



## AutoHotkey Kit for MuseScore 4

### Apply Symbols from Palette

The MU4 development team has an ongoing effort to make all Palette symbols accessible via shortcuts. Much work has been done already by Rahul Garg VanSHOE in the Google Summer of Code 2022.

<https://github.com/musescore/MuseScore/pull/12850> and  
<https://musescore.org/en/user/3638616>

It is an old wish of the community and surely a big job. It is unknown when it will be fully implemented.

In the meantime Musescorists on the Windows platform can benefit from AutoHotkey macros which make full use of the extended navigation shortcuts added to the program. Recommended reading:

<https://musescore.org/en/handbook/4/accessibility#navigating-ui>

Moreover we can get extra functionality for quite a few palette symbols by giving them immediate access to the *Properties* side panel.

**MuseScore:** <https://musescore.org/en/download> Current version 4.0.2 (March 2023)

**AutoHotkey:** <https://github.com/AutoHotkey/AutoHotkey/releases>

Click 'Assets'. Download version 1.1.36.02, Dec 7, 2022 NB: **not** v2.00 or v2.0.2

This package contains

Apply Symbols from Palette.pdf (this document)

Master\_MU4.ahk

Apply\_Palette\_Symbols\_MU4.ahk

PixelMousing.ahk

In the attachments the .ahk files have been renamed as .txt files.

Give them again the extension .ahk

Create the folder called *AHK* in C:\.....\Documents\MuseScore4

This folder is called your *working directory*. Put the files there.

All hotkeys but those in *PixelMousing.ahk* are context-sensitive. They will only trigger their macros when MuseScore is active. So we have to tell

*Master\_MU4.ahk* and *Apply\_Palette\_Symbols\_MU4.ahk* where to look for

MuseScore. Open the scripts with Notepad. Check the path almost at the top.

## Scope

All symbols of the Default workspace including those in the *More* fields can be created, except those in *Accordion* and *Bagpipe embellishments*.

Of the *Accidentals* only the standard ones and the *Gould arrow accidentals* are included plus *arrow down* and *arrow up*.

The two *Harp* pedal diagrams, new in recent nightly builds are included as well. Notice that all Palettes can be hidden. Only when activated they show up.

A study of the macro **Z + A** will reveal how you can expand this collection with other accidentals or with any symbol added in a custom palette. (\*)

## How it works

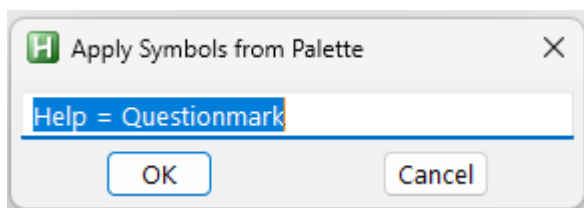
The macros operate in a fixed layout of your choice, called the *Defined State*.

For instance you want the docked ToolBar Note Input TBNI horizontal, high and the side panels *Instruments*, *Properties* and *Palettes* docked left.

NB: there is no need to position e.g. *Palettes* left and *Properties* right. The macros will automatically activate each panel on demand.

We'll return to the *Defined State* later on.

Symbol shortcuts are entered in an InputBox.



(\*) In a *custom palette*, where you have changed the symbol order the routes for symbols missing a unique identifier may have to be adjusted.

Let us say we type *ARP* (not case sensitive). Using the MuseScore shortcut Control + F9 the macro sends *arpe* to the Palette search field. Then it sends *Tab, Right* and *Down*. The arpeggio is selected. Now it sends *Space* to create the symbol.

Let us say we type *GLW* to get a wavy glissando. The macro now sends *wavy* which suffices as a unique identifier and again *Tab, Right, Down* and *Space* to create the symbol. It turns out that most symbols can be created this way in which only one symbol will appear or - as with *arpe* - the first one can be used.

Symbols which don't have a unique identifier get an extra treatment.

For instance all dynamics containing more than one *p*

The macro sends *pp* and *pppppp*, *ppppp*, *pppp*, *ppp*, *pp* and *sfpp* will appear.

Say we have typed *PPP* in the InputBox. In this case *Down* will be added thrice.

In general symbols are created via the shortest route which means that sometimes additional palettes are skipped.

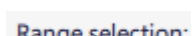

After symbol creation the focus must return to the Canvas again, of course without using the mouse manually. The methods vary depending on the symbol and are different for a range selection compared with a single element.

In short: invest some time in the DIY items of this Kit. Go step by step.

Happily the AutoHotkey lingo is in most cases self explanatory. Have a look.

## DIY items

These images give AutoHotkey info about some important states of MU4.

	<code>Def_State_Nav_to_Home.png</code>	This one shows <i>Home</i> in its <u>selected</u> state. Press F6 repeatedly. Notice the black
	<code>Def_State_4_Dots.png</code>	The four dots are part of the ToolBar Note Input TBNI vertical <i>and</i> horizontal.
	<code>Def_State_Zoom_Tools.png</code>	The image is found in the StatusBar search area.
	<code>Instruments_selected.png</code>	6 images, the titles of the Sidebar panels. They share the same search area
	<code>Instruments_unselected.png</code>	
	<code>Properties_selected.png</code>	
	<code>Properties_unselected.png</code>	
	<code>Palettes_selected.png</code>	
	<code>Palettes_unselected.png</code>	
	<code>StatusBar_Range_Selection.png</code>	All StatusBar images have the same search area.
	<code>StatusBar_Note_Pitch.png</code>	
	<code>StatusBar_Voice1.png</code>	
	<code>StatusBar_Rest_Duration_Measure.png</code>	
	<code>StatusBar_Barline.png</code>	
	<code>StatusBar_Barline_Right_End_Repeat_Sign.png</code>	
	<code>StatusBar_Hairpin.png</code>	
	<code>StatusBar_Dynamic.png</code>	
	<code>StatusBar_Eighth.png</code>	We need this image to prevent mistakes with Feathered Beams
	<code>Nothing_Selected.png</code>	The image appears in the Statusbar but has a much smaller search area

We use Windows Snipping Tool to create these images and put them in our *working directory*. We see that for the StatusBar images we need a high precision to limit them, cut them off just after the colon or semicolon. For this purpose we use the tool *PixelMousing*, an indispensable part of this Kit. See below p 11.

The second function of the tool is to determine the coordinates of the search areas. We must tell AutoHotkey where to look for the images. At this point we must make up our mind. Which screen layout we prefer, which *Defined State*?

## Defined State

Your favorite screen layout reflects of course your workflow. In this respect there are in principle zillions of screen arrangements possible. In practice however we only have to consider a few situations:

Screen size: maximized or full. This influences also the search area of the StatusBar, the surface within which its images can be found. Notice that the StatusBar always must be visible.

The ToolBar Note Input TBNI. Do we want it to be visible? If yes, it must exist in one of its 4 possible docked positions, high or low horizontally, left or right vertically. For the Defined State check we need to determine 4 search areas.

Finally the position of the SideBar, housing the panels *Instruments*, *Properties* and *Palettes*. (the order in which they appear is not relevant). The SideBar in the default layout is docked *left*. Your preference could be *right*.

You set your favorite screen size and TBNI position in the *auto execute section*, the first part of `Apply_Palette_Symbols_MU4.ahk`. Positioning the SideBar to the left or the right influences also two special search areas, one within the *Palettes*, the other in the *Properties* side panel. See below under *Search areas* and also the *auto execute section* of the script.

## Defined State check

A complete layout check - including the position of the TBNI - happens each time you launch the file `Apply_Palette_Symbols_MU4.ahk`.

When you press **Z + A** however the main check concerns the window size. The handling of maximized and full screen in MuseScore 4.0.2 has some quirks. To avoid those we let AHK set the window size. We have to tell it something like `MU4_Max_Window_Height := 1392`

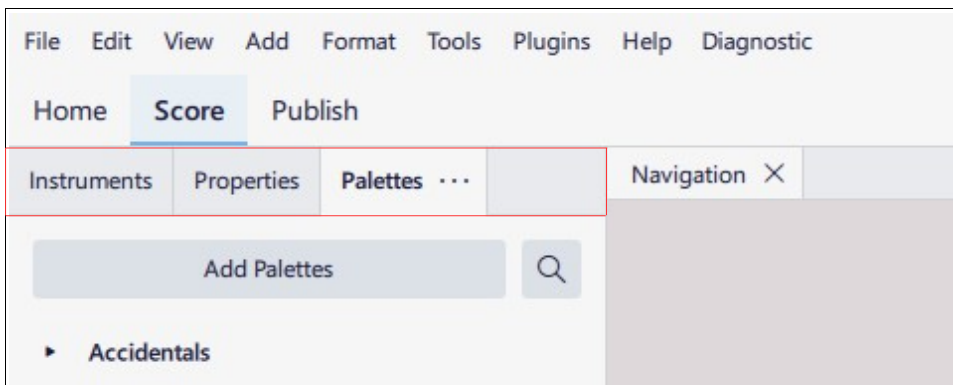
To find this height: run PixelMousing and put the cursor in the upper left corner ULC of the screen. Press **WIN + Up** to maximize the MU4 window. Check the coordinates. If they are *not* 0,0 press **WIN + Up** again. The coordinates must become 0,0. Now put the mouse cursor in the ribbon of Windows' toolbar. Pixel mouse upward until the cursor changes shape. Go 1 px down, the cursor appears as an arrow again. Write down the number of `MU4_Max_Window_Height`.

An advantage of this setting is that both maximized and full screen behave the same, they function as just another window. We can immediately minimize them using the Windows shortcut **WIN + Down**.

The hotkey **CapsLock + A** toggles between full and maximized screen. Determine `MU4_Max_Window_Height` and use this hotkey to set the screen in its Defined State before determining search areas.

## Search areas

Once you have established your screen layout and input the value of `MU4_Max_Window_Height` you continue by determining the coordinates of the search areas. Here **X1** and **Y1** define the upper left corner of the (rectangular) search area while **X2** and **Y2** define its lower right corner.



*Example: No ToolBar Note Input TBNI*

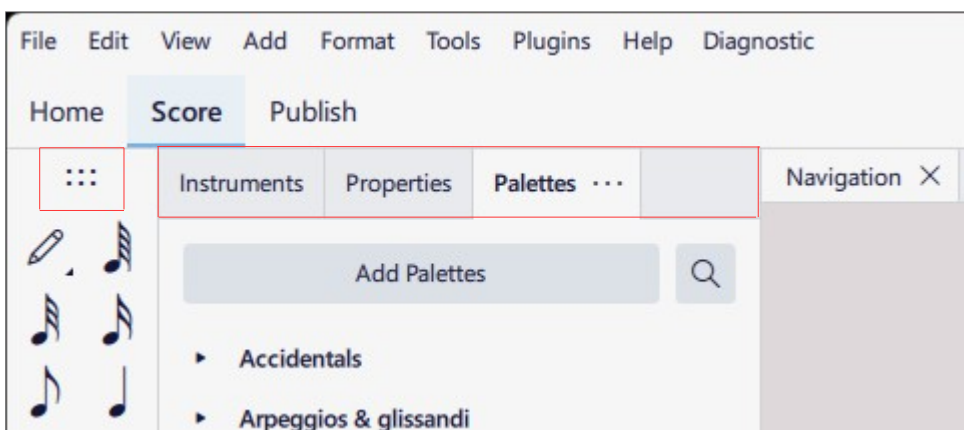
Enter your own values in the auto-execute section

```
F7_F8_F9_Tab_Title_X1 := 0
F7_F8_F9_Tab_Title_Y1 := 68
F7_F8_F9_Tab_Title_X2 := 300
F7_F8_F9_Tab_Title_Y2 := 104
```

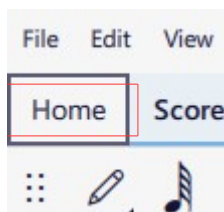
At the left we see the vertical left position of the TBNI.

```
4_Dots_VL_X1 := 33
4_Dots_VL_Y1 := 69
4_Dots_VL_X2 := 67
4_Dots_VL_Y2 := 98
```

Determine also the values for the other 3 possible positions of the TBNI, the search areas of `Def_State_4_Dots.png`



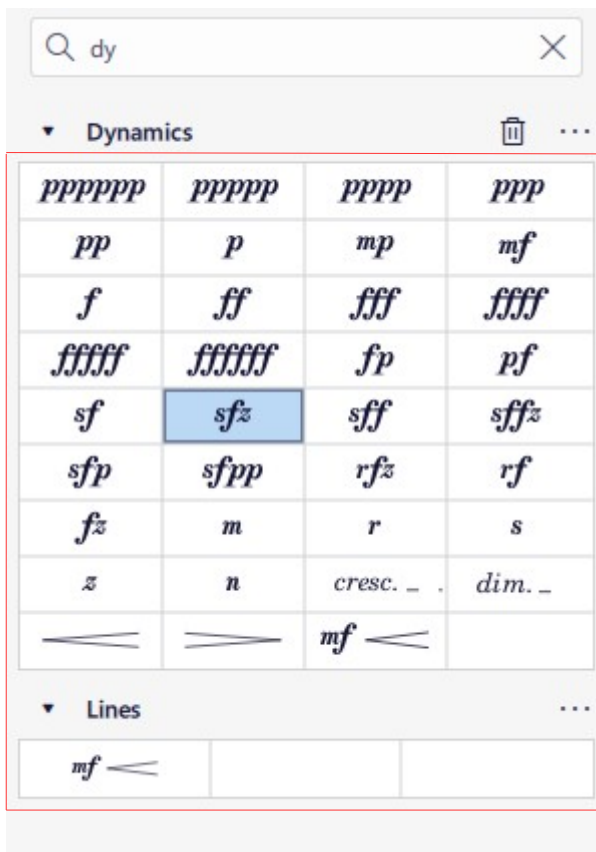
*Example: ToolBar Note Input TBNI vertical left*



After pressing F6 the radio button *Home* is selected (it gets a black border). The surface in which `Def_State_Nav_to_Home.png` must be found is defined by

```
Nav_Home_X1 := 0
Nav_Home_Y1 := 32
Nav_Home_X2 := 70
Nav_Home_Y2 := 68
```

After finding the image controlled navigation to any part of the UI can begin. Here we use a simple trick to arrive in the side panels: the macros send `Shift + F6`. The route is now: Home → Workspace → Score title tab → Side panel. The number of keystrokes is now predictable because in this way we avoid the TBNI, which after all may be absent.



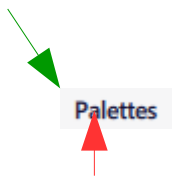
When attaching a symbol the macro determines its position in the Palette using the *color* of the selected cell. It finds its upper left corner ULC.

If we want to apply an already selected symbol - e.g. a tremolo - again the fastest way is pressing **WIN + /**. AutoHotkey adds an offset to the ULC, clicks the field on a safe spot and can return to the Canvas, now searching for the *voice color* of the selected note or rest. More about this powerful color feature below.

Offset\_Glyph := 15 (added to X and Y of ULC)

The picture shows the biggest search area we need.

```
Side_Bar_X1 := 0
Side_Bar_Y1 := 180
Side_Bar_X2 := 300
Side_Bar_Y2 := 520
```

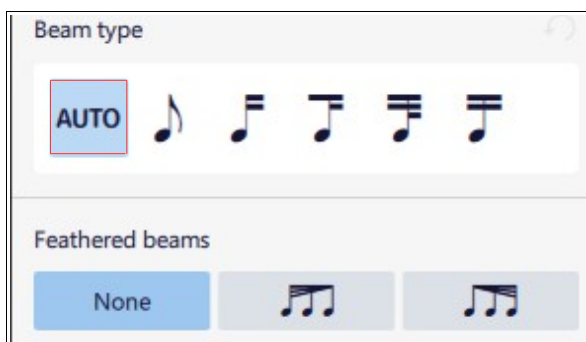


In general: we want safe clicks, also on the titles of the side panels. So we add offsets to the found upper left corner.

```
X_Offset_F7_F8_F9_Tab_Title := 20
Y_Offset_F7_F8_F9_Tab_Title := 15
```

## An exceptional case

The feathered beam is *not* created by the Palette *Beam properties*. It needs its own surface area.



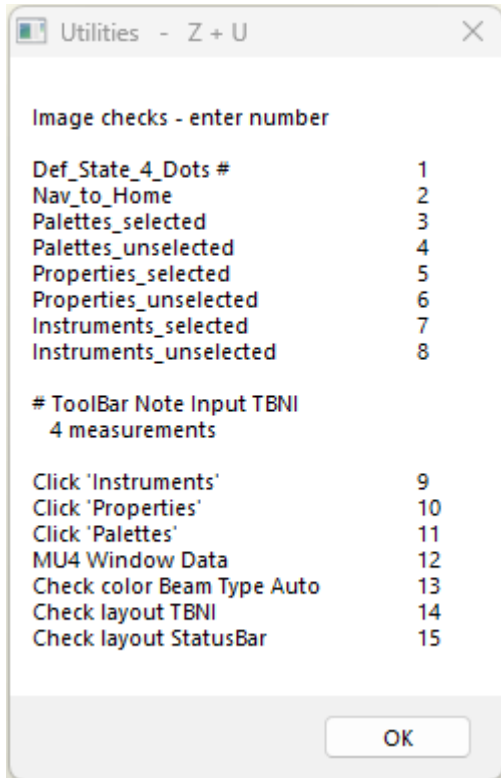
The best way to create a feathered beam is using the *Properties* side panel. Now we can select a beamed 16th note instead of the beam. This enables a safe return to the Canvas, which is impossible when a beam is selected.

```
Beam_Type_Auto_X1 := 18   for an explanation
Beam_Type_Auto_Y1 := 403  see the auto-execute
Beam_Type_Auto_X2 := 59   section
Beam_Type_Auto_Y2 := 443
```

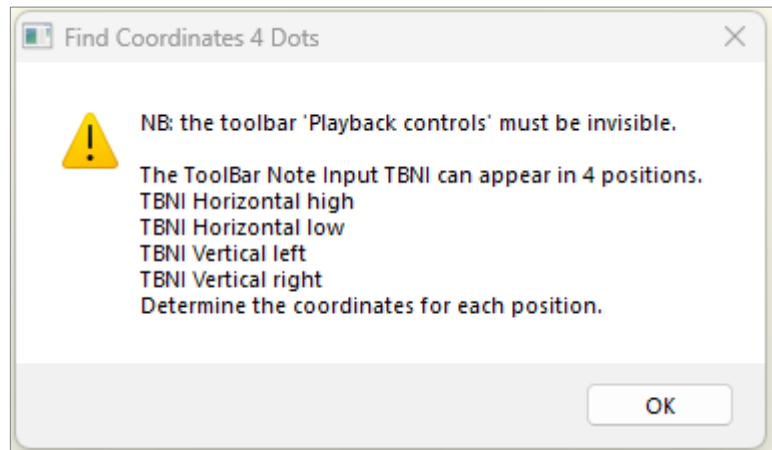
## Help in determining a search area

As we have seen the AHK command *ImageSearch* can find the upper left corner ULC of the image. We can use this in determining a small search area. While doing this the screen size must of course be in its Defined State.

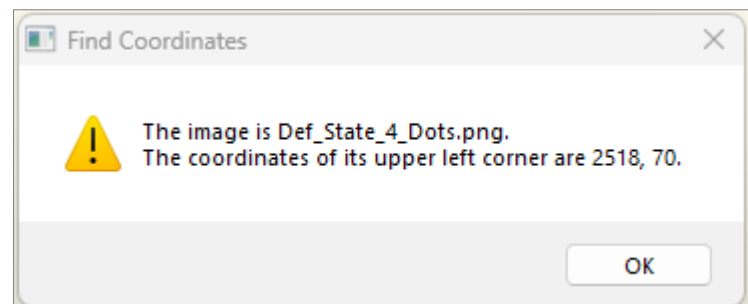
**Z + U** Utilities. An InputBox appears. We press *Enter* and get info.



We enter **1** and get this info:



We have positioned the TBNI vertical right and get:



Notice that the search can be rather slow. The whole screen must be scanned.

To prevent finding the 4 dots of the (docked) toolbar *Playback controls* we make it temporarily invisible.

When showing the last message the mouse moves to the ULC of the TBNI. We make a note of the coordinates. To determine the *lower right corner* LRC we add offsets to the ULC. To find these offsets we doubleclick the image Def\_State\_4\_Dots.png and measure the width and height of the image using PixelMousing. It is a safe policy to make the search areas a little bigger than the image. See also the auto-execute section.

The search area of the titles of *Instruments*, *Properties* and *Palettes* we have already determined. Here the utility can be useful to check if the images are recognized at all. In rare circumstances we have to increase the 'shades of variation' number. This parameter is set to *\*40* to allow for variations in the coloring of the image. If after an increase the image still is not recognized we better create a new image. But again this is a rare situation.

## The StatusBar search area

The area occupies a ribbon across the screen width. The images have to fit in so their height is always less than the height of the StatusBar. We use PixelMousing to find the Y-coordinates.

```
SB_X1 := 0
SB_Y1 := 1411           ; Full Screen
; SB_Y1 := 1364         ; Maximized Screen (here outcommented)
SB_X2 := A_ScreenWidth ; AHK inbuilt variables
SB_Y2 := A_ScreenHeight ; A_ScreenWidth and A_ScreenHeight
; SB_Y2 := 1392        ; Maximized Screen (here outcommented)
```



This image is always present in the StatusBar.

So we can use `Def_State_Zoom_Tools.png` to check if the screen has its defined size.



The image `Nothing_Selected.png` lives in the StatusBar. But its search area must be limited to its width (plus a few pixels extra).

Otherwise it will always be found. `width_Nothing_Selected := 60`

The other StatusBar images enable a safe return to the Canvas or add extra functionality to the macros. For instance [Dynamic](#): We have attached `f` to a note and we want to replace the dynamic by `mf`. We select the note, press **Z + A** and input `=MF`. The old dynamic will be deleted, the new one attached. For instance [Hairpin](#): We want to create a crescendo (or diminuendo) line but the line part of the symbol must be invisible. In the InputBox we enter `CINV` resp. `DINV`. The symbol is created the usual way via *Palettes* but the line part will be set invisible after an automated visit to *Properties*.

## The Canvas search area

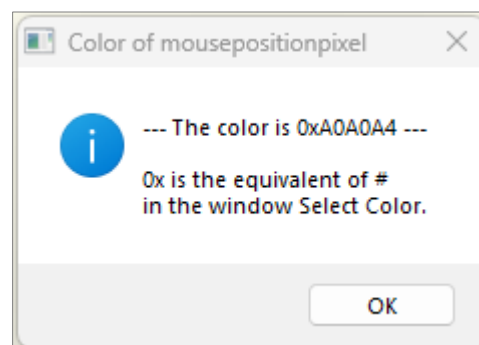
Aka the *Real Estate*. The AHK command `PixelSearch` searches for a specific color. An important application is to let the mouse move to the found spot and click it. This enables an easy return to the Canvas when a single element - note or rest - is selected. We inform AHK about the Canvas Search Area.

```
CSA_X1 := 304
CSA_Y1 := 96
CSA_X2 := 2559
CSA_Y2 := 1410
```

See the auto-execute section for more info. Use the utility **Z + /** to find the last three colors.

## Setting the colors

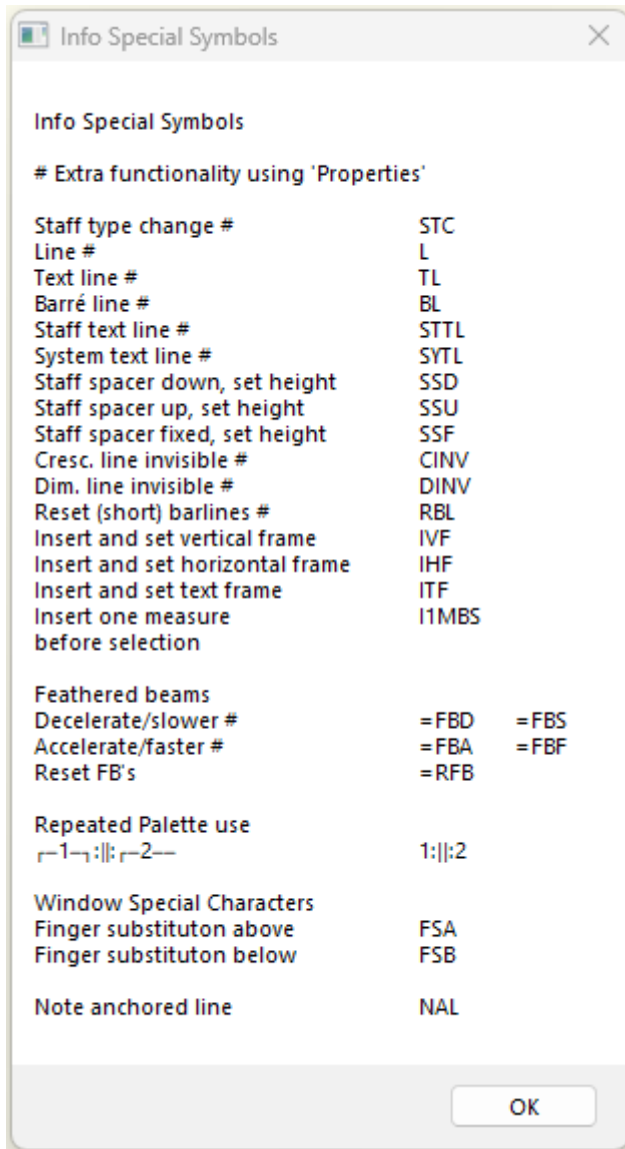
```
ColorV1 := 0x0065bf
ColorV2 := 0x007f00
ColorV3 := 0xc53f00
ColorV4 := 0xc31989
Color_LBC := 0xa0a0a4
Color_Selected_PalCell := 0xb7d7f4
Color_Beam_Type_Auto := 0xb7d7f4
(Voice colors V1234: default values)
```





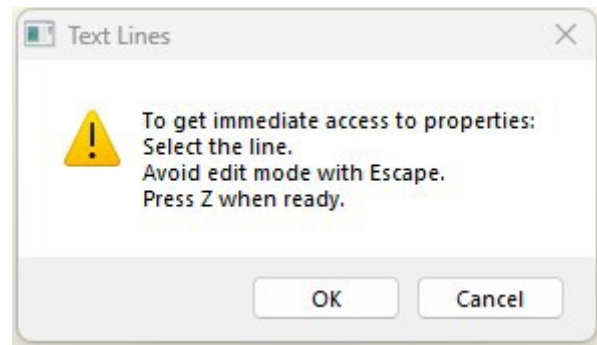
## Extra functionality for some symbols

Some symbols usually need a follow up immediately after their creation. For instance a staff spacer wants its height to be set. An acciaccatura often comes as a diatonically raised slurred grace note. Some lines need extra treatment in *Properties* more or less by nature.



New: the harp pedal diagrams are created in edit mode.

## Supporting messages and tooltips



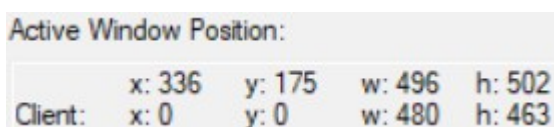
Navigate with Left/Right.  
Press Escape + L/R to skip an input field.  
Space to toggle a switch.  
Press F1 when ready.

Use up/down to adjust height.  
Press Z when ready



The finger-substitution symbols are found in the window *Special Characters* → *Musical Symbols* → *Fingering*. Size is enlarged and position adjusted.

To set position and size of *Special Characters* the AHK inbuilt utility *Window Spy* comes in handy.



And we can change this line according to our preference:  
WinMove, Special Characters, , 336, 175, 496, 502

## The Prefix keys

In the hotkey combination **Z + A** Z is called the *prefix* key.  
The prefix key must be free in MuseScore, not in use as a shortcut.  
If you use **Z** as a shortcut try to redefine it e.g. in Shift + Z.  
**Z** is one of the most accessible keys, an ideal prefix key.

Other prefix keys in these macros:

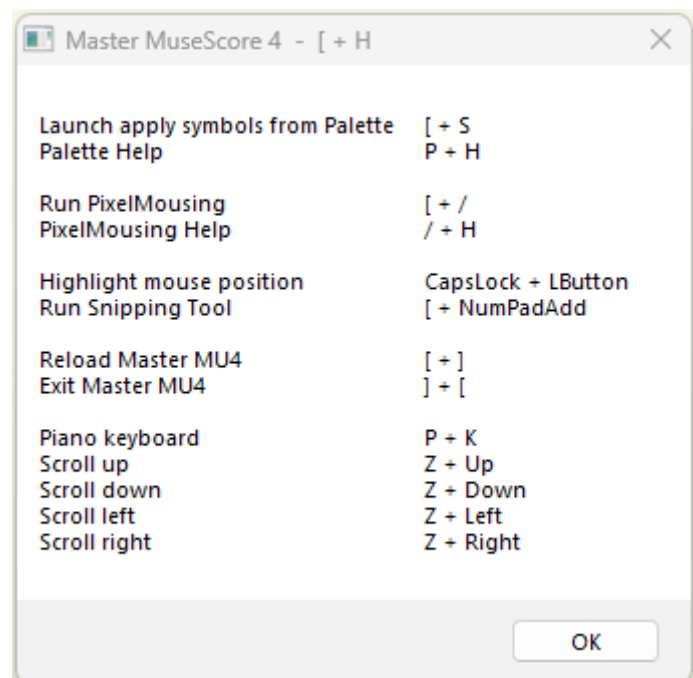
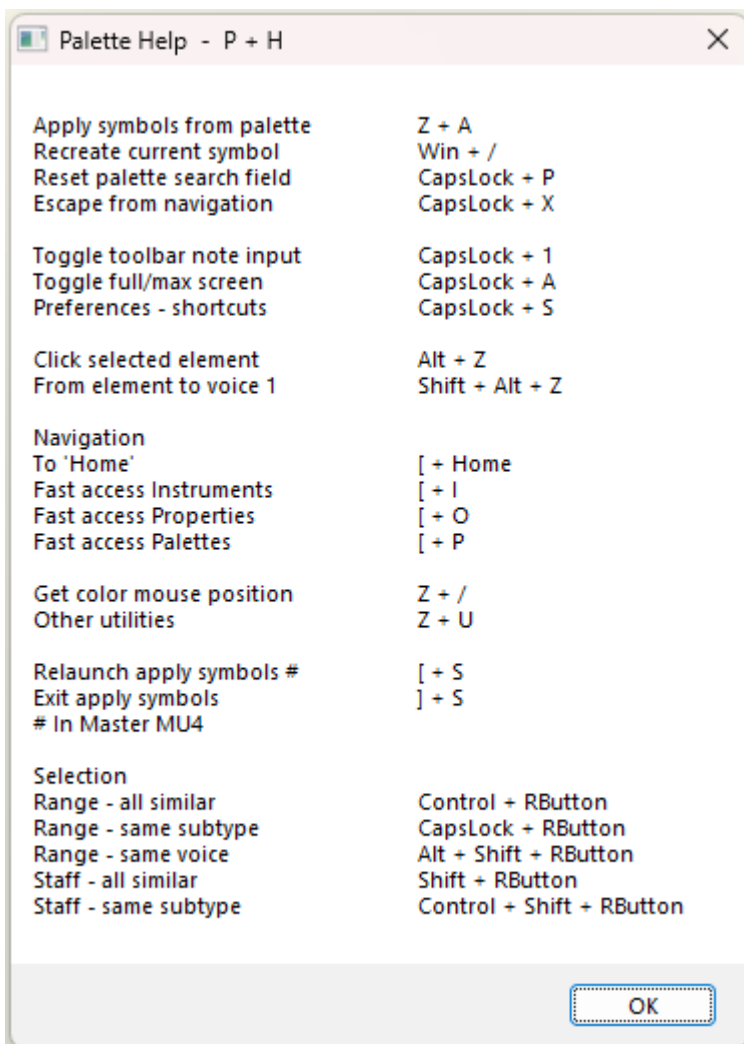
**CapsLock** no shortcut function possible in MU4  
[ opening bracket, used in navigation and to open files  
] closing bracket, used to close files  
/ Pixelmousing prefix key.  
In MU4 *Add acciaccatura*, redefine e.g. in Shift + /  
**P** In MU4 *Piano keyboard*  
You could redefine it or use **P + K** in the Master\_MU4.ahk

Apply Symbols from Palette P + H

MU4 Master [ + H

You can customize tooltip positions.  
Search (\*change\*?)

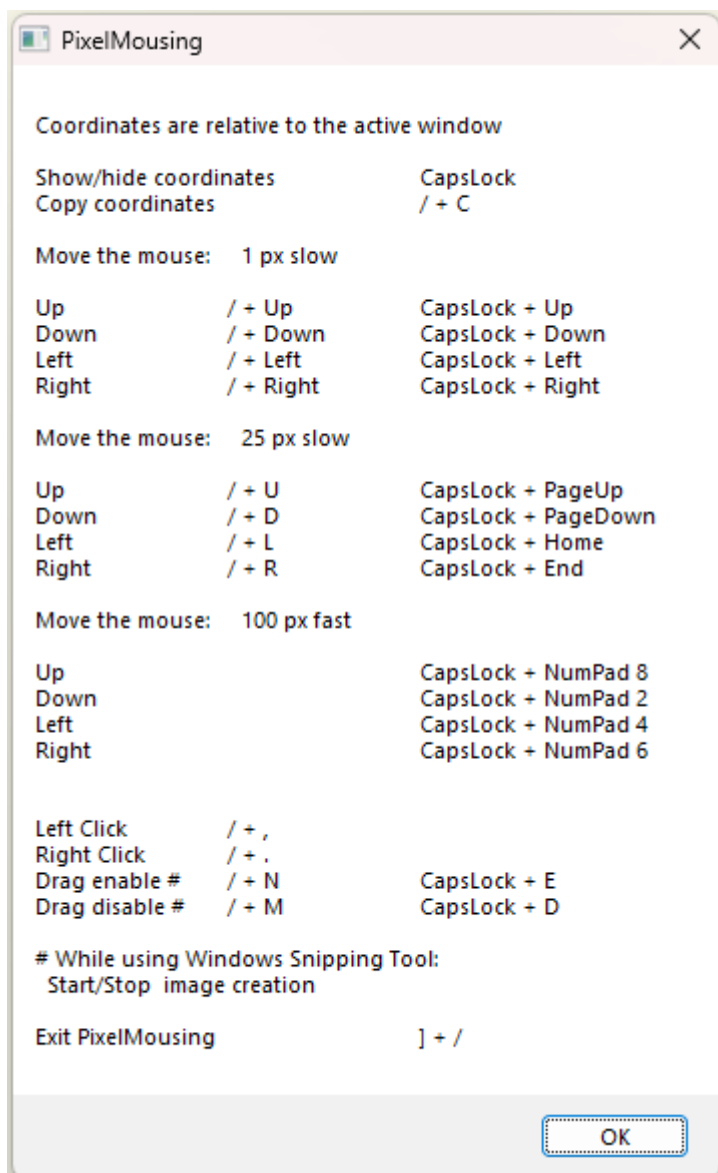
## Help



↑ The *Master* simplifies launching AHK files while MuseScore is running.

← The *selection hotkeys* operate as in the rightclick contextual menus. The windows *Select* and *Select Notes* are protected against mistakes.

## PixelMousing



*PixelMousing* counteracts small hand vibrations and gives us the pixel precision we'll sometimes need.

The prefix key / was chosen because it is well accessible in combination with the arrow keys.

With the Drag enable/disable keys you can start/stop image creation.

The **CapsLock** combinations offer an ergonomic alternative.

## Sleep times

When AutoHotkey sends a command it must give MuseScore or the Windows OS some time to respond. E.g. a mouse move + click usually needs some 200 ms. It takes MuseScore about 150 ms to produce a text in the Status-Bar. Navigation with F6, Tab and arrow keys however often needs only 30 ms.

Also, the time needed to open a window very much depends on the complexity of the window. And so on. When you doubleclick an AHK file in the systemtray you'll get more info about response times.

In the *auto execute section* you can optimize the sleep times for your system in one go. For instance to change all sleep times set on 100 ms to 90 ms:  
`Sleep_100 := 90`

## Palette shortcuts

*Infoscreens* start with **?**, *Clefs* start with **CL**, *Fretboard diagrams* with **Q**, *Noteheads* with **\***, *Beam properties* with **=**

The standard accidentals use @ (at) for natural and reflect the qwerty layout. E.g. *Articulations* and *Tempo* show symbols having more than one shortcut. In this mass of shortcuts the nomenclature tries to follow a system which hopefully reveals itself after frequent use.

## Reference section

Info Palettes

Enter a help shortcut or a symbol shortcut

▼ Accidentals	?AC
▼ Arpeggios & Glissandi	?AG
▼ Articulations	?AR
▼ Barlines	?BL
▼ Beam Properties	?BE
▼ Brackets	?BR
▼ Breath's & Pauses	?BP
▼ Clefs	?CL
▼ Dynamics	?DY
▼ Fingering	?FI
▼ Fretboard Diagrams	?FD
▼ Grace Notes	?GN
▼ Guitar	?GT
▼ Harp	?HA
▼ Keyboard	?KB
▼ Key Signatures	?KS
▼ Layout	?LO
▼ Lines	?LI
▼ Noteheads	?NH
▼ Ornaments	?OR
▼ Pitch	?PI
▼ Repeats & Jumps	?RJ
▼ Tempo	?TM
▼ Text	?TX
▼ Time Signatures	?TS
▼ Tremolo	?TR

Repeat last command R

NB: if palette is open and macro finished  
Repeat last command WIN + /

Close palette search field and show Palette list CapsLock + P

Info Special Symbols ??

OK

Accidentals - shortcuts

In InputBox enter:

Flat	!	
Natural	@	
Sharp	#	
Double sharp	##	
Double flat	!!	
Natural Flat	@!	
Natural Sharp	@#	
Arrow down quarter-tone flat	ARDN	ARF
Arrow quarter-tone sharp	ARUP	ARS

Gould arrow quartertone accidentals (24-EDO)

Quarter-tone flat	UPB	tb	1FB
Three-quarter-tones flat	DNB	tb	3FB
Quarter-tone sharp	UPN	tb	1SN
Quarter-tone flat	NDN	tb	1FN
Three-quarter-tones sharp	SUP	#t	3S#
Quarter-tone sharp	DNS	tb	1S#
Five-quarter-tones sharp	XUP	xt	5SX
Three-quarter-tones sharp	DNX	tb	3SX
Three-quarter-tones flat	BUPB	tb	3FBB
Five-quarter-tones flat	DNBB	tb	5FBB

Add brackets to accidental []

Add parentheses to element ()

OK

Brackets - shortcuts

In InputBox enter:

Bracket	[[
Brace	[{
Square	[S]
Line	[L

OK

Arpeggios & Glissandi - shortcuts

In InputBox enter:

Arpeggio	ARP	
Arpeggio point up	ARU	
Arpeggio point down	ARD	
Arpeggio bracket	ARB	ARBR
Arpeggio arrow up	ARRU	
Arpeggio arrow down	ARRD	
Glissando line straight	GLS	
Glissando line wavy	GLW	
Fall	FAL	FALL
Doit	DOI	DOIT
Plop	PLO	PLOP
Scoop	SCO	SCOOP
Slide out down	SOD	SLOD
Slide out up	SOU	SLOU
Slide in above	SIA	SLIA
Slide in below	SIB	SLIB

OK

Articulations - shortcuts

In InputBox enter:

Accent	A	>		
Accent staccato	A.	.A	>.	.>
Bend	B			
Downbow	DB			
Fade in	FI			
Fade out	FO			
Harmonic	H			
Laissez vibrer	LV			
Louré	L			
Marcato	M	^		
Marcato staccato	M.	.M	^.	.^
Marcato tenuto	MT	TM	^_	_^
Muted	+			
Open	O			
Portato	P.			
Sawtooth line segment	SLS			
Idem wide line segment	SWLS			
Snap pizzicato	SP			
Soft accent	SA	<>		
Soft accent staccato	SA.	<.>		
Soft accent tenuto	SAT	<_>		
Idem SAT staccato	SAT.	<_>	<_>	
Staccato	.			
Staccatissimo	..			
Staccatissimo stroke	..S	S..	../	/..
Staccatissimo wedge	..W	W..	..'	'..
Stress	STR	'		
Tenuto	T			
Tenuto accent	TA	AT	_>	>_
Tenuto staccato	T.	.T	._	._
Tremolo bar	TB			
Unstress	UNSTR			
Upbow	UB			
Vibrato large faster	VLF			
Vibrato large slowest	VLS			
Volume swell	VS			

OK

Barlines - shortcuts

In InputBox enter:

Single barline			
Double barline			
Start repeat barline	⋮		
End repeat barline	⋮		
End-start repeat barline	⋮⋮		
Heavy barline	HBL		
Heavy double barline	HDBL		
Dashed barline	DASH	----	
Final barline	FBL		
Reverse final barline	RFBL		
Barline dotted	BL.	....	
Barline tick 1 span #	BT1		
Barline tick 2 span #	BT2		
Barline short 1 span #	BS1		
Barline short 2 span #	BS2		
# Reset barlines using 'Properties'	RBL		
Combination	┌─┐:┌─┐	1:  :2	

OK

Beam Properties - shortcuts

In InputBox enter:

MU4 Name		MU3 Name		MU3 Name
Auto beam	=AB	=AB		Auto beam
No beam	=NB	=NB		No beam
Break beam left	=BL	=SB		Start beam
Join beams	=JB	=MB		Middle beam
Break inner beams (eighth)	=BI8	=2B		Start 2nd level beam
Break inner beams (16th)	=BI6	=3B		Start 3rd level beam
Feathered beams #				
Decelerate	=FBD	=FBS		F-beam slower
Accelerate	=FBA	=FBF		F-beam faster
Reset FB's	=RFB			

# Select a beamed 16th or 32nd note

OK

Breath's & Pauses - shortcuts

In InputBox enter:

Breath mark (comma)	BMC	
Breathmark tick-like	BMT	
Breathmark salzedo	BMS	SALZ
Breathmark upbow-like	BMV	
Curved caesura	C)	
Caesura straight	C/	
Short caesura	C	
Thick caesura	C//	
Caesura accent-like	CAL	
Fermata	FM	
Short fermata	SFM	
Short fermata Henze	SFMH	
Very short fermata	VFSM	
Long fermata	LFM	
Long fermata Henze	LFMH	
Very long fermata	VLFM	

OK

Clefs - shortcuts

In InputBox enter:

Treble	CLT
Treble 8va	CLT8VA
Treble 15ma	CLT15MA
Treble 8vb	CLT8VB
Treble 15vb	CLT15VB
Double Treble 8vb	CLDT8VB
Treble optional 8vb	CLTO8VB
French violin clef	CLFVC
Soprano	CLS
Mezzo Soprano	CLMS
Alto	CLA
Tenor	CLTEN
Baritone	CLBAR
Bass	CLB
Bass 8va	CLB8VA
Bass 15ma	CLB15MA
Bass 8vb	CLB8VB
Bass 15mb	CLB15MB
Baritone F clef	CLBARF
Subbass	CLSB
Percussion	CLP
Percussion 2	CLP2
Tablature	CLTAB
Tablature 4 lines	CLTAB4
Tablature serif	CLTABS
Tablature serif 4 lines	CLTABS4

French 18th century	
Soprano	CLS18
Alto	CLA18
Tenor	CLT18
F clef	CLF18

19th century	
C clef H shape	CLC19
F clef	CLF19

French 20th century	
Soprano	CLS20
Alto	CLA20
Tenor	CLT20

OK

Dynamics - shortcuts

In InputBox enter:

PPPPPP	PPPPP	PPPP	PPP	PP	P	MP		
FFFFFF	FFFFF	FFFF	FFF	FF	F	MF		
RF	RFZ	FZ	SF	SFZ	SFF	SFFZ		
SFPP	SFP	FP	M*	R*	S*	Z*	N*	

You can REPLACE a single dynamic by selecting its note.  
 In InputBox enter prefix = followed by the new dynamic.  
 E.g. =MF =SFZ =S\* =SFF =FP =SFPP

mf < cresc pin	MF<		
# Cresc _ _ _	C	CINV	
# Dim _ _ _	D	DINV	

# CINV and DINV make the lines invisible

OK

Fingering - shortcuts

In InputBox enter:

Piano		LH Guitar	
0	P0	0	0
1	P1	1	1
2	P2	2	2
3	P3	3	3
4	P4	4	4
5	P5	5	5
		T	TH

Circled String		RH Guitar	
0	S0	p	-P
1	S1	i	-I
2	S2	m	-M
3	S3	a	-A
4	S4	c	-C
5	S5	Th pos	TP
6	S6		

Lute

RH thumb	LT
RH first finger	L1
RH second finger	L2
RH third finger	L3

Finger substitution above	FSA
Finger substitution below	FSB

OK

Fretboard diagrams - shortcuts

QA	QA7	QAm
QB	QB7	QBm
QC	QC7	QCm
QD	QD7	QDm
QE	QE7	QEm
QF	QF7	QFm
QG	QG7	QGm

OK

Grace Notes - shortcuts

In InputBox enter:

Acciaccatura	AC
Acciaccatura + slur #	ACS
Appoggiatura	AP
Appoggiatura + slur #	APS
Grace quarter	G4
Grace 16th	G16
Grace 32nd	G32
Grace eight after	G8A
Grace 16th after	G16A
Grace 32nd after	G32A

# Grace note diatonically raised

NB: if palette is open and macro finished  
Repeat last command WIN + /  
to add more grace notes

OK

Keyboard - shortcuts

In InputBox enter:

	Pedline start-release	PSR
	Pedline start-continue	PSC
	Pedline continue-continue	PCC
	Pedline continue-release	PCR
Ped _____*	Pedline start-asterisk	PS*
Ped _____	Pedline start-stop (release)	PSS

OK

Harp - shortcuts

In InputBox enter:

Harp pedal diagram	HPED
Harp ped text diagram	HTXT

OK

New in recent nightly builds.

Guitar - shortcuts

In InputBox enter:

Barré line	BL
Palm mute	PM
Let ring	LR
Bend	B
Tremolo bar	TB
Guitar vibrato	GV
Guitar vibrato wide	GVW
Distort	DIS
Overdrive	OD
Harmonics	HAR
Jazz tone	JT

LH Guitar		Circled String		RH Guitar	
0	0	0	S0	p	-P
1	1	1	S1	i	-I
2	2	2	S2	m	-M
3	3	3	S3	a	-A
4	4	4	S4	c	-C
5	5	5	S5	Th pos	TP
T	TH	6	S6		

Lute		
RH thumb	LT	
RH first finger	L1	
RH second finger	L2	
RH third finger	L3	

OK

Key Signatures - shor...

In InputBox enter:

MAJOR	MINOR	ENTER
G	E	1#
D	B	2#
A	F#	3#
E	C#	4#
B	G#	5#
F#	D#	6#
C#	A#	7#
F	D	1b
Bb	G	2b
Eb	C	3b
Ab	F	4b
Db	Bb	5b
Gb	Eb	6b
Cb	Ab	7b
C	A	0#0b
Open Atonal		XSIG

OK

Lines - shortcuts

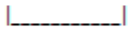
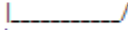

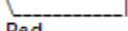
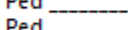
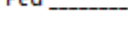
Octave lines in ▼ Pitch  
 Pedal lines in ▼ Keyboard  
 Text lines in ▼ Text  
 Ornament lines in ▼ Ornaments  
 Guitar lines in ▼ Guitar  
 Volta lines in ▼ Repeats & Jumps  
 mf cresc pin in ▼ Dynamics

In InputBox enter:

Ambitus #	AMB
Cresc--- *	C CINV
Dim--- *	D DINV
Downprall line	DPL
Guitar vibrato	GV
Guitar vibrato wide	GVW
Let ring	LR
Line	L
mf cresc pin	MF<
Note anchored line	NAL
Palm mute	PM
Prall prall line	PPL
Prima volta	1V
Seconda volta	2V
Seconda volta open	2VO
Terza volta	3V
Text line	TL
Staff text line	STTL
System text line	SYTL
Tremolo sawtooth wide	TSAW
Trill line	TRL
Upprall line	UPL
Vibrato sawtooth	VSAW

# Select clef  
 \* CINV and DINV make the lines invisible

PEDAL

	Pedline start-release	PSR
	Pedline start-continue	PSC
	Pedline continue-continue	PCC
	Pedline continue-release	PCR
	Pedline start-asterisk	PS*
	Pedline start-stop	PSS

OCTAVES      Input 8VA 8VB 15MA 15MB 22MA 22MB

OK

Layout - shortcuts

In InputBox enter:

System break	SB
Page break	PB
Section break	XB
Staff spacer down	SSD
Staff spacer up	SSU
Staff spacer fixed	SSF
Staff type change	STC
Insert vertical frame	IVF
Insert horizontal frame	IHF
Insert text frame	ITF
Insert one measure before selection	11MBS
Keep measures on same system	KMOSS

OK

Noteheads - shortcuts

In InputBox enter:

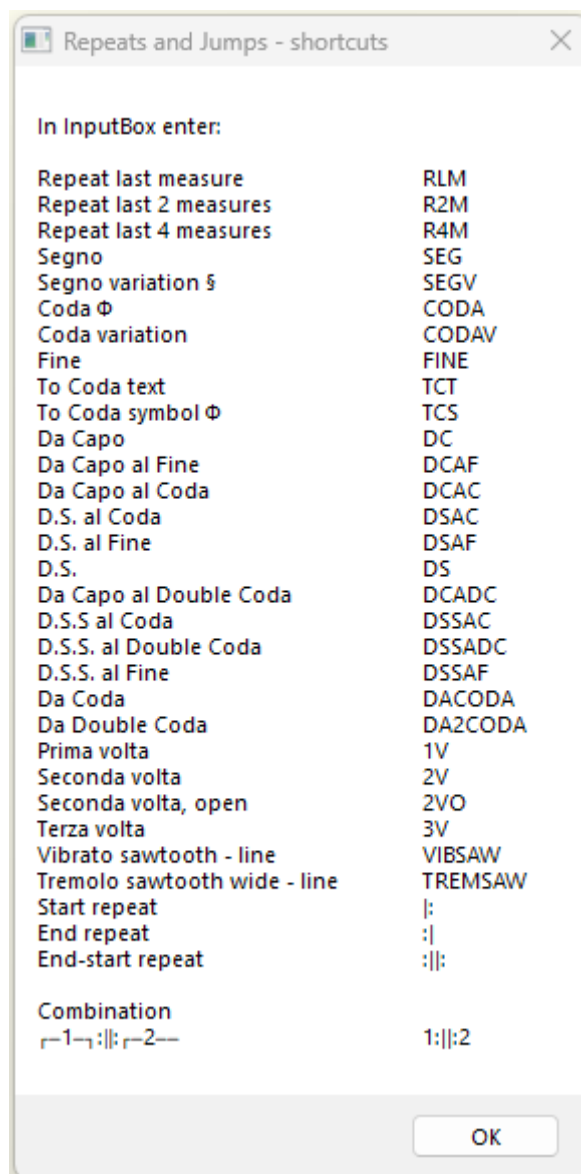
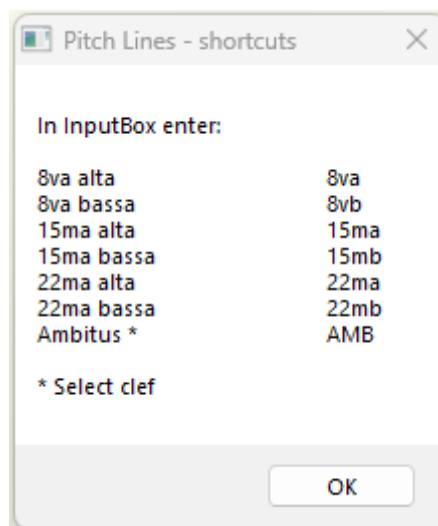
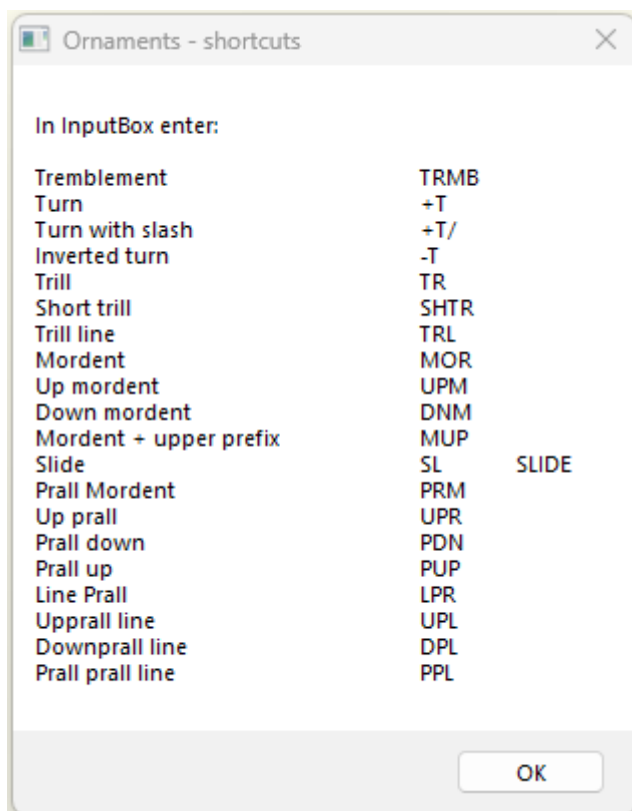
Alt brevis	*AB
Circled	*C
Circled large	*CL
Cross	*X
Diamond	*D
Diamond old	*DO
Heavy cross	*HX
Heavy cross hat	*HXH
Large arrow	*LA
Large diamond	*LD
Normal	*N
Plus	*+
Slash	*//
Slashed forwards	*/
Slashed backwards	*\
Triangle up	*TU
Triangle down	*TD
With X	*XX
X circle	*XC

Do	DO
Re	RE
Mi	MI
Fa	FA
Sol	SOL
La	LA
Ti	TI

Add parentheses to element      ( )

OK





Tempo - shortcuts

In InputBox enter:

Half note =80	M2	MINIM		
Half note dotted =80	M2.	MINIM.		
Quarter =80	M4	CROTCHET		
Quarter dotted =80	M4.	CROTCHET.		
Eight =80	M8	QUAVER		
Eight dotted =80	M8.	QUAVER.		
Grave 35	GRA	GRAV	GRAVE	
Largo 50	LAR	LARG	LARGO	
Lento 52	LEN	LENT	LENTO	
Adagio 71	ADA	ADAG	ADAGI	ADAGIO
Andante 92	AND	ANDA	ANDAN	ANDANTE
Moderato 114	MOD	MODE	MODER	MODERATO
Allegretto 116	ALTO	A<	ALLEGRE	ALLEGRETTO
Allegro 144	ALRO	A>	ALLEGRO	
Vivace 172	VIV	VIVA	VIVAC	VIVACE
Presto 187	PRE	PRES	PREST	PRESTO
Prestissimo 200	ISSIMO	PRESTISSIMO		
Accelerando	ACCEL			
Allargando	ALLAR			
Ritardando	RITAR			
Swing	SWING			
Straight	STRAIG			
Calando	CALAN			
Lentando	LENTA			
Morendo	MOREN			
Precipitando	PRECI			
Smorzando	SMORZ			
Sostenuto	SOSTE			
Stringendo	STRIN			

METRIC MODULATION

Quarter=dotted quarter	MM4=4.	MMC=C.
Dotted quarter=quarter	MM4.=4	MMC.=C
Dotted eight=quarter	MM8.=4	MMQ.=C
Half=quarter	MM2=4	MMM=C
Quarter=half	MM4=2	MMC=M
Eight=eight	MM8=8	MMQ=Q
Quarter=quarter	MM4=4	MMC=C

OK

Time Signatures - shor...

In InputBox enter:

FOR	ENTER
2/4	2/4
3/4	3/4
4/4	4/4
5/4	5/4
6/4	6/4
C	C4/4
2/2	2/2
Cut time C	C2/2
Bach 2/2	B2/2
3/2	3/2
4/2	4/2
3/8	3/8
4/8	4/8
5/8	5/8
6/8	6/8
7/8	7/8
9/8	9/8
Cut 3 #	C9/8
12/8	12/8

# Cut triple time (9/8)

OK

Tremolos - shortcuts

In InputBox enter:

1/8	stroke through stem	8	Q
1/16	stroke through stem	16	SQ
1/32	stroke through stem	32	DSQ
1/64	stroke through stem	64	HDSQ
1/8	between notes	-8-	-Q-
1/16	between notes	-16-	-SQ-
1/32	between notes	-32-	-DSQ-
1/64	between notes	-64-	-HDSQ-
Buzzroll		BR	BUZZ

OK