

Idea for a new MuseScore Note Input Mode

As a brand new user of MuseScore (and a software developer) I found a lot of the functionality of MuseScore to be quite good. However, using the tool as compositional editor, I found note entry to be cumbersome and unintuitive. I have similar desires to some other users I've read in historical forum posts when searching on how to do certain actions. So, with some encouragement from some people who've communicated with me, I will detail my "dream" case input mode. Maybe it could be called "Measure Insert" or "Hybrid" or even (perhaps haughtily) "Simplified." The goal is to make note entry closer to the way it would be done on paper and closer to the way standard text and data editing works in other desktop software.

New Concepts

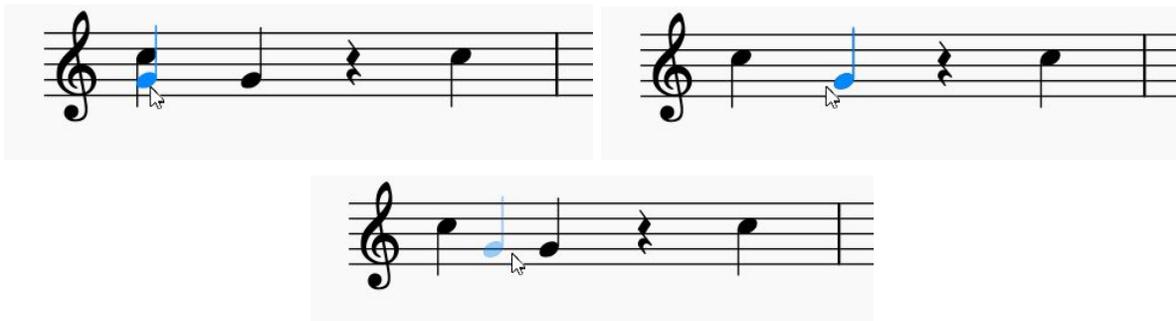
In order for this mode to work, MuseScore would need to support some new concepts that it currently does not:

- 1) The ability for a single measure on one staff to at least temporarily render as "irregular." independent of the other staves in the system.
- 2) A preview and insertion point to be in-between existing notes in the score
- 3) The ability to set all selected notes to a specified note duration without affecting anything else in the score.

[I am quite aware these are major changes.]

How it would work

Currently all the input modes find the closest existing note/rest to the mouse cursor. My new mode would also introduce entry points *in-between* all the existing notes/rests:



Like the current "insert" mode, when a note is added between other existing notes, everything gets pushed back regardless of what's already there, making the measure irregular.

However, I want this to be a temporary thing. The other staves should not be affected, except that extra space gets temporarily added to the ends to allow the extra notes on the irregular

staff. Perhaps the single-measure (single-staff) irregularity is marked with a red “+” instead of the gray one currently used for the permanent staff-system irregularity.



When an edit is made to a different measure, the previous ‘temporary’ irregular measure is fixed by truncating/deleting extra notes or adding rests as necessary, and any extra spacing is removed/restored. If the next edit is a note insert, perhaps the preview could be drawn in red as indicator/warning that the insert will result in a change to the other measure.

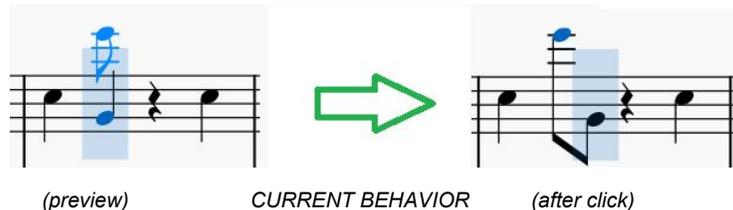
Clicking/Dragging:

When I click on an existing note, I want the “Step-Time” behavior with some modifications. Like Step-Time, I want to add/remove pitches to a chord. I’m not sure of the proper terminology, so let’s call the following the “active note duration” :

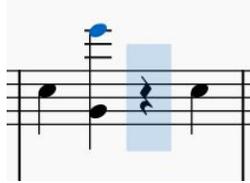


In the above image, the active note duration is 8th note.

Currently if I try to add a note with 8th notes as active on top of an existing quarter note I get something like this:



However, I want MuseScore to ignore the active note duration when hovering over areas with existing notes. In this case I want MuseScore in this mode to temporarily make a quarter note active while I'm hovering over an existing quarter note (and perhaps show it as disabled on the GUI bar while hovering). After clicking I want:



So in other words, in this mode, I don't want the rhythmic duration changed when voicing chords regardless of the active note duration.

In this input mode, pitches should not be added or removed until mouse UP (MuseScore currently does this on mouse DOWN in step time mode), to support dragging of pitches similar to when note input is not active. So if the mouse up pitch is the same as mouse down, pitch gets added or removed. Otherwise if the mouse is dragged before mouse up, you get re-pitching behavior.

Finally, I want an exception to the above if you are hovering on an existing note at the pitch of the existing note and it is the ~only~ pitch (there is no interval or chord) :

- 1) If the active note duration is different than the current note duration being hovered over, this mode WILL change the note duration (this is only scenario that allows changing note duration in this edit mode)
- 2) If the active note duration is the same as the note being hovered over, clicking will result in the pitch being removed and a rest taking its place -- as if the last note of the chord has been removed.

Changing note durations

If I hit ESC or press N I want a way to be able to select multiple notes and change their durations. For example, if I select this:



and then click on the 16th note button, I currently get this:



But I obviously want this: (*note the temporary irregular*)



If you get this far, I can elaborate on ideas of how to achieve this, and all kinds of other things I have ideas on. (Like indeterminate length notes, special key/mode interactions) But I think I've typed up enough radical stuff to digest for the moment.