

What's New

48 Tracks

You can use up to 48 tracks. The Track Sheet, Song Editor and Mixer all have scroll bars to let you access all of your tracks. We've also put scroll bars on the **Parts** dialog, the **Braces** dialog, the **Implode** dialog and the **Explode** dialog for the same reason.

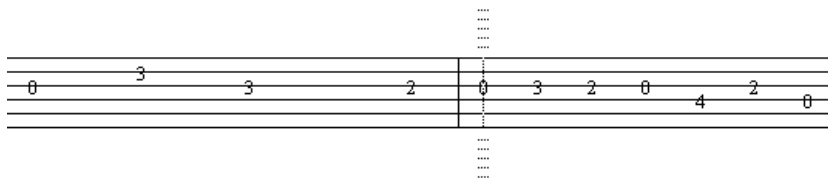
6-string guitar tablature notation with adjustable string tuning

To display a track with a guitar tablature staff, select the **Track Display** dialog from the Display menu and set the clef to **Guitar Tab**.

You can also enter a Guitar Tab clef symbol at the beginning of the track to display the track with a guitar tablature staff. (While in the Score Editor, select the Guitar Tab clef from the Clefs palette, select the pencil tool from the Tools palette and enter a Guitar Tab clef at the **beginning** of the track.)



When you have set your staff to display with a Guitar Tab clef, your track will appear as a wide six-line staff. Your notes are represented as fret numbers on the appropriate string in traditional guitar tablature notation.



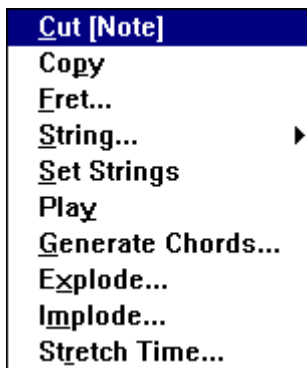
To enter new notes, first select the pencil tool. Click and hold down the left mouse button. Move the mouse to the position on the string where you want to enter your note. If you let go the left mouse button, the note is entered as fret 0 on the line (representing the appropriate string) your mouse is pointing at. To change the **number** of the fret, press the **UP** and **DOWN** arrow keys while you keep the left mouse button down. When you let go the left mouse button, the note is entered as the number you've chosen on the string you've chosen.

For example, to enter a note on the second fret of the highest string, click and hold the left mouse button on the highest string. Press the **UP** arrow key twice so that the number 2 appears. Now let go the left mouse button.

To move a note from one string to another, use the NS tool (the second tool from the end in the toolbar). When you grab and move a note up and down, the fret number will move from string to string. The pitch of the note stays the same as you move the note from string to string - the fret number will change to reflect this. The exception is when the note could not be played on the string to which you've moved the note. In this case the string is made open and the pitch of the note is changed to reflect this.

To change the number of the fret, choose the NS tool. After you select the note by clicking and holding the left mouse button over the fret number, press the **UP** and **DOWN** arrow keys while you keep the left mouse button down. When you let go the left mouse button, the note has the fret number you've chosen on the string you've chosen.

The Guitar Tablature Edit Menu



When you **select a single note** in a guitar tab clef (choose the arrow tool from the toolbar, and double-click on the appropriate fret number), you can **Cut** the note, **Copy** it, change its **Fret** or change its **String**.

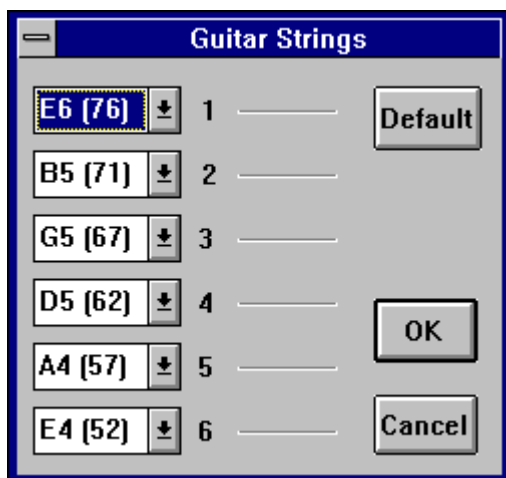
To **change the fret**, you have to enter the new fret number in the **Fret** dialog that appears.



To **change the string**, you choose either a string number or default (to make the note appear on the lowest possible string) from the submenu that appears.

When you **select a group of notes** you can **set the strings** for the notes. When you first set a track to display as guitar tablature, each note comes up on its default string. Sometimes (especially for notes above the highest string) the notes will overlap one other. When you select **Set Strings**, QuickScore puts the highest note of each chord on the highest string and then chooses the highest possible string for each of the subsequent notes so that they don't overlap each other and are most easily played by a guitarist.

You **change the tuning** of your guitar tablature strings from the **Guitar Strings** dialog, available from the Options menu.



For each string, select the note you want for the open string from the appropriate list box. Press the **Default** button to set all the strings to the default tuning (EADGBE). When you change the tuning of your strings, the fret numbers are adjusted automatically.

Automatic spacing for lyrics

When you select **Engraver Spacing** from the Display Score dialog, QuickScore Elite will automatically attempt to space lyrics so that they don't overlap one another. In order to do the job, QuickScore has to be able to find enough space in the bar to make everything fit. If there isn't enough room you may still experience some overlapping.

Automatic generation of chords and guitar grids

You can automatically generate chords and guitar grids based on the notes that are already in your tracks. To do this, choose the arrow tool from the toolbar, select all or part of a track and choose **Generate Chords** from the edit menu. The **Generate Chords** dialog appears.



Choose whether you want to generate chords once per **bar** or once per **beat**.

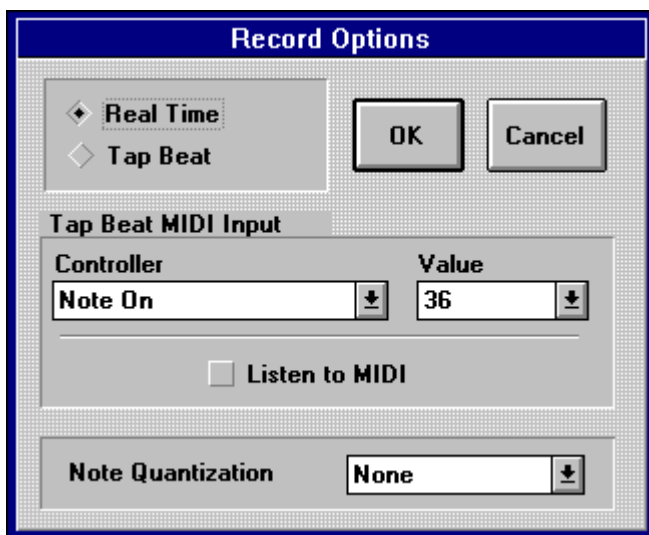
Choose whether to analyze **all** notes in the bar or beat, or just the notes at the **start** of the bar or beat. (You might choose to analyze just the notes at the start of each bar or beat if you have lots of melodic notes that don't necessarily form part of the underlying chords.)

Choose whether to analyze notes in **all tracks** or just notes in the **current track**.

You can generate any combination of chord names and guitar grids. The chord names and guitar grids are positioned at the guitar chord entry position, which can be changed by clicking on the **Guitar Chords Position** button in the **Display Page** dialog, available under the Display menu.

Automatic quantization of real-time recording

You have control over the automatic quantization of real-time recording or recording while tapping the beat. The quantization is set in the **Record Options** dialog, under the Options menu. The default is no quantization, for live takes.



Repeats and endings play

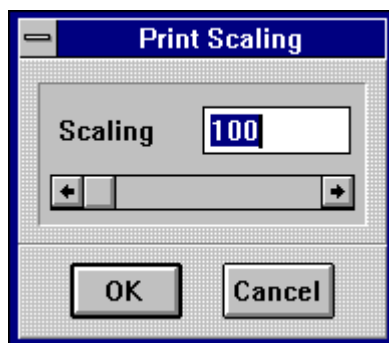
All repeats play automatically. If you've set first and second endings, they'll play automatically too. You can turn the playing of repeats on or off from the Options menu.

Context-sensitive Help

Context-sensitive help is available from all dialogs by pressing the **F1** key.

Print scaling on any printer

Choose **Print Scaling** from the File menu and select a scale factor.



The print scaling changes the *aspect ratio* of the music by stretching in the y direction while keeping the x direction constant.

Adjust the height of stems and beams

To adjust the height of the stems and beams in a beamed grouping, select the note or notes in the group and choose **Stem Height** from the Edit menu. You can change the height of the stem by up to four vertical spaces. (One vertical space is the distance between the middle of a note on a line and the middle of a note on the space above the line.)

Adjust the position of accidentals

To adjust the distance of an accidental from its note, select the note and choose **Accidental Position** from the Edit menu. You can move the accidental by up to three horizontal spaces in either direction. (One horizontal space is four pixels.)

Adjust the way notes are tied

To override QuickScore's default tie selection for a note, select the note and choose **Ties** from the Edit menu. Choose **Default** for QuickScore's default tie selection, **Yes** to force a tie, and **No** to make sure a note is not tied. There are cases when your selection of ties will have no effect - when the note is tied over a bar, or when QuickScore knows no other way to represent the note.

Support for Copyist 4.0 files

To save a Copyist 4.0 file, choose **Save As** from the File menu. From the **Save File as Type** list box, select Copyist 4.0 (*.cp4). Now enter the name of the file to which you wish to save your Copyist 4.0 file and click on **OK** or press **ENTER**.

When you choose **Save As** from the File menu you can save your file as one of five different types. The file type is selected from the **Save File as Type** list box.

- **QuickScore files** have the file extension .QSD. They are the native files of QuickScore Elite. All your formatting information is conserved if you choose QSD file. You will normally save your files as QSD files.
- **MIDI files** have the file extension .MID. They are generic files that can be loaded and saved by music programs from a variety of vendors. If you save your work as a MIDI file your formatting information will be lost.
- **Copyist 4** files have the file extension .CP4. They are files for Sion Software's Copyist 4.0 music publishing program. Use Copyist if you want to fine tune scores in ways that you may be unable to do using QuickScore Elite.
- **Copyist 3** files have the file extension .CP3. They are files for Sion Software's Copyist 3.0 music publishing program.
- **QuickScore 5** files have the file extension .QSD. They are the native files of QuickScore Elite 5.1 and earlier. Save your work as a QuickScore 5 file to ensure compatibility with QuickScore Elite 5.1 and 5.0, QuickScore Professional or QuickScore Deluxe.

Automatic backups

Every time you save a QuickScore Elite Level II file, the previous version of the file is saved with the same name and the .bak extension.

Smooth, natural spacing of music

The position of each note is calculated to the closest pixel. Spacing is preserved in different page formats, and as the number of tracks grows.

Control-click editing in the Event List

To select a non-contiguous group of notes for editing in the Event list, hold down the **CTRL** key and then click the mouse on one or more

objects while continuing to hold the **CTRL** key down. When you have finished selecting events with the mouse, release the **CTRL** key.

Unlimited paste buffer

We've taken off the limitation on the size of the paste buffer. Now you can select all the notes in a track in one step, every time.