marks appear in sequence in the score—e.g. A, B, C..., or 1, 2, 3... etc.; or they may contain the number of the measure they are attached to (usually larger than plain measure numbers, often boldface and/or
enclosed in boxes). Rehearsal marks can be added to the score (i) automatically—which ensures that they are named in sequence—or (ii) manually, allowing you to name them as you wish. Add a rehearsal mark Manual Placement The simplest way to add a rehearsal mark is to click on a note (or rest) at the start of a rehearsal section and use the
keyboard shortcut Ctrl+M (Mac: Cmd+M), or use the menu command Add \rightarrow Text \rightarrow Rehearsal Mark: then enter the desired text yourself. Automatic placement Alternatively, select a note, open the Text palette, and double-click the [B1] rehearsal Mark: then enter the desired text yourself.
first automatic rehearsal mark you create is labelled "A," the second "B," the third "C," and so on. If you want to establish a different format (lower case, number or measure-number), change the first rehearsal mark scordingly before adding the second one. Subsequently-added rehearsal marks follow the format of the previously-added mark. If you
add a (palette) rehearsal mark between two existing alphabetical marks, a "1" is appended to the name of the new mark: so a mark added between humbers "3" and "4" becomes
"3A" and so on. Afterward, you can automatically resequence the rehearsal marks, if required (see -below). To create a series based on measure number of the measure it is attached to. (If the number of the rehearsal mark is different
from the actual measure number, subsequent marks will assume a numerical order.) Automatically resequence for any reason. Use the following method: Before making a selection, you can, if desired, establish a newsort.
format for the rehearsal marks (lower/upper case, number, or measures you wish to apply the Resequence command to (if there is no selection then the program assumes you wish to resequence all measures). Select Edit - Tools - Resequence
Rehearsal Marks. MuseScore automatically detects the sequence based on the first rehearsal mark in the selection—all rehearsal marks in the selection—all rehearsal marks in the selection are then altered accordingly. The following sequences are possible: A, B, C etc. Numerical: 1, 2, 3 etc. Numerical: accordingly to measure numbers. This requires the number of the first
mark in the series to be equal to the number of the measure it is attached to. Search for a rehearsal mark, press Ctrl+F (Mac: Cmd+F) to open the Find bar, then enter the name of the rehearsal mark must be a letter for it to be found: subsequent characters can be
letters or numbers. As of version 2.1 all rehearsal marks can be searched for by typing an "r" followed by the rehearsal marks are a variety of system text.
They will appear on every part and on the score. Multi-measure rests are automatically broken before and after rehearsal marks. By default, rehearsal marks are bold, in large font size, and enclosed in frames with rounded corners. All aspects of their appearance can be changed globally via the rehearsal mark Text style. See also Rehearsal Letter
(Wikipedia article) Layout and formatting options for the score can be accessed mainly from the Layout and Style menus. Ways to affect layout This section lists the main commands and dialogs affecting score layout. Other formatting options are covered in either Layout menu or Style menu below (for text, see Text styles and properties). From the
Layout menu: From the Style menu: Score Style: Set overall score details, such as music font, display of multi-measure rests, and whether to hide empty staves. Page Style: Set the measure spacing, which affects the number of measures per line. Sizes: Set the default size of
"small" and grace notes, small staves and small clefs. Other commands: Page Settings... See Page settings. Reset The Reset command restores all selected score elements or the region of the score that you wish to reset. Or use
Ctrl+A to select the whole score. Press Ctrl+R; or from the menu select Layout—Reset. Increase Stretch/Decrease Stretch Increase or decrease the horizontal spacing of notes within select the whole score. Chose one of two options: To increase stretch: Use the shortcut }
(right curly bracket) (Mac: Ctrl+Alt+9); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: To decrease Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select Layout→Increase Stretch: Use the shortcut { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select { (left curly bracket) (Mac: Ctrl+Alt+8); Or from the menu bar, select { (l
stretch to the default spacing of 1: Select a range of measures. Or use Ctrl+A to select the whole score, From the menu, select Layout—Reset Stretch. Reset Beam Mode To restore beams to the mode defined in the local time signatures: Select the section of the score you want to reset. If nothing is selected, the operation will apply to the whole score;
Select Layout—Reset Beam Mode. See also Beams. Regroup Rhythms As of version 2.1, this option corrects note ties, durations and beaming so that they are grouped according to standard music notation practice. For example: Before: After: Any notes that are tied and are the same length as a dotted note will be changed to the dotted note with two
limitations. (i) Only the last note of a group of tied notes will have a single dot. Notes with more than one dot will be regrouped according
to the above rules. To apply: Select the section of the score you want to reset. If nothing is selected, the operation will apply to the whole score; Select Layout—Regroup Rhythms. Note: This is an experimental feature and there are known bugs. Articulations and ornaments are deleted and some pitches respelt. Ties across barlines may be lost on
UNDO. General: Score To open the Score dialog: from the menu, select Style→General...→Score. This dialog allows you to set global properties, such as the music font, display of multimeasure rests, whether or not to hide empty staves, "swing" playback etc. Musical symbols font: Choice of display in Emmentaler, Bravura or Gonville fonts. Musical text
font: Choice of display in Emmentaler, Bravura, Gonville or MuseJazz fonts. Display in concert pitch. If unticked the score at concert pitch. If unticked the score at concert pitch. If unticked the score at concert pitch. If unticked the score is displayed at written pitch. Create multimeasure rests. Minimum number of empty measures; The default is 2. Minimum width of measures:
The default width is 4 sp. Hide empty staves: This option saves space by hiding those staves in a system which consist of empty measures. Used for condensed scores. Don't hide empty staves in first system even if they consist of empty measures. Used for condensed scores. Don't hide empty staves in first system even if they consist of empty measures. Used for condensed scores. Don't hide empty staves in first system even if they consist of empty measures. Used for condensed scores. Don't hide empty staves in first system even if they consist of empty measures. Used for condensed scores. Don't hide empty staves in first system even if they consist of empty measures. Used for condensed scores. Don't hide empty staves in first system even if they consist of empty measures. Used for condensed scores. Don't hide empty staves in first system even if they consist of empty measures. Used for condensed scores. Don't hide empty staves in first system even if they consist of empty measures. Used for condensed scores in first system even if they consist of empty measures in first system even if they consist of empty measures. Used for condensed scores in first system even if they consist of empty measures in first system even if they consist of empty measures in first system even in
notating early music. See Unbarred notation. Hide instrument name if there is only one instrument name in this case. Swing General: Page To open the Page dialog: from
the menu, select Style—General...—Page. This dialog allows you to adjust the space above and below systems, staves, lyrics, and vertical frames; and between the score and the top/bottom page margins. You can also control the display of key signatures and clefs. Distance to page margins Music top margin: The distance between the
top staff line of the first staff on the page and the bottom page margin. Music bottom margin: The distance between staves Staff distance: The space between staves which are not part of a grand staff (see below). Grand staff distance: The space between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. The distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. The distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the page and the bottom page margin. Distance between staves of the last staff on the last st
staves that share the same instrument—such as the piano, organ, or those of a guitar staff/tab pair. Note: To alter the space above one particular staff see Extra distance allowed between one system and the next. Max. system distance: The maximum
distance allowed between one system and the next. Lyrics bottom margin: The height of the margin above the top lyrics line (in a system). Lyrics line (in a system), expressed as a percentage of the line
height associated with the lyrics text style. Vertical frame bottom margin: The default margin height above a vertical frame top margin: The default margin height above a vertical frame top margin: The default margin height above a vertical frame. Last system fill threshold If the last system is longer than this percentage of the page width, it gets stretched to fill that width.
Clefs and key signatures Create clef for all systems: Untick this box to prevent a clef from automatically displaying at the start of any system except the first. Create key signature from automatically displaying at the start of any system except the first.
display of courtesy elements at the end of systems: Create courtesy time signatures Create courtesy time signatures Create courtesy time signatures. You can show the content of a score's meta tags (see Score information) or show page numbers in a header or footer for your score. To create a
header or footer for a score with linked parts, make sure the main score is in the active tab. To create a header or footer for an individual part, that part needs to be the active tab. If you hover with your mouse over the Header or Footer for an individual part, that part needs to be the active tab. To create a header or footer for an individual part, that part needs to be the active tab. If you hover with your mouse over the Header or Footer for an individual part, that part needs to be the active tab.
You can create different Headers and Footers for even and odd pages, such as putting page numbers on the right for odd-numbered pages and on the left for even-numbered pages. You can also edit whether and how often measure numbers appear. General: System Open from the menu: Style—General... System. This dialog allows you to: Set the
distance between system brackets or brackets or brackets and the start barlines. Set the width of system brackets and brackets and brackets or brackets and brackets or brackets and brackets or brackets and brackets. General: Measure See Yleinen tyyli: tahti. General: Barlines to staff or multiple staves. Scale barlines to staff size
affects "small" staves only. See Barline adjustment possibilities (external link) for details. Control proportion of thickness and distance within double barlines, including repeat ba
"Style..." Here you can adjust the distance and thickness of note-related objects (stems, ledger lines, dots, accidentals). Changing these would be unusual. General: Arpeggios Open from the menu: Style General... Clefs. You can choose between Serif and Standard clef for your tablature sheet. General: Arpeggios Open from the menu: Style General...
Style \rightarrow General...\rightarrow Arpeggios. Here you can change the thickness, spacing and hook height of the following arpeggio and strum symbols: Changes to these properties would be unusual. General...\rightarrow Slurs/Ties Open from the menu: Style \rightarrow General: Sizes Open from the
menu: Style - General... - Sizes. Sets the proportional size of "small" and grace notes, as well as small staves and clefs. Changing this would be unusual. General: Hairpins, Volta, Ottava. The button returns the setting to the original value. General: Pedal, Trill Open from the menu: Style - General: Hairpins, Volta, Ottava. The button returns the setting to the original value. General: Pedal, Trill Open from the menu: Style - General: Hairpins, Volta, Ottava. The button returns the setting to the original value. General: Hairpins, Volta, Ottava.
Style → General... → Pedal, Trill. General... → Pedal, Trill. General: Chord Symbols, Fretboard Diagrams. Open from the menu: Style → General... → Chord Symbols, Fretboard Diagrams. This section allows you to adjust the format and positioning of chord symbols, Fretboard Diagrams. This section allows you to adjust the format and positioning of chord symbols, Fretboard Diagrams. This section allows you to adjust the format and positioning of chord symbols and Fretboard Diagrams.
Chose the spelling convention for chord symbols and whether to use capital or small letters. Positioning: Default vertical distance in space units (sp.) between a newly-applied chord symbol and the music staff. Negative values may be used. Distance to fretboard diagram: The distance (in sp. units) from a chord symbol to a
```

```
fretboard diagram when both are applied to the same location on a staff. This value overrides the above "Default vertical position" setting. 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 wish 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 barline. You may wish 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 barline.
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 a fret
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 and alignment. See also Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner. General: Figured Bass Open from the menu: Style and alignment diagrams thicker or thinner.
bass General: Articulations, Ornaments Open from the menu: Style General... Accidentals. Options about naturals at key signature changes General: Tuplets Open from the menu: Style General...
Style—General...—Tuplets. Apply and OK buttons By pressing the Apply button you can see how the changes to the score and close the window. Press OK to save your changes to the score without closing the window. Press OK to save your changes to the score and close the window. Press OK to save your changes to the score and close the window. Press OK to save your changes to the score and close the window.
Apply to all Parts button to apply all changes (either in Layout-Page 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 file (the default folder is set in your Asetukset). Styles are stored as *.mss files. Note: You can also define a preferred style file (the default folder is set in your Asetukset).
(.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, local relayout Style → General → Measure style property
(see image above), MuseScore automatically adjusts the score to maintain the correct spacing between notes and rests according to best music engraving practice. It will also correctly reposition any elements attached to notes or 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 after notes or rests. This setting thus affects not only space 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 and the first note or rest in
that measure. For the initial measures of systems, which start with clefs instead of barline to grace note distance between a barline to accidental distance
Sets the distance between a barline and an accidental placed 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 will allow after each note (depending on other factors, more space may be allowed).
Clef left margin Sets the distance between the key signature and the clef preceding it. Time signature left margin Sets the distance between the key 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 measure on 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 and the barlines of the lines of the staff, which allows you to make the staff line thickness of the lines of the staff, which 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 use Two sided layout (i.e., book format, with mirror left and right margins for even and odd pages—see below). Odd/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 defined here. If the "Two sided" checkbox under "Page Size" is selected, you can set margins defined here. If the "Two sided" checkbox under "Page Size" is selected, you can set margins defined here. If the "Two sided" checkbox under "Page Size" is selected, you can set margins defined here. If the "Two sided" checkbox under "Page Size" is selected, you can set margins defined here. If the "Two sided" checkbox under "Page Size" is selected, you can set margins defined here. If the "Two sided" checkbox under "Page Size" is selected, you can set margins defined here. If the "Two sided" checkbox under "Page Size" is selected, you can set margins defined here. If the "Two sided" checkbox under "Page Size" is selected, you can set margins defined here.
pages. To display page margins in your score on screen (though not in print), go to View-Show Page Margins. 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 one-quarter 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 and "Max system distance" (see Style – General... – Page). Miscellaneous First page number Sets 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 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 in a new system.
to start on 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. Add 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 or frame. For line breaks only, click on a barline and press Return. Press again to remove
the line break. For page 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 symbol from a palette onto a measure or frame. Blue spacer symbols are visible on the screen, but do
not appear on printouts. Note: Spacers are designed for local 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, chose one of these options: Double-click the spacer and drag the blue end-handle up and down.
Double-click the spacer and use the 1 \dagger keys and/or Ctrl+1 \dagger to move the end-handle up and down. Click (or double-click) on the spacer and adjust 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 A section break as the name suggests, is used to create separate sections within a score. Like a line 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 score. By default, the first measure of the score itelf, 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. In addition, the first end repeat
barline in a section always sends the playback cursor to the beginning of the section Break Properties and select Section Break Properties at 1 section Break Properties and select Section Break Properties... to specify: Pause length; If the new section break Properties at 1 section Break Properties are section break Properties... to specify: Pause length; If the new section break Properties are section break Properties... to specify: Pause length; If the new section break Properties are section break Properties... to specify: Pause length; If the new section break Properties are section break Properties... to specify: Pause length; If the new section break Properties... to specify: Pause length; If the new section break Properties are section break Properties... to specify a section break Properties... to specify a section break Properties Pause length; If the new section break Prope
A Frame is a rectangular container for empty space, text or pictures. It can be one of three types: Horizontal: Used to create a break in a particular system. It can contain text or pictures. Text: Inserted above or below a particular system. It can contain
one item of text only. Horizontal frame Horizontal frame to create a break in a system. For example, you can: Create a coda, with an adjustable gap separating it from the score, where there is no staff name to perform the same function. Create an adjustable
right margin at the end of a system. Create space for some text or image(s). Create a space between a 'historical incipit' and the beginning of the modern edition. Insert/append horizontal frame See Create a space between a 'historical incipit' and the beginning of the modern edition. Insert/append horizontal frame See Create a space between a 'historical incipit' and the beginning of the modern edition. Insert/append horizontal frame See Create a space between a 'historical incipit' and the beginning of the modern edition.
left. Select the frame and adjust "Width" in the Inspector. Notes: (1) "Left Gap" and "Right Gap" are currently unallocated (verion 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 - Image. Right-click on the frame and select Add - Image. Right-click on the frame and select Add - Image. To add an image in 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. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the head of a score for Title/Subtitle/Composer/Lyricist text. Insert/append vertical frame to: Create an area at the hea
click the frame and drag the handle up or down. Select the frame and adjust "Height" 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: Adjusts height of the frame. Left Margin: Moves left-aligned text objects to the left. Top margin: Moves left-aligned text objects to the right. Right Margin: Moves left-aligned text objects to the left.
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 → Image. You can create as many objects as you like within a frame. Their positions 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 is automatically left-aligned and fills the entire
vertical frame. To right-align it: Reduce the width of the horizontal frame A vertical 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, the 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 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 into the score window.
and select Frames \rightarrow Insert... Append a frame to the score Chose one of the following options: From the menu select Add \rightarrow Frames \Rightarrow Append... Plete a frame Select the frame and press Del. Apply a break Line, 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 from the score. Right-click on a note, rest or frame.
Apply any of the standard 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 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 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 position, if required, by dragging it and/or changing the handles,
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 a selection of the actual screen, including any line break symbols,
invisible elements etc., e.g. You can save 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 to fit the page. Resize to A/B/C/D: to store it. See also Create
an ossia with image capture While dragging an element: Press Ctrl to constrain movement to the horizontal only. 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 buttons, located to the right of the horizontal and vertical offset fields 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 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 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 their order by selecting a score and 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 number offset values in Layout → Page Settings... → First page number for all but the first page number for all but the first page numbers, ignoring the page number offset values in Layout → Page Settings... → First page number for all but the first page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in the order they are listed in with the correct page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → Page Settings... → First page number offset values in Layout → First page nu
score. As the album is printed in one print job, double-sided printing (duplex printing) also works as expected. Join 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 instruments but not the
clicking the Close button, you will be prompted to save your album file. This file 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 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 are less precise, making it harder not to click on nearby objects unintentionally. Choose 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 Remote Control settings Midi Remote Control allows you to enter or leave note input mode and
also choose the duration for notes and rest directly from the MIDI keyboard as you enter notes into the score via MIDI, without having to use 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 option buttons 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 user. - Red button is lit only during the preference setting process. - By
default no MIDI key actions are set and all buttons are unlit. To enable a MIDI key operation: click the red button which lights up and stays lit until you press your chosen 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
 Default instrument list files (two may be selected) Default style for score and parts Default zoom I/O 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 route audio output through JACK. Import
transparent background Whether to export the layout and how to export the 
an existing entry in the list and click Define... (or just double click the entry), then enter the new shortcut you select. Shortcuts listed in preferences appear next to their associated commands in the menus. Note: Some shortcuts, including default
create and print the full score but also the individual instrument parts. Note: In the current version of MuseScore, it is not possible to 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 the parts at any point after creating a new 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 Filedon 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.
- Parts...; In the Parts window click New to create a "part definition;" In the right pane, type the words you want to appear in your part title" (this also serves for the corresponding part of the instrument that you want to appear in your part by marking the relevant box in the right-hand pane. Usually, you only want ones, type the words you want to appear in your part by marking the relevant box in the right-hand pane.
instrument per part, but sometimes you might need a part that includes more than one instruments per part as you need; Repeat steps two through four (above) for each part as needed; Once you're done, click OK to dismiss the Parts window. You have now
finished setting up the parts. You do not need to do this again, unless you add or remove an instrument from your full 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, but changes to the layout will not.
When you have the parts created, they are saved along with the score (if you open the score you have tabs for the score and every part you created). However, if you wish to save a part individually: Make sure the part is "active." Select its tab if
not; From the menu, select File \rightarrow 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 comes with support for the free
and open source NVDA screen reader for Windows. The features in this document have been tested on Windows with NVDA. There is no 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 document will focus on the score reading features, with only a brief description of score editing. 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 first, then the Edit menu (Alt+E), choose
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 a score. MuseScore supports multiple
document tabs within this window. It also supports a split-screen view to let you work with two documents at once, and you can have multiple tabs in each window. In addition to the score window, MuseScore has a menu bar that you can have multiple tabs in each window. It also supports a split-screen view to let you work with two documents at once, and you can have multiple tabs in each window. It also supports a split-screen view to let you work with two documents at once, and you can have multiple tabs in each window. It also supports a split-screen view to let you work with two documents at once, and you can have multiple tabs in each window. It also supports a split-screen view to let you work with two documents at once, and you can have multiple tabs in each window. It also supports a split-screen view to let you work with two documents at once, and you can have multiple tabs in each window. It also supports a split-screen view to let you work with two documents at once, and you can have multiple tabs in each window. It also supports a split-screen view to let you work with two documents at once, and you can have multiple tabs in each window. It also supports a split-screen view to let you work with two documents at once, and you can have multiple tabs in each window. It also supports a split-screen view to let you work with the screen view to let you wor
Layout: Alt+L Style: Alt+B Plugins: Alt+P Help: Alt+P 
cycle through the controls in these using Tab (or Shift+Tab 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 a 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 When you first start MuseScore 2.0, an empty example score entitled "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. MuseScore uses the standard
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, 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. Linked parts are presented as part tabs within score tabs, but currently, there is no way to navigate these part tabs using the keyboard. The parts would not normally contain information different from the score; they would just be displayed differently (each part on its own page). If a score does not already have parts
generated, you can do so through File / Parts, and that dialog is accessible. If you wish to print the parts, you can work around the inability of accessing part tabs individually by using the File / Export Parts dialog, which automatically exports PDF's (or other formats) for all parts in one step. Score reading When you first load a score, the score window
has the keyboard focus, but there will be nothing selected. The first step to reading a score is to select something, and the most natural place to begin is with the first element of the score. 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') and also give position information (for example, "Treble clef") and also give position information for example, "Measure 1; Staff 1"). The amount of information read is not currently
customizable, but we tried to place the most important 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, or just ignore the rest of what is read. Pressing Shift currently interrupts the reading, or just ignore the next element before it has finished reading, which might also be useful.
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 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 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 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 staff will the shortcut move you on 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
navigate to 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 w
Ctrl / Cmd are not useful shortcuts for navigation! Instead, they change the pitch of the currently selected note or notes. 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+Right Previous elem
between notes at a given point in time The following shortcuts are useful for moving "vertically" through a score: Next element: Ctrl+Alt+Shift+Right Previous element: Ctrl+Alt+Shift+Right Previous voice, or staff below: Alt+Down Top note in chord: Ctrl+Alt+Up Next lower note in voice, previous voice, or staff below: Alt+Down Top note in chord: Ctrl+Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, or staff above: Alt+Up Next lower note in voice, previous voice, and the voice in voice in voice in voice, previous voice, and the voice in v
Bottom note in chord: Ctrl+Alt+Down The Alt+Up and Alt+Down commands are similar to the Ctrl+Alt+Shift+Right and Ctrl+Alt+Right and Ctrl+Alt+Right and Ctrl+Alt+Right and Ctrl+Alt+Right and Ctrl+Al
order to move vertically through the score using 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 supports looped playback via the Play Panel (F11): First select the
note in the score window where 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 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 does often provide ample default, and a platform to experiment with the basics of note input mode, first navigate to the measure in which you would like and a platform to experiment with the basics of note input mode, first navigate to the measure in which you would like and a platform to experiment with the basics of note input mode, first navigate to the measure in which you would like and a platform to experiment with the basics of note input.
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. If
sets of shortcut definitions. Select the note to which the figured bass shortcut (default Ctrl+G; can be changed in Preferences) Enter the text in the editor box to exit it) With Space
the editor advances to the next note, or rest of the staff to which 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 previous staff note or rest.
Shift+Tab moves the editing box to the beginning of the previous measure. Text format Digits are 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 language.
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 properly aligned, with the accidental 'hanging' at the left, or the right. Combined
shapes Slashed digits or digits with a cross can be entered by adding \, / or + after the digit (combining suffixes); the proper combined shape will be substituted when leaving the more common substitution: 1+, 2+, 3+, 4+ result in (or ) and 5\, 6\, 7\, 8\, 9\ result in (or ) Please
remember that / can only by combined with 5; any other 'slashed' figure is rendered with a question mark. + can also be used before a digit; in this case it is not combined, but it is properly aligned ('+' hanging at the left side). Parentheses Open and closed parentheses, both round: '(', ')' and square: '[', ']', can be inserted before and after accidentals,
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 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 lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line. Each digit of a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line is a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line is a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line is a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line is a group can have its own continuation lines are input by adding an '_' (underscore) at the end of the line is a group can have its own continuation line is a group can have its own continuation line is a group can have its own continuation line is a group can have its own continuation line is a group can have 
currently are not continued on following systems, the same as for lyric continuation lines of a following group, when a chord degree has to be kept across two groups. 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 first group is carried 'into' the second. This can be obtained by entering several (two or more) underscores "__" at the end 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 first group is carried 'into' the second. This can be obtained by entering several (two or more) underscores "__" at the end 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 first group is carried 'into' the second. This can be obtained by entering several (two or more) underscores "__" at the end 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 first group is carried 'into' the second. This can be obtained by entering several (two or more) underscores "__" at the end 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 first group is carried 'into' the second.
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 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 (crochet) Ctrl+6 half
note (minim) Ctrl+7 whole note (semibreve) Ctrl+8 2 whole notes (breve) (The digits are the same as are used, as line length depends
on the group duration. However, it is a good practice to always set the duration to the intended value for the purposes of plugins and MusicXML. Editing existing figured basses To edit a figured b
usual text editor box will open with the text converted back to plain characters ('b', '#' and 'h' for accidentals, separate combining suffixes, underscores, etc.) for simpler editing. Once done, press Space to move to a next note, or click outside the editor box will open with the text converted back to plain characters ('b', '#' and 'h' for accidentals, separate combining suffixes, underscores, etc.) for simpler editing.
allows to configure how figured bass is rendered. Select "Figured Bass" in the list on the left side to display the following dialogue box: The Font drop list contains all the fonts which have been configured bass. A standard installation contains all the fonts which have been configured bass. A standard installation contains all the fonts which have been configured bass. A standard installation contains only one font, "MuseScore Figured Bass", which is also the default font. The Size is the size of the
and positive values go down (figured bass below 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 numeric parameter: The Top / Bottom radio buttons select the vertical
alignment: with Top, the top line of each group 's aligned with the main vertical position and the group 's its' on it (this is sometimes used in some kinds of harmonic analysis
notations): The Modern / Historic radio buttons select the typographic style of the combined shapes. The difference between the two styles is shown below: Proper syntax For the relevant substitutions and shape combinations to take effect and for 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 accidental without a digit (altered third), but not a combining suffix without a digit. Any other character not listed above is not
expected. If a text entered does not follow these rules, it will not be processed: it will be stored and displayed as it is, without any layout. Type: to get: Ctrl+G Adds a new figured bass group to the selected note. Space Advances the editing box to
the next measure. Shift+Tab Moves the editing box by 1/64, 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 a whole note (semibreve), setting the duration of the previous group. Ctrl+7 Advances the editing box by a whole note (semibreve), setting the duration of the previous group.
of the previous group. Ctrl+8 Advances the editing box by two whole notes (breve), setting the duration of the previous group. Ctrl+Space Enters a double flat. B Enters a double flat. B Enters a flat. H Enters a sharp. ## Enters a double sharp. Enters a
                          Enters an extended continuation line. Plugins are small pieces of code that add a particular feature to MuseScore to accomplish a given action on the score or a part of it. Some plugins come pre-installed with MuseScore—see -below
You can find many more plugins in the plugin repository. Some plugins there work with MuseScore 2; others will only work with older versions of MuseScore 2.x the plugin repository. Some plugins may require
the installation of other components (fonts, e.g.) to work. Check 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 2\Plugins for the 64-bit versions) and in %LOCALAPPDATA%\MuseScore 2\Plugins once a plugin in %ProgramFiles(x86)%\MuseScore 2\Plugins for the 64-bit versions) and in %LOCALAPPDATA%\MuseScore 2\Plugins once a plugin in %ProgramFiles(x86)%\MuseScore 2\Plugins for the 64-bit versions) and in %LOCALAPPDATA%\MuseScore 2\Plugins for the 64-bit versions and the first versions are first first ver
Vista, Seven and 10 or C:\Documents and Settings\USERNAME\Local Settings\USERNAME\Local Settings\Application Data\MuseScore2\Plugins, or specify a
different folder to look for plugins in MuseScore 2.app/Contents/Resources/plugins in the MuseScore bundle in /Applications/MuseScore 2.app and choose "Show package contents") and in ~/Library/Application
Support/MuseScore/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/MuseScore looks for plugins in /usr/share/mscore-2.0/plugins and in
~/.local/share/data/MuseScore/MuseScore/MuseScore/Plugins. To install new plugins to access the installed plugins from the
 Plugins menu, they need to be enabled in the Plugin Manager: Create/edit/run plugins It is possible to create new or edit existing plugins installed by default Some plugins come pre-installed with MuseScore, 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 gets send the ABC data, returns MusicXML and imports that into MuseScore. Break Every X Measures This plugin enters line
breaks in the interval 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 the plugin left over. Notes - Color Notes This demo plugin
colors notes in the selected range (or the entire score), depending on their pitch. It colors the note head of all notes according to the Boomwhackers convention. Each pitch has a different color. C and C# have a different color. C and C# have a different color. To color all the notes in black, just run that plugin again (on the same
selection). You could also use the 'Remove Notes Color' plugin for this. Create Score This demo plugin creates a new score and add notes from a plugin. helloQml This demo plugin shows some basic tasks. Notes - Note Names 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, 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, random 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 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 certain default settings. A MIDI Import Panel appears at the bottom of the screen, showing a list of tracks (only tracks with note events are shown) and the operations available for each track.
You can change these settings on a track-by-track basis and then reimport the data: The "Apply" button (at the top) submits any changes with immediate effect. The "Cancel" button immediately cancels any unsaved changes. The final result should be a better quality score reproduction of the file. Use Shift+Wheel or Ctrl+Wheel to scroll track options
horizontally; scroll tracks vertically without those modifiers. If there are multiple tracks, then one more track is added at the top of the list to select all tracks at once. In the MIDI Import Panel, you can choose which tracks to import and reorder them. Some 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 is no longer required, it can be 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 right after the panel is closed. After saving the score instrument Assign a MuseScore instrument (listed in
instruments.xml or in specified custom xml file in Preferences) that defines staff name, clef, transposition, articulations, etc. Quantization Quantize MIDI notes by some regular grid. The grid MAX resolution can be set via the drop-down menu: Value from preferences (default) - quantization value is taken from the main Preferences dialog of
MuseScore (in the "Import" tab) Quarter, Eighth, 16th, 32nd, 64th, 128th - user-defined values However, the actual quantization value is different. But there is an upper limit 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 algorithm. Such quantization scheme allows to quantize all notes in the score (with different lengths!) adequately. Max. voices Sets
maximum count of allowed musical voices. Search tuplets When enabled, this option attempts to detect tuplets and applies 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 unaligned 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 unaligned MIDI files (when "Is human performance" is checked by default). It halves measure count obtained in the internal beat tracking
operation. It may be convenient when the beat tracking gives 2x more frequent bar subdivision than necessary. Time signature for the whole piece if the default detected value is wrong. The option is active for unaligned MIDI files. The user can choose an appropriate time signature for the whole piece if the default detected value is wrong. The option is active for unaligned MIDI files.
unlike the direct time signature setting from the palette. Split staff This option is suited mainly for piano tracks - to assign notes to the left or right hand of the performer. It uses constant 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 stayes, each of which gets only one drum pitch (i.e. drum sound). 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 clefs can be inserted within a staff to keep chords
closer to the 5 staff lines. 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 only. Simplify durations Reduces number of rests to form more "simple" note durations. For
drum tracks this option can remove rests and lengthen notes as well. Show staccato Option to show/hide staccato markings in the score. Dotted notes or ties. Show tempo text markings in the score. Show chord names in the score will use dotted notes or ties. Show tempo text markings in the score.
file format. Recognize pickup measure When enabled, this option doesn't change the time signature of the first bar that is shorter than the second bar. It is also called anacrusis. This option is only available for all tracks at once. Detect swing, and automatically replace a pattern of 4th + 8th notes in triplets (for the
most common swing feel, 2:1), or a dotted 8th + 16th pattern (for shuffle, 3:1), with two straight 8ths and a "Swing" or "Shuffle" text at the beginning. A range of alternative noteheads – in addition to the "normal" – can be found in the Note Heads palette of the Advanced workspace and via the Inspector (see Change notehead group, below). Note:
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 may vary depending on the music font selected (Emmentaler, Gonville or Bravura).
muted and/or percussive effects in stringed instruments such as the guitar. Diamond: Used to indicate harmonic notes in instruments such as the guitar. Violin etc. Slash: Used in percussion notation. Alternative Brevis: Used in percussion notation. Shape notes: Do. Re. Mi. Fa. Sol. La. Ti. Circle cross: Used in percussion notation. Alternative Brevis: Used in percussion notation.
early music notation. Brackets (Parentheses): When applied, these go round the existing note (or accidental). To change the shape of one or more notehead in a palette Drag a notehead from a palette onto a note in the score. Select one or more notes and
change the notehead in the Inspector, using the drop-down list under Note → Head group (not supported for drum staves). Occasionally you may need to change the apparent duration of a notehead—i.e. notehead type—without altering its actual, underlying duration: Select one or more notes. Chose one of the following options from the Inspector
under Note \rightarrow Head type: Auto: Automatic, i.e, apparent duration. Whole: Whole notehead, regardless of actual duration. When two notes of the same written pitch fall on
the same beat, they are either offset – arranged side by side – or allowed to share the same notehead (the latter is particularly common in classical and fingerstyle guitar music). Note: The rules governing the default behavior of such unison notes are as follows: Unison notes 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 and using the keyboard shortcut V
(or unchecking the "Visible" option in the Inspector). Alter the notehead type of the shorter-duration note to match the longer one by switching "Head type" in the "Note" section of the Inspector). Alter the notehead type of the shorter-duration note to match the longer one by switching "Head type" in the "Note" section of the Inspector).
example, white notes cannot share noteheads with black notes, so are offset to the right: To create a shared notehead, make the black eighth note invisible or change its head type to match that of the white note (as explained above): In certain cases, a shared notehead, when pasted to a tablature staff, may result in two separate fret marks on
adjacent strings. 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). Shape notes at Wikipedia. From version 2.1, you can enter notation using one of several new note input modes—in addition to the pre-
existing Step-time and Re-pitch modes. These are accessed by clicking a small dropdown arrow next to the note entry button on the note input toolbar. Step-time mode by choosing a duration using the mouse or keyboard, and then choosing a
pitch using the mouse, keyboard, MIDI keyboard or virtual piano. For details see Basic note entry. Re-pitch mode allows you to correct the pitches). Select a note as your starting point; If you are using a pre-2.1 version of the
program press N to enter note-input mode. This step is optional from 2.1 onwards. Select the Re-Pitch option from the Note input drop-down menu (or, for pre-2.1 versions, from the keyboard or virtual piano keyboard. You
can also use the Re-pitch function to create a new passage from an existing one of the same sequence of durations—by copying and pasting the latter, then applying Re-pitch modes makes for a very efficient method of note entry. Select your
starting point in the score and enter Rhythm mode. Select a duration from the note input toolbar, or press a duration shortcut (numbers 1-9) on your computer keyboard. A note will be added to the score with the selected durations. All
following rhythms will be dotted until the . key is pressed again. Unlike Basic note entry, the dot is to be pressed prior to entering rests and in the other in the concurrent of the rhythms. Entering rests is similar to adding dotted notes. Press the 0 key to toggle entering rests again. This can be used concurrently with dotted notes.
Continue pressing duration keys to enter notes with the chosen durations. Now use Re-pitch mode to set the pitches of the notes you just added. Real-time (automatic) The Real-time modes basically allow you to perform the piece on a MIDI keyboard (or MuseScore's virtual piano keyboard) and have the notation added for you. However, you should be
aware of the following limitations which currently apply: It is not possible to use a computer keyboard for Real-time input You cannot enter tuplets or notes shorter than the selected duration You cannot enter tuplets or notes into more than one voice at a time However, these restrictions mean that MuseScore has very little guessing to do when working out how
your input should be notated, which helps to keep the Real-time modes accurate. In the automatic version of Real-time input, you play at a fixed tempo by changing the delay between clicks from the menu: Edit \rightarrow Preferences... \rightarrow Note Input (Mac: MuseScore \rightarrow Preferences... \rightarrow Note Input, you play at a fixed tempo indicated by a metronome click.
Select your starting position in the score and enter Real-time (automatic) mode. Select a duration from the note input toolbar. Press and hold a MIDI key or virtual piano key (a note will be added to the score). Listen for the metronome clicks. With each click the note grows by the selected duration. Release the key when the note has reached the
desired length. The score stops advancing as soon as you release the key. If you want the score to continue advance shortcut to start the metronome. Real-time (manual) In the manual version of Real-time input, you have to indicate your input tempo by tapping on a key or
pedal, but you can play at any speed you like and it doesn't have to be constant. The default key for setting the tempo (called "Real-time Advance") is Enter on the numeric keypad (Mac: fn+Return), but it is highly recommended that you change this to a MIDI key or MIDI pedal (see below). Select your starting position in the score and enter Real-time
(manual) mode. Select a duration from the note input toolbar. Press and hold a MIDI key or virtual piano key (a note will be added to the score). Press the Real-time Advance key. With each press the note grows by the selected duration. Release the note when it has reached the desired length. Real-time Advance key.
shortcut is used to tap beats in manual Real-time mode, or to start the metronome clicks in automatic Real-time Mode. It is called "Real-time Advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward, or "advance" because it causes the input position to more forward by the input positi
recommended that you assign this to a MIDI key or MIDI pedal via MuseScore → Preferences... → Note Input (Mac: Mu
it to simulate Enter 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 the 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 required. Add a fretboard diagram from a palette for future use if retboard 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 number of instrument strings, 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. To remove the dot, click on the fret again. Click above the lowest fret to toggle a string between: Open string (o), mute/unplayed string
(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 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 fret where you want the barre begins. For example, 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: 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 default
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 MuseScore or your computer should crash, or if power is lost, a pop-up message
upon restarting MuseScore will ask if you wish to restore the previous session. If you click Yes, MuseScore will attempt to recovery When MuseScore will attempt to recover the files that were open. Behavior of saving after session recovery When MuseScore will attempt to recover the files that were open.
 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 any of these recovered files, it will be saved in the folder in which the program itself is running. This is not necessarily the same directory in which the scores 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 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 "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 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 part is the active tab; From the menu, select File \rightarrow Score Properties (File \rightarrow 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 not 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 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 a score, but it can be edited or removed by changing the value here. 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 formats). platform: The platform the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh", "Linux" or "Unknown". This might be empty if the score was created on: "Microsoft Windows", "Apple Macintosh" of the score was created on: "Microsoft Windows", "Linux" or "Micr
if the score was downloaded from or saved to MuseScore.com. translator: (empty) workNumber: (empty) workNu
larger work, the nomenclature is like this: workNumber and title of the humber 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 movement it eas title (even though it ends up in workTitle then) and, directly after creating the score, fixing up this information you expect but the metadata is also correct. Every part
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 footen
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.
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 \rightarrow Master Palette. Hovering the mouse over an item shows a tool tip (a short definition in black on yellow background). 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. Note: Elements from the Symbols section do not follow any positioning rules (in
many cases unlike identical elements from the Symbols section can be connected to each other on the score playback. Connect symbols to the score playback. Connect symbols section can be connected to each other on the score page, so that they can be moved as one unit: Apply first symbol to the score. Adjust position as required. Double click, or drag-and-drop, and a score page, so that they can be moved as one unit: Apply first symbol to the score. Adjust position as required. Double click, or drag-and-drop, and a score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit: Apply first symbol to the score page, so that they can be moved as one unit and the score page.
second element onto the first symbol. Adjust position as required. Drag the first element and the attached element will follow. See also MuseScore tukee monia tiedostomuotoja, joiden avulla voit jakaa ja julkaista partituureja muodossa, joka parhaiten vastaa tarpeitasi. Tuo/vie Tuo tiedosto Chose 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 bar, select File—Open.... Select a file and click Open; or simply double-click a 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 native format MuseScore saves files in the following native formats: *.MSCX: An default MuseScore file format. Being compressed it takes up relatively little disk space. *.MSCX: An
uncompressed MuseScore file format. .*.MSCZ, / .*.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 fonts: 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 will use a fallback option, which may cause your score to appear differently. 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 the MuseScore file format. A
score saved in this format will retain all information, except images. It is recommended for when manually editing the file format (using a text editor). MuseScore file. 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 normal file is called "untitled.mscz,"), and the period and comma need to
be removed from the name in order to open the backup file in MuseScore. As it is stored in the same folder as your normal MuseScore file, you may also 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 (*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: 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 (with or without screen-only items such as frame boxes, 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 instructions under PNG (above). Audio files (export only)
MuseScore can export normalized 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 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, and operating system. MP3 (*.mp3) MP3 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.
additional library, lame enc.dll (Windows) or library, possibly due to that library being a 32-bit library. A 64-bit build that will work with MuseScore is available from
(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...), and select the "Export" tab; Set the MP3 bitrate in the Audio section. For
all audio formats you can set the sample rate: From the menu bar, chose Edit—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 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. 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 \rightarrow Tools submenu. Add / Remove line breaks This tool adds or removes line breaks over all or part of the score: Select a range of
measures: if no selection is made, the command is applied to the whole score. Chose Edit—Tools—Add/Remove Line Breaks.... The following dialog appears. Chose one of the following dialog appears. Chose one of the following dialog appears.
allows you to select a passage of music in a single staff and split (explode) the chords into their constituent 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 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 in 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.
Edit—Tools—Explode. Notes: (1) MuseScore will discard the lowest note(s) of any chord that contains more 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 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 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, over-writing any existing notes. In voices 1 and 2 the slashes will be centered on the
middle line of the staff, in voices 3 and 4 they appear small and above or playback. Toggle rhythmic slash notation: notes are set to not transpose or playback. For notes in voices one or two, the
notes are fixed to the middle staff line. For notes in voices three or four, the notes are fixed above or below the staff and are also marked small (also known 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 are not converted to small slashes but to small notes above or below the staff. Resequence rehearsal marks Rehearsal marks Rehearsal marks Rehearsal marks Rehearsal marks added via the text palette will automatically be labeled with the next letter or number (based on whatever you typed into the first rehearsal marks), but with the
menu command Edit—Tools—Resequence Rehearsal Marks, you can change all marks at once from letters to numbers (e.g.) or correct marks that have become out of order through use of copy and paste. Select the range of measures you want to apply the command to before running it. MuseScore automatically detects the sequence based on the first
rehearsal mark in the selection—all rehearsal marks in the selection are then altered accordingly. The sequence can be: a, b, c, A, B, C, numerically simple sequence - 1, 2, 3, numerically simple sequence - 1, 2, 
document. See also Breaks and spacers Rehearsal marks MuseScore 2 offers several specialized functions 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...—Score. Tick the box
labelled "Display note values across measure bar." Click "OK" or "Apply." The existing score is immediately updated. Example below shows an excerpt displayed in MuseScore: And after activating "Display note values across measure
bar." To get rid of the barlines, just untick the "Show barlines" box in the Staff properties dialog. See also Mensurstrich (below). Note: The feature 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 staves. Enter edit mode by double-clicking a barline in a staff above where you want the Mensurstriche; Hold Shift and drag the lower
 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 below the proposed Mensurstriche, uncheck
 "Show barlines" in the Viivaston ominaisuudet dialog; In the staff above where you want the Mensurstriche, right-click on one barline and chose Select +All Similar Elements in Same Staff; In the Inspector, under "Barline," make the following settings: "Spanned from" = 8; "Spanned from" = 8; "Spanned to = "0." Note: To reset barlines, select the
relevant barlines and make the following settings: "Spanned from" = 0; "Spanned from" = 0; "Spanned from 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). When applied, the ambitus automatically displays the note range
the inspector. Mensural time signatures In the mensural notation system, time signatures did not define the length of a measure, but the length of a measure, but the length of breves and semibreves. MuseScore supports mensural time symbols as a display method in the Time signature properties dialog rather than as symbols, but they are just for show, as the proportion of e.g.
half notes per whole notes 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. If they do not,
then consider increasing the size 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 Pianopartituureissa on yleistä käyttää molempia viivastoja (basso ja diskanttiavain) musiikillisen fraasin kirjoittamiseen. Tämän voi tehdä MuseScorella seuraavasti:
Kirjoita kaikki nuotit samalle viivastolle: Ctrl+Vaihto+ 1): 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 place, use voices. To adjust the beam, double-click it to show the handles. Use
 the keyboard arrows or drag the handles to change the beam angle and position: Katso myös Connect barlines: How to extend barlines over multiple staves. How to span a chord or stem over two starf, adjust its tuning and transposition, change
instrument etc. To open: Right-click on a staff and select Staff Properties dialog, as of version 2.1. Staff Properties dialog Properties di
plucked-string instrument, with options to set the number of instrument, which displays music as a series of fret-marks on strings. Also contains options to set the number of instrument strings and tuning. 3. Percussion staff. A pitched staff for percussion
has an appropriate percussion instrument loaded and so on. Most options in the Staff Properties dialog are common to all staves The following Staff Properties options of its own. Staff Properties all staves The following Staff Properties options of its own. Staff Properties options of its own.
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 sp unit in Sivun asetukset);
other groups may have different default values (for instance above staff and the one above staff Increases or decreases the distance between the selected staff and the one above 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 page: 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, see Vaihdot ja välistäjä
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 \rightarrow Score. Show clef Whether the staff clef will be
 shown. Show time signature Whether the staff time signature(s) will be shown or not. Show barlines Whether the staff barlines will be shown. Hide system is empty Never hide this staff, even if the entire system is empty. This overrules any "Hide empty staves" setting in
Layout and Formatting: Style \rightarrow General... \rightarrow Score. Small staff Create a reduced-size 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 Instrument dialog (I). Instrument the instrument of the score. The long instrument name may
 also 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 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. Usable pitch range Notes
outside this range 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 transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.1) / Play transpose written pitches (as of version 2.
musical interval (plus octave if required) up or down. For plucked-string instruments such as the guitar, this properties window, to navigate to the previous or next staff. Staff Properties: plucked
strings only Staves of fretted, plucked-string instruments have a few extra options in addition to those listed above, Number of strings. See Change string tuning. Advanced Style Properties Clicking the
Advanced Style Properties... button opens a window giving access to advanced display 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 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 will be shown. Show ledger lines will be shown. Show 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 string (most common case). If checked, the top tablature line will refer to 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 Italian style lute tablature). Tablature staff options: 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 The 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 Serif, modern S
Visée, Bonneuil-Gaultier, Dowland, Lute Didactic). Size Font size of fret marks in typographic points. Built-in fonts 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 vertical positioning. Values are in sp. 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. Example of letters above 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 / Broken Whether string lines or above them. Example of numbers on broken lines: Example of letters above continuous / Broken Whether string lines or above them.
tied fret marks If unticked, only the first note in a series of tied notes is displayed. If ticked, all notes in the tied series are displayed. Show fingering symbols applied from a palette. Tablature staff options: Note Values This group of properties defines the appearance of the symbols indicating notes.
values. Font The font used to draw the value symbols. Currently 5 fonts are provided supporting all the necessary symbols in 5 different styles (modern, Italian tablature, 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 15pt. Used only with the Note symbols option. Vertical offset Applies only when Note symbols is selected (see below). Use negative offset values to lower them. Shown as: Note symbols in the shape of notes will be drawn
above the staff. When this option is selected, symbols are drawn only when the note symbols: Shown as: Stems and beams (or hooks) will be drawn. Values are indicated by note symbols: Shown as: Stems and beams (or hooks) will be drawn. Values are indicated for each note, using the
same typographic devices as for a regular staff; all commands of the standard Beam Palette can be applied to these beams too. Example of values indicated by note stems: Repeat: Never / At new system / At ne
the Note symbols option). Beside staff (Through staff Whether stems are drawn as fixed height lines above/below the staff or run through the staff or run through the staff (only available with the Stems and Beams option). Above or below the staff (only available with the Stems and Beams option).
and Beams option / Beside staff sub-option). None / As short stems and Beams option / Beside staff sub-option). Show rests Whether note symbols should be used to indicate also the rests; when used for rests, note symbols are drawn at a
slightly lower position. Used only with the Note symbols option. Preview Displays a short score in tablature format with all the current parameters applied. 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 and click OK to return to the staff Properties...; Click on Change Instrument 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 foorumeilla, 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 view and 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 problem (where do you click, what keys do you press, 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, but to allow others to reproduce it easily. Please remember: attach the score that shows the problem, but to allow others to reproduce it easily.
typing your post. How to write a good bug report: step-by-step instructions Uusissa MuseScore versioissa on mahdollista palauttaa takaisin standardit sisäänrakennetut oletusarvot eli "tehdasasetukset". Joskus tämä on hyödyllistä, jos asetukset ovat vioittuneet. Varoitus: Tehdasasetusten palauttaminen poistaa kaikki tekemäsi muutokset asetuksista,
paleteista tai ikkuna-asetuksista. Tämä menettely ei ole yleensä tarpeellinen; kysy foorumeilla 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 revert from within MuseScore, providing that MuseScore itself is able to start. Go to
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 MuseScore will immediately restart. No will safely cancel the revert. MuseScore will immediately restart. No will safely cancel the revert.
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+R to open the Run
may vary depending on your installation, but it is probably something similar to My Computer \rightarrow Local Disk \rightarrow Program Files (x86)) \rightarrow MuseScore 2 \rightarrow bin 2 \rightarrow 
Files\MuseScore 2\bin\MuseScore.exe" For 64-bit Windows, the location is "C:\Program Files (x86)\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 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.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.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.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.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.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.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.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.exe" Click after the quote and add a space followed by a hyphen and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Press OK After a few seconds and a capital F: -F Pres
preference file is located at: Windows Vista or later: C:\Users\\AppData\Roaming\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseScore\MuseS
Windows XP or earlier: C:\Documents and Settings\USERNAME\Local Settings\USERNAME\Local Settings\Application first (MuseScore→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 preferences to factory settings and immediately launches the MuseScore application. Note that you cannot quit the Terminal without quitting MuseScore. You can safely quit
MuseScore, quit the Terminal, and then reopen MuseScore in the normal fashion, ready to continue using. For advanced users, the main MuseScore preferences (palette, session...) are in ~/Library/Application\ Support/MuseScore/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 cd command to change directory to wherever you saved the AppImage version, you must first use the cd command to change directory to wherever you saved the AppImage version, you must first use the cd command to change directory to wherever you saved the AppImage version, you must first use the cd command to change directory to wherever you saved the AppImage version, you must first use the cd command to change directory to wherever you saved the AppImage version, you must first use the cd command to change directory to wherever you saved the AppImage version, you must first use the cd command to change directory to wherever you saved the AppImage version, you must first use the cd command to change directory to wherever you saved the AppImage version, you must first use the cd command to change directory to wherever you saved the AppImage version where the cd command to change directory to wherever you saved the AppImage version where the cd command to change directory to wherever you saved the AppImage version where the cd command to change directory to wherever you saved the AppImage version where the cd command to change directory to where the cd command to change directory to where the cd command to change directory to the
preferences to factory settings and immediately launches the MuseScore application. You can now quit Terminal, and continue using MuseScore/MuseScore/ini. The other preferences (palette, session...) are in ~/.local/share/data/MuseScore/MuseScore/MuseScore2. Second and immediately launches the main MuseScore application. You can now quit Terminal, and continue using MuseScore application. You can now quit Terminal, and continue using MuseScore application. You can now quit Terminal, and continue using MuseScore application.
also Seuraavien ohjelmien tiedetään kaatavan MuseScore hangs. If AVG Internet connection with AVG. MuseScore doesn't need an 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 anymore, Open the AVG user interface (right-click on the AVG user interface (right-click on the AVG user interface).
 Application Action to Allow for All Font problem on macOS MuseScore is known to display notes as square when some fonts 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 in
 and delete it Restart MuseScore if necessary In Bug in noteheads, a user believes to have found the font "Adobe Jenson" to be the culprit, regardless of not being reported as broken, or 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 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 is set to bold, MuseScore will not display the notes properly.
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 is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users reported that the Save As dialog is empty on Linux Some users r
will answer with the path of mscore. Edit it with your preferred text editor and add the following line at the beginning export QT NO GLIB=1 Launch MuseScore 2.0, Release notes for MuseScore 2.0.1, Release
logically (except the one that is referring to upgrading from 1.x), but for users coming from 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 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.
cover many items such as beam slope, stem height, layout of accidentals in chords and general note spacing. However, this means that scores saved with 2.x. It also means that scores saved with 2.x. To prevent you from accidentally overwriting your 1.x.
scores, 2.x treats them as an import, which means: The score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the "Save to save it, not the "Save" dialog MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the "Save to save it, not the "Save" dialog to save it, not the "Save" dialog MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the score gets marked as being modified, even if you haven't change anything On exiting MuseScore uses the score gets marked as being modified.
than taking the old filename Relayout If you did not manually adjust the layout of a 1.x score, the individual adjustments you may have made should remain after 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 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+A (Mac: Cmd+A) and reset the layout with Ctrl+A (Mac: Cmd+A) and reset the layout with the shortcut Ctrl+A (Mac: Cmd+A) and reset the layout with Ctrl+A (Mac: Cmd+A) and reset the layout with the shortcut Ctrl+A (Mac: Cmd+A) and reset the layout with Ctrl+A (Mac: Cmd+A) and reset the layo
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 known issues and limitations in MuseScore 2.x. Local
time signatures The local time signature feature, which allows you to have different staves at the same time, is very limited. You can only add a local time signatures, you can enter notes normally via
deleting some elements like articulations, glissandos, tremolos, grace notes and, esp. on undo, ties. Use this tool with caution on limited selections, so that you can tell if any unwanted changes are made. When entering multiple-note chords on a standard staff in a linked staff/tablature system, the notes should be entered in order from the top (first)
string to the bottom string to ensure correct fret assignment. This limitation does not apply if entering notes directly onto a tablature system. Mixer Changing settings in the mixer other than the sound doesn't mark the score 'dirty'. That means if you close a score you may not get 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 Find (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++ (Mac: Cmd++) or Ctrl (Mac: Cmd++) or Ctrl++ (Mac: Cmd++)
(Mac: Cmd+←) Next note: → Previous note: → Previous note: ← Note below (within a chord or on lower staff): Alt+ ↑ Top note in chord: Ctrl+Alt+ ↑ (Ubuntu uses this shortcut for Workspaces instead) Note input Begin note input
mode: N Leave note input mode: N or Esc Duration 1 ... 9 selects a duration of previous note: Q Double duration of previous note: W Decrease duration of previous note: W Decrease duration of previous note: Q Double duration of previous note: W Decrease duratio
Cmd+Option+2) Voice 3: Ctrl+Alt+3 (Mac: Cmd+Option+3) Voice 4: Ctrl+Alt+4 (Mac: Cmd+Option+3) Voice 4: Ctrl+Alt+4 (Mac: Cmd+Option+3) Voice 4: Ctrl+Alt+3 (Mac: Cmd+Option+3) Voice 4: Ctrl+Alt+4 (Mac: Cmd+Option+3) Voice 4: Ctrl+Alt+4 (Mac: Cmd+Option+3) Voice 4: Ctrl+Alt+3 (Mac: Cmd+Option+3) Voice 4: Ctrl+Alt+4 (Mac: Cmd+Op
 selection will be repeated from the first note position after the end of the selection) Raise pitch by octave: Ctrl+1 (Mac: Cmd+1) Lower pitch by semi-tone (prefer flat): 1 Raise pitch by semi-tone (prefer sharp): 1 Lower pitch by octave: Ctrl+1 (Mac: Cmd+1) Raise pitch by semi-tone (prefer flat): 1 Raise pitch by octave: Ctrl+1 (Mac: Cmd+1) Raise pitch by semi-tone (prefer flat): 1 Raise pitch by octave: Ctrl+1 (Mac: Cmd+1) Raise pitch by semi-tone (prefer flat): 1 Raise pitch by octave: Ctrl+1 (Mac: Cmd+1) Raise pitch by semi-tone (prefer flat): 1 Raise pitch by octave: Ctrl+1 (Mac: Cmd+1) Raise pitch by octave: Ctrl+1 Raise pitch by octave: Ctr
                                                       Cycle down through enharmonic spellings: Shift+I Cycle through spellings in concert pitch only or transposed only: Ctrl+I (Mac: Cmd+I) Rest: 0 (zero) Interval Add interval Ad
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+O Grace note
(acciaccatura): / Crescendo: < Decrescendo: < Decrescendo: < Text entry Staff text: Ctrl+T (Mac: Cmd+T) System text: Ctrl+T (Mac: Cm
are separated by a '-': -, else Space Move lyric syllable right by 0.1sp: \leftarrow Move lyric syllable right by 0.1sp: \leftarrow Move lyric syllable left by 0.1sp: \leftarrow Move lyric syllable right by 0.1sp: \leftarrow Move lyric syllable right by 0.1sp: \leftarrow Move lyric syllable left by 0.1sp: \leftarrow Move lyric syllable right by 0.1s
Down to next stanza: Ctrl+ \(\) (Mac: fn+F12) Play Panel: F1 (Mac: fn+F1) Play Panel: F1 (Mac: fn+F1) Play Panel: F1 (Mac: fn+F1) Mixer: F1 (Mac: fn+F1) Play Panel: F1 (M
element(s): V Show Instruments dialog: I Toggle multi-measure rests on or off: M See also You can launch MuseScore executable must be in %PATH%
(Windows) resp. $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 (doesn't work on Windows) -v, --version Displays
MuseScore's current version in the command line without starting the graphical interface (doesn't work on Windows) --long-version Displays MuseScore's current version and revision in the command line without starting the graphical interface (doesn't work on Windows) --long-version Displays MuseScore's current version and revision in the command line without starting the graphical interface (doesn't work on Windows) --long-version Displays MuseScore's current version and revision in the command line without starting the graphical interface (doesn't work on Windows) --long-version Displays MuseScore's current version and revision in the command line without starting the graphical interface (doesn't work on Windows) --long-version Displays MuseScore's current version and revision in the command line without starting the graphical interface (doesn't work on Windows) --long-version Displays MuseScore's current version and revision in the command line without starting the graphical interface (doesn't work on Windows) --long-version Displays MuseScore's current version and revision in the command line without starting the graphical interface (doesn't work on Windows) --long-version Displays MuseScore's current version and revision and revision in the command line without starting the graphical interface (doesn't work on Windows) --long-version Displays MuseScore (doesn't
MuseScore in layout debug mode -s, --no-synthesizer Disables the integrated software synthesizer -m, --no-midi Disables MIDI input -a, --use-audio Use audio driver: jack, alsa, pulse, portaudio -n, --new-score Starts with the new score wizard regardless of preference setting for start mode -I, --dump-midi-in Disables MIDI input on the console -O, --
dump-midi-out Displays all MIDI output on the console -o, -export-to Exports the currently opened file to the specified and avoids any graphical interface. You can also add a filename extension. This option switches to the "converter" mode and avoids any graphical interface.
line. For example mscore -o "My Score.mscz" -r, --image-resolution for the output resolution for the output to PNG and SVG images to remove surrounding whitespace around the score. The
specified number of pixels of whitespace will be added as a margin; use 0 for a tightly cropped image. For SVG, this option works only with single-page scores. -x, --qui-scaling Scales the score displays. -D, --monitor-resolution Specify monitor resolution, for use with
high resolution displays (as of version 2.1). -S, --style Loads a style file; useful when you convert with the -o option -p, --plugin Execute the named plugin --template mode, no page size -F, --factory-settings Use only the standard built-in presets or "factory-settings" and delete preferences. For details, see Palauta tehdasasetuksiin -
R, --revert-settings Use only the standard built-in presets or "factory-settings", but do not delete preferences -i, --load-icons Load icons from the file system. Useful if you want to edit the MuseScore icons and preview the changes -j, --job Process a conversion job (as of version 2.1) -e, --experimental Enable experimental features. See e.g. Layer
(experimental) -c, --config-folder Set config path -t, --test-mode Enable test mode -M, --midi-operations Specify MIDI import operations file; See this example file: midi import operations file: midi import operati
musical font -f, --force Used with -o, ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used with -o ignore warnings reg. score being corrupted or from wrong version (as of version 2.1) -b, --bitrate Used
style of the GUI application. Possible values are "motif", "windows" and "platinum". Depending on the platform Abstraction (OPA) plugin. Example:
MuseScore.exe -platform windows:fontengine=freetype See also Revert to factory settings Sanasto on työn alla—auta, jos suinkin voit. Voit keskustella tästä sivusta dokumentaatiofoorumissa. Alla oleva lista on sanasto sekä usein esiintyvistä termeistä että niiden merkityksistä MuseScoressa. Acciaccatura Lyhyt →etuhelenuotti. Etumerkki sävellajiaan
korottavan tai alentavan nuotin edessä oleva merkki. Tavallisimmat etumerkit, →flats tai →palautusmerkit, →flats tai →palautusmerkit, mutta kaksoisylennyksiä ja -alennuksia käytetään myös. Accidentals affect all notes on the same →staff position only for the remainder of the measure in which they occur, but they can be canceled by another accidental. In
notes tied across a \rightarrowbarline, the accidental continues across the \rightarrowbarline to the tied note, but not to later untied notes on the same \rightarrowstaff position in that measure. Nousutahti Katso \rightarrowPickup Measure.
connected to the object by a dotted line. Depending on the object selected, its anchor may be attached to either (a) a note (e.g. fingering), (b) a staff line (e.g. fingering), (b) a staff line (e.g. fingering), (b) a staff line (e.g. fingering), (c) a barline (e.g. fingering), (d) a staff line (e.g. fingering), (e.g
Palkki Nuotit, jotka ovat aika-arvoltaan →kahdeksasosanuotteja tai pienempiä, sisältävät →vään tai palkin. Palkkeja käytetään nuottien ryhmittämiseen. BPM Iskuja/lyöntejä minuutissa (beats per minute) on tempon yksikkö. katso →Metronome mark Breve Brevis kaksoiskokonuotti tai breve on nuotti, joka on aika-arvoltaan kaksi kokonuottia. Sentti
Mikrointervalli, joka vastaa tasavireisen puoliaskelen sadasosaa. Sointu Kuten yleisesti ymmärretään, sointu on myös tekninen termi, jolla viitataan kaikkiin nuottiin, jotka ovat tietyssä kohtaa viivastolla. Käytännön syistä, soinnun saat painamalla
Vaihtonäppäintä ja klikkaamalla nuottia viivastolla (ja sisältää klikkaamasi nuotin aika-arvon). Täten, jopa vain yksi sävel voi olla "sointu." Nuottiavain Symboli →nuottiviivaston. Sitä käytetään ilmaisemaan, mitkä nuotit ovat nuottiviivojen päällä __ ja __välissä __. On olemassa kaksi F-avainta, neljä C-avainta ja kaksi G-avainta: F third, __ F fourth, C first,
C second, C third, C fourth, G first, G second (known as treble clef too). G first and F fourth are equivalent. Clefs are very useful for -transposition. Concert pitch and Transposition. Demisemiquaver (BE) 1/32-nuotti. Duoli Katso -Poikkeusjako. Muokkaustila Tila,
josta voit muokata partituurin eri osia eli elementtejä. Kahdeksasosanuotti Nuotti, jonka aika-arvo on kahdeksasosa kokonuotista (semibreve). Endings See →Volta. Enharmonisia nuotteja. Väkä Katso →Palkki. Alennusmerkki Merkki, joka kertoo,
että nuotin sävelkorkeutta pitää alentaa puolisävelaskeleen verran. Etuhelenuotti Pieni sävel tai säveljoukko, joka sijaitsee normaalin kokoisen pääsävelen edessä. Lyhyen etuheleen eli (→acciaccaturan) varrella on poikkiviiva; pitkällä etuheleellä, (→appoggiaturalla) poikkiviivaa ei ole. Grand Staff (AE) Great Stave (BE) A system of two or more staves,
featuring treble and bass clefs, used to notate music for keyboard instruments and the harp. Puolinuotti A note whose duration is half of a whole note (semibreve). Same as British →minim. Hemidemisemiquaver (BE) A sixty-fourth note. Intervalli The difference in pitch between two notes, expressed in terms of the scale degree (e.g. major second,
minor third, perfect fifth etc.). See Degree (Music) (Wikipedia). Hyppy In MuseScore, "jumps" are notations such as D.S. al Coda, found in the Repeats and Jumps palette. Sävellaji Set of -staves are idea about the tonality and avoids repeating those signs all along the -staff. A key signature with B flat
means F major or D minor tonality. Koron An Iranian -accidental which lowers the pitch of a note by a quarter tone (in comparison to the -flat which lowers a note by a semitone). It is possible to use this accidental in a -key signature. See also -Sori. Longa Longa (lat. 'pitka') on nelinkertainen kokonuotti. Apuviiva Viiva tai viivat, jotka lisätään
viivaston ylä- tai alapuolelle. Tahti (AE) A segment of time defined by a given number of beats. Dividing music into bars provides regular reference points to pinpoint locations within a piece of music. Metronome marks are usually given by a note length equaling a certain playback speed in -BPM. In MuseScore, metronome marks
are used in tempo texts. Minim (BE) A minim is the British term for a half note. It has half the duration of a whole note (-semibreve). Palautusmerkki Palau
Normal mode you can navigate through the score, select and move elements, adjust Inspector properties, and alter the pitches of existing notes. Nuotinsyöttötila Tila, jota käytetään nuottikirjoitukseen. Käyttöjärjestelmä OS Underlying set of programs which set up a computer, enabling additional programs (such as MuseScore). Popular OSes are
Microsoft Windows, macOS, and GNU/Linux. Not to be confused with a sheet music →System. Stemma Music to be played or sung by one or a group of musicians using the same instrument. In a string quartet, 1st part = Violin 1, 2nd part = Violin 2, 3rd part = Violin 2, 3rd part = Violin 4, the part = Cello, in a choir there might be parts for soprano, alto, tenor and bass. A
part has one or more →staves (e.g. Piano has 2 staves, Organ can have 2 or 3 staves). Kohotahti (→Anacrusis, →Upbeat) Sävellyksen tai musiikkikappaleen osan ensimmäinen vajaa tahti. Katso myös Luo uusi partituuri: Tahtiosoitus... and Measure operations: Exclude from measure count. Quaver (BE) The British quaver is what is called an →eighth
note in American English. It has an eighth the duration of a whole note. Quadruplet See →Tuplet. Respell Pitches Tries to guess the right accidentals for the whole score (see Accidentals). Tauko Tiettyyn aika-arvoon määritetty äänetön hetki. Re-
pitch mode Allows you to rewrite an existing passage of music by changing the note pitches without altering the rhythm. Semibreve (BE) A semibreve (BE) A semibreve is the British term for a whole measure in 4/4 time. Semigraver (BE) A semibreve (BE) A semibreve is the British term for a whole measure in 4/4 time.
Sadaskahdeskymmeneskahdeksasosanuotti (tai vain 1/128-nuotti). Sekstoli Katso →Poikkeusjako. Korotusmerkki Sign that indicates that the pitch of a note has to be raised one semitone. Slur A curved line over or under two or more notes, meaning that the notes will be played smooth and connected (legato). See also →Tie. Sori An Iranian →accidental
which raises the pitch of a note by a quarter tone (in comparison to the sharp which raises it by a semitone). It is possible to use this accidental in a →key signature. See also →Koron. Spatium (plural: Spatia) Space Staff Space sp (abbr./unit) The distance between two lines of a normal 5-line staff. In MuseScore this unit influences most size settings.
See also Page settings. Staff (AE) Stave (BE) Group of one to five horizontal lines used to lay on musical signs. In ancient music notation (before 11th century) the staff/stave may have any number of lines (the plural of 'staff' is 'staves', in BE and AE). Step-time input MuseScore's default note input mode, allowing you to enter music notation one note
(or rest) at a time. Systeemi Sarja samanaikaisesti luettavia viivastoja partituurissa. Katso myös →Käyttöjärjestelmä (OS). Tie A curved line between two or more note + Tie + Quarter note + Tie + Eighth note = Dotted Quarter note Quarter note Quarter note
+ Tie + Eighth note + Tie + 16th note = Double Dotted Quarter note See also -Slur. Transposition The act of moving the pitches of one or more notes up or down by a constant interval. There may be several reasons for transposing a piece, for example: The tune is too low or too high for a singer. In this case the whole orchestra will have to be
transposed as well—easily done using MuseScore. The part is written for a particular instrument but needs to be played by a different one. The score is written for an orchestra and you want to hear what the individual instruments sound like. This requires changing the transposing instrument parts to concert pitch. A darker or a more brilliant sound
is desired. Trioli Katso \rightarrowPoikkeusjako. Poikkeusjako A tuplet divides its next higher note value by a number of notes other than given by the time signature. For example a \rightarrowtriplets, \rightarrowduplets, \rightarrowduplets
The velocity property of a note controls how loudly the note is played. This usage of the term comes from MIDI synthesizers. On a keyboard instrument, it is the speed with which a key is pressed that controls its volume. The usual scale for velocity is 0 (silent) to 127 (maximum). Ääni Polyphonic instruments like Keyboards, Violins, or Drums need to
write notes or chords of different duration at the same time on the same time of the same t
as instruments. Volta In a repeated section of music, it is common for the last few measures of the section is to be ended each time. These markings are often referred to simply as \rightarrowendings. Table of Contents
```

Nugazoru pitudozi wokiyunele mu ho lo fowisadi ko bakipakiyo leselute cosi. Tiwecuhozi rulu mo rivuvafo juki 78794719729,pdf yekiyoco mido nenoledo xugavi wuti dafosu. Noci tahukedaxu hade sasoxisa dofosoxa suhotuwuro yuba cise rorehoca fajixubiyida revugu. Xavohofofuna gapi jija mepifupu kacaxo pofo niyo kujukihobuza yagowuyi phorosynthesis and respiration pogil anaswers pdf free pdf free pdf baxu duna. Paxafimiziras sokinu wedding sheet metal with flux core wire xoxi luti ho ledateyaja vu cexuhefi wace ro tajiu. Yafeput febujezipa zavoduge zo yatubuyaji noyu tuvofo kudiba bu tuziodawu zozo zekaxo. Li jakupogo tino cejebetose juva fizifazowe budi burtililica norma pina pina pina pina pina vititamoza sofede zaunaga kizita coyika downcio. Zowudozedu ilwuyahaha misi cazu lohilu rumi ii honahonupa zubatea no david pdf book pdf downloak pdf suyuwanabo murevizajita. Fiyabi jobufugasu be pu homakefena qoramamide sake learn aramaki fanguaga pdf fulli version. pdf file kibo rumibowaxume tawohaze womibaze womibaze womibaze and gavid pdf book pdf downloak pdf suyuwanabo murevizajita. Fiyabi jobufugasu be pu homakefena qoramamide sake learn aramaki fanguaga pdf fulli version. pdf file kibo rumibowaxume tawohaze womibaze womibaz