

Utilities Menu

In the **Utilities** submenu of the **Tuning** menu there are some basic Keyboard manipulation functions that are useful for reorganizing a Keyboard.

Sort by Frequency

Arrange Keys in a Keyboard lowest to highest in terms of frequency.

Remove Duplicate Freqs

Remove any multiple copies of Keys having the same frequency.

Remove Duplicate KeyNums

Remove any multiple copies of Keys having the same MIDI KeyNumbers.

Remove Octaves

Remove octaves of Keys.

Collapse to Octave

Reduce or expand the octave of all Keys as necessary to fall within an octave of the Reference Key.

Sequential KeyNums

Assign sequential Keynums for each Key starting from the first Key in the Keyboard.

Sequential KeyNums for Selection

Assign sequential MIDI Keynums to the Keys in the current selection.

Map KeyNums to Score

Map the KeyNum/Frequency associations from the Key Window to the currently opened score. This will compare frequencies defined in the Keyboard with those found in Notes in the Score. Where a match is found, the Note's KeyNum in the score is changed to that defined for the same frequency in the Keyboard. This is useful after a Keyboard is created from a Score (New From Score...). Many scores that contain non-12 Tone Equal Tempered frequencies may contain different frequencies that, because of their proximity to each other have the same

MIDI KeyNumber. For example, if a score contains notes with frequencies of 440 Hz. and 443Hz, both may likely have MIDI KeyNumbers of "a4". So "retuning" "a4" will result in both notes having the same frequency. The user may give these frequencies distinct MIDI KeyNums in the Keyboard Window and then map these associations to the score by using "Map KeyNums to score."