

NCH Software

Crescendo Music Notation Editor

This user guide has been created for use with
Crescendo Music Notation Editor Version 8.xx

Technical Support

If you have difficulties using Crescendo Music Notation Editor please read the applicable topic before requesting support. If your problem is not covered in this user guide please view the up-to-date Crescendo Music Notation Editor Online Technical Support at

www.nch.com.au/notation/support.html.

If that does not solve your problem, you can contact us using the technical support contacts listed on that page.

Software Suggestions

If you have any suggestions for improvements to Crescendo Music Notation Editor, or suggestions for other related software that you might need, please post it on our Suggestions page at www.nch.com.au/suggestions/index.html.

Many of our software projects have been undertaken after suggestions from users like you. You get a free upgrade if we follow your suggestion.

Crescendo Music Notation Editor

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Introduction

Thank you for installing Crescendo. Crescendo is a simple, easy-to-use musical notation editor. Use it to create, save and print musical compositions and arrangements. Quickly set page layout, clefs, time signatures, key signatures, bar-lines, accidentals, ties, slurs and much more with Crescendo's robust and intuitive interface.

Features

- Simple and fast note and rest entry, from whole notes up to sixty-fourth notes
- Quickly modify notes with the graphical note menu
- Unlimited undo/redo
- Intelligent and fast auto-format feature formats notes on the entire score instantly
- Easy and automatic page and system layout
- Time signatures with symbols or with arbitrary numbers are available, with any number of time signature changes permitted throughout a score
- A complete set of key signatures, which can be assigned to any measure in a score
- Treble, bass, alto and tenor clefs
- Automatic beam grouping
- Easily create complex chords
- Easily create tuplets with arbitrary time ratios: duplet, triplet, quadruplet, quintuplet, sextuplet, septuplet, octuplet, nontuplet, etc.
- Easily create, move and line up dynamic marks, hairpin (Crescendo and Decrescendo) marks, octave lines, pedal lines and chord marks
- Create double, repeat or ending bar lines
- Create repeat symbols like Segno and Coda
- Assign sharp, flat and natural symbols to notes
- Connect notes together with ties, slurs and phrase marks
- Assign single, double or triple dots to notes
- Create scores with multiple instruments and each with multiple staves
- Transpose your piece between keys, or arbitrarily by a number of semitones
- Accurate MIDI playback (Not available in Windows Store version because of a bug of Microsoft MIDI subsystem)
- Print flawless and sharp notation to paper
- Export score to a MIDI file and other audio files like MP3 and Wave
- Export score to images
- Uses a compact file format for fast saving and loading
- Open and edit multiple scores simultaneously
- Copy/Paste within selected measures
- Transcribe music files using Music Transcriber

System Requirements

Windows XP/Vista/Windows 7/Windows 8 or 10

Writing Music

To actually 'put pen to paper', you need to select a tool from the toolboxes. There are several types of tool. First there are the navigation tools, for selecting, panning, and zooming. Then there are the notation tools: a text tool, a bar line tool, dynamic markings tools, and most importantly the note and rest tools. Once you have selected a notation tool by clicking on it or by using its shortcut key, move your mouse over the paper to position the notation, and click to place it. Individual notation tools are described in more detail below. Finally there are tools that work on groups of notes: the tuplet and slur tools.



Tip: You can undo any change a tool makes by clicking on the Undo button in the Edit tab, or by pressing **Ctrl+Z**.

The Toolboxes

The Toolboxes are the collections of tool buttons that appear to either side of the score. The toolbox on the left is the 'Note Toolbox', the grouped toolboxes on the right provide more tools including text, clef, key signature, time signature, dynamics and fretboard chords. Clicking on a tool will select it, deselecting any tool that was previously selected.

In the grouped toolboxes, you can expand/collapse toolboxes and re-arrange the order of the toolboxes according to your needs. You can also use the drop-down menu to select a category of tools to go to the specific toolbox directly.

Adding Notes and Rests

Click on a note or rest in the Note Toolbox and then move your mouse over the paper and click to place it. The Note Menu (see below) will appear to allow you to make changes to the note, or you can continue placing more notes and rests until you deactivate the tool with a right-click or by selecting a different tool.



Tip: Note tools can be selected quickly by pressing number keys 1 - 7. Rest tools can be selected quickly by pressing Shift + number keys 1 - 7.



When adding eighth and sixteenth notes (quavers and semiquavers) in succession, they will automatically be beamed together.

You can create a multimeasure(multiple bar) rest which indicates a long duration of silence for an instrument through **Rest** menu on the tab **Notation**

or by pressing Shift + 0. You can use right-click menu to change the number above the multimeasure rest to set the number of measures that the rest lasts for.

The Note Menu

The note menu appears to the left of a note (or a rest) when you click on it, or when you first place it. It will automatically disappear when you move your mouse away. The note menu allows you to make changes to the note, such as its duration, accidentals, accents, tie to the next note, and whether it is a rest or a note. If you have a note or rest tool activated when you change the duration of a note in the Note Menu, then the tool will be changed to one of that type and duration.



Tip: The note menu can be navigated quickly using the keyboard: simply press the number next to the item you want to select, or press the **Esc** key to back out or close the menu. You can also cancel the current operation by mouse right-click.

The Note Name

Crescendo can show note/pitch name inside normal note head itself on the standard staff. It is possibly useful for music teachers and students. You can do it by right-clicking a note head for current note head or current selection.

Chords

To form a chord, add two or more notes of the same duration to the same position on the staff. The new note will merge with the existing note to form a chord when they are close enough.



The

Fretboard Toolbox on the right shows the tools for chord marks and contains the popular chord marks that can be added to the score.

Click on a chord mark to activate it, then click on the score to add notation. To deactivate a tool, right-click or select the standard cursor tool.

Chords have alignment helper lines and movement locking, similar to the dynamic markings. Crescendo provides some popular chords. If they cannot meet your requirement, you can define your chords and then reuse them.

There are several display styles for chord marks: **Show Name only**, **Show Diagram only** and **Show Name and Diagram**. You can choose one of them according to your case by right-clicking on a chord mark or through the menu **View/Chord Display**.

- The above menu items in right-click menu are used to change the current chord mark.
- The above menu items in the menu **View/Guitar Chord** are used to set it as default display style and apply it to all chord marks in the score.
- The above menu items in the menu **View/Guitar Chord/Default** are used to only change the default display style.
- The menu **Set Style as Default** in right-click menu is used to set the style of the current chord mark as the default style.

Voices

If you want to write a score with multiple voices, please see the topic [Voices](#).

Grace notes

To create a grace note, place a note on a staff at the desired pitch and right-click on it and then select **grace note**.

To modify the pitch of a grace note right-click it and untick **grace note**. Drag the note to the desired pitch and convert it back to a grace note.

Tuplets

Tuplets can be created by selecting the Tuplet tool from the Note Toolbox, and then clicking the first note and then the last note of the tuplet group.

Crescendo creates triplets by default. You can customize the time ratio to turn it into any tuplet that you want.

To customize a tuplet, right-click on the number, the bracket or a note in the tuplet. A popup menu will appear and allow you to change the tuplet's value and appearance. See [Tuplet Dialog](#) for more information.



Tip: A tuplet will beam notes together despite the meter settings.



Tip: A regular note group (not a tuplet) can be created by setting the tuplet's time ratio to n:n, to force the notes to be beamed together.



Tip: Rests in the middle of a tuplet group can be beamed over.



Tip: A tuplet can be created over/inside another tuplet.

Ties

To tie a note to any adjacent note, select the first note to bring up its note menu, then choose the tie item to toggle the tie on or off.

A tie can also be toggled by right-clicking on the note head, and selecting **Tied**.



Slurs

To slur a note to any following note, select the Slur tool from the Note Toolbox, then click the first note and then click the last note of the group.



Tip: Slurs and ties are treated differently when playback, even though some times they looks the same.

Phrase marks

To create a phrase select the Phrase mark tool from the notation tab under Relationships, the click the first note and then click the last note of the phrase.

Accidentals

To set a note's accidental, select the note to bring up its note menu, then select the desired accidental.

Accidentals can also be set by right-clicking on the note head, and selecting **Accidental**. An accidental symbol can be moved horizontally by clicking and dragging it. The symbol can be moved within the range of the measure, to avoid the interference with notes and other accidental symbols.



Dotted Notes

To set a note's dotted state, select the note to bring up its note menu, then select one, two or three dots.

Accents

To set a note's accent (accent (marcato), strong accent (martellato), staccato, staccatissimo, or tenuto), click on the note to bring up the note menu and choose the accent you want from the accents section.

Ornaments

To add a Ornament mark to a note (Trill, Mordant, Turn), click on the note to bring up the note menu and choose the ornament you want from the ornament section.

Clefs

To change clef, right-click on the existing clef, hover over **Clef** and select the desired clef from the submenu.

Time Signatures

Right-click on the time signature. To set a time signature for a measure that has no time signature, right click on any staff area of the measure, hover over **Time Signature** and select a time signature from the submenu.

Key Signatures

Right click on the key signature. To set the key signature on a measure that has no key signature, right click on any staff area of the measure, hover over **Key Signature** and select a key signature from the sub-menu.

Dynamics

The Dynamics Toolbox shows the tools for dynamic markings and contains the available dynamic markings that can be added to the score.

Click on a dynamic button to activate it, then click on the score to add notation. To deactivate a tool, right-click or select the standard cursor tool.

When a dynamics tool is activated, a horizontal dash line and a semi-vertical dash line will appear to help with the placement. The horizontal line helps to align the marking with other marking on the same line. The vertical line indicates the attachment position of the marking. When the vertical line points to the middle of a note head, the dynamic marking is attached to the note and will move with the note.

By default, the object movement is vertically locked to a fixed position, like a magnet. The movement can be freed by holding down the Shift key.



Crescendo and

Decrescendo (Hairpins)

To create a crescendo marking (also known as hairpin mark), select the Crescendo or Decrescendo tool from the Dynamics Toolbox.

Place the start point by clicking on the position you want, similar to placing dynamic markings and text, and then click to place the end point.

Crescendo markings include two separated binding points, whereas dynamic markings and texts only have one. This means that the two end points of crescendo markings attach to different measures/notes and move with them accordingly.

Octave lines

An octave mark/line (8va, 8vb, 15ma or 15mb) is a musical command indicating a note or series of notes will be played octaves higher/lower than written on the staff. They can reduce the number of ledger lines and make it easier to notate and to read notes off the staff.

To create an octave line, select a tool from the Octave line Toolbox.

Place the start point by clicking on the position you want, similar to placing dynamic markings and text, and then click to place the end point.

Octave markings include two separated binding points, whereas dynamic markings and texts only have one. This means that the two end points of octave lines attach to different measures/notes and move with them accordingly.

Pedal lines

Pedal marks appear in music for instruments with sustain pedals, such as the piano, vibraphone and chimes

To create a pedal line, select a tool from the Pedal line Toolbox.

Place the start point by clicking on the position you want, similar to placing dynamic markings and text, and then click to place the end point.

Pedal markings include two separated binding points, whereas dynamic markings and texts only have one. This means that the two end points of pedal lines attach to different measures/notes and move with them accordingly.

Besides standard pedal lines, there are various other lines in the Pedal line Toolbox to allow you to combine them to write the "notch" re-pedaling notation.

Glissando and Portamento

Glissando (abbrev. gliss.) indicates rapidly glide from one pitch to another pitch. In some contexts, it is distinguished from the continuous portamento (abbrev. port.).

To create a glissando, select a tool from the Glissando Toolbox.

Select source pitch you want, and then click to another pitch in its next note as the target.

Also, you can use right-click menu when you move mouse cursor on a pitch to add a glissando, change the glissando type or remove the existing glissando.

Text

Text can be used to create tempo, expressions, lyrics and fingering numbers, etc.

To add text anywhere on the score, select the text tool from the Text Toolbox, then click the score where you want the text to be added. This will open an Edit Text window. Type the text into the text field, set the size, the font and select formatting for the text if desired. Click the **Set**

Set to apply the changes. Using the selection cursor, you may also click and drag text around the score, or right-click the text to cut, copy, or paste text. Texts have alignment helper lines and movement locking, similar to the dynamic markings.

The image shows a music notation software interface. At the top, a musical staff in 4/4 time is shown with a treble clef. The notes are: a sharp sign, a quarter note G4, a quarter note A4, a quarter note B4, and a quarter note C5. Below the staff, the lyrics "This is a" are aligned under the first three notes, and the word "TEXT" is aligned under the last note. Below the staff, there are two dialog boxes. The first is the "Edit Text" dialog, which has a text input field containing "TEXT", a font name dropdown set to "Times New Roman", a font size dropdown set to "12", and buttons for "Flat (-)", "Natural (N)", and "Sharp (#)". There are also "Set", "Cancel", and "Help" buttons at the bottom. The second dialog box is the "Dynamics" panel, which shows a grid of dynamic marking buttons: *mf*, *mp*, *f*, *p*, *ff*, *pp*, *fff*, *ppp*, *sfz*, *sf*, *fz*, *fp*, *rf*, and < > symbols. At the bottom of the dynamics panel are buttons for "Gef" and "Gef" with a treble clef icon.

Text tool is for generic purpose, but it is not productive for lyrics. You can use lyrics tool to create lyrics. Please see [Lyrics](#) for more information.

Ritardando and Accelerando

The “Rit. and Accel.” toolbox is used to add dynamic tempos such as ritardando and accelerando. Ritardando is the gradual decrease in tempo and Accelerando is its opposite.

To create a dynamic tempo, select a tool from the Rit. and Accel. toolbox and click a note or measure to place the symbol.

Dynamic tempos can only be placed on the first staff of a bar. When the hovered mouse position is valid for placing a dynamic tempo, the symbol is activated. Horizontal and vertical lines will appear to help the placement.

Volta Brackets

Volta brackets are used to indicate different endings or variations to repeated music.

To add volta brackets to a measure right-click on a measure and select **Add Volta**.

Alternatively the Volta tool can be used by selecting it from the Notation tab or by pressing the key then click a measure at the start of the bracket and a measure at the end of a bracket.

The variation of a measure can be changed by right-clicking on a bracket and selecting **Edit Volta** from the context menu.

Editing the Score

Formatting Notes



Auto Format is one of the most useful features in Crescendo. It automatically repositions all notes in the score or in the selected measures so they are equally spaced. Although each note can be moved manually, Auto Format saves hours of work arranging notes.



Tip: While manually dragging notes around, you can hold down the Shift key to avoid accidentally changing the pitch of the note.

Deleting Objects

Notation elements can be deleted by selecting them and clicking the delete key or using the Delete button on the Edit toolbar tab. Deleted items can be restored using the **Undo** button or by pressing **Ctrl+Z**.

The Delete key may also be used on measures.

Moving Objects

Notes and rests can be moved about by dragging them. They can be moved above and below the staff, which automatically creates the ledger lines.

measures may be repositioned by dragging the bar lines.

Moving Attachable Objects (Dynamics Marking and Text)

Dynamic markings and text are attached to a measure (staff within a measure), or a note.

When the object is selected, the attachment point will be visible as a small red box.

Drag the object to move its position or drag the red box to move the attachment point so that the object can attach to another note/cell.

By default, the attachment point cannot be moved between measures. By holding down the Ctrl key, attachment points can be freely moved to any measure.



Navigation



Panning

Select the Pan tool from the Note Toolbox to click and drag the score.



Even if the Pan tool is not selected, you can click and drag the score with the middle mouse button to pan at any time.

In addition, when the current tool is among selection tool and note tools, if there is no any operation resulting from left click, you can drag the score to pan.



Zooming



Select the Zoom tool from the Note Toolbox, then use the mouse wheel or click/Ctrl+click to zoom in and out.

There is a zooming bar below at the bottom. You can select a zooming menu item or drag the bar to change zooming scale. **Fit to View** will calculate zooming scale to let the score page width fit the view width.



Undo and Redo

Crescendo allows an unlimited number of undo and redo actions.

Undo

Ctrl + Z

or click the button marked **Undo** in the Edit toolbar tab.

Redo

Ctrl + Y

or click the button marked **Redo** in the Edit toolbar tab.

Score Setup



Creating a New Score

Use any of the following options to open a new, blank score:

- Click the **New** button on the Score toolbar tab,
- Select **New** from the file menu, or
- Enter the keyboard shortcut **Ctrl+N**.

Setting a Score Title

Use either of the following options to change the score's title:

- Right-click on the current title and select **Edit**, or
- Select **Set Title** from the Score menu.

The Edit Text dialog will open, allowing you to set the title text, font style and color.



Score Settings

To open the Score Settings dialog click the **Settings** button on the Score toolbar tab or select **Score Settings** from the Score menu.

- Page Size - Select your page size from the drop down menu and also select the orientation (landscape or portrait).
- Page Arrangement - Choose between Vertical, which lays the pages on top of each other or Horizontal, which lays the pages side by side.
- Staff Settings:



Staff height: staff height determines the overall scale of staves.



Global system spacing: distance between all systems.



Global staff spacing: distance between staves in all systems. **Note:** For single staff scores, use the *Global system spacing* to change the distance between staves.

- Repetition - Allows you to set how often Clef, Key Signature, Time Signature, Part labels and full labels are repeated per system.
- Measure Numbers - Allows you to set how often measure numbers are shown in a score.
- Tempo - Set the beat duration, which refers to how long or short notes are, and the playback speed for the currently selected score. Show/hide the tempo mark.
- Note Name: Crescendo can show note/pitch name inside normal note head itself on the standard staff. You can check this option to let note name show in the note head automatically for new notes you add. If you want to add note name for a few notes, you can use other ways like right-click menu to change note name display.

Adding Watermarks to Exports

Watermarks can be added to image and PDF exports. To configure image and text watermarks, open the **Score Settings** menu and select the **Watermark** tab.

Text Watermark Options:

- Enable Checkbox - Enable/disable adding of text watermark.
- Text Input - Configure the text to be displayed.
- Font - Drop down menu to select the font style.
- Bold, Italic, Underlined buttons - Configure text emphasis.
- Size - Configure the size of the text.
- Alignment buttons - Configure the horizontal and vertical alignment of the text on the score.
- Opacity - Configure the transparency of the text.

Image Watermark Options:

- Enable Checkbox - Enable/disable adding of image watermark.
- Browse Button - Opens dialog to browse the image to be used. The directory of the selected image will be displayed on the adjacent read-only text box.
- Resize - Configure the size of the image watermark relative to the score.
- Alignment buttons - Configure the horizontal and vertical alignment of the image on the score.
- Opacity - Configure the transparency of the image.



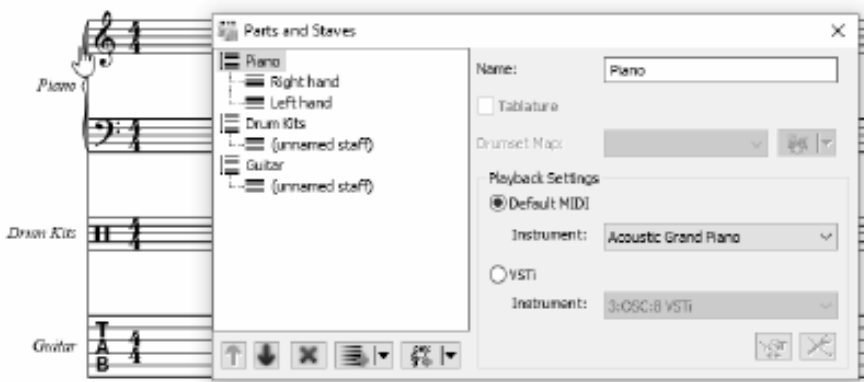
Setting Up Parts and Staves

Use any of the following options to open the Parts dialog to add parts and staves, and to rename, reorder, or remove them.

- Click the **Parts** button on the Score toolbar tab,
- Select **Parts and Staves** from the Score menu, or
- Use the keyboard shortcut **Alt+P**

Parts and Staves

Parts and Staves can be changed via the Parts dialog as below:



- To rename a part/staff, select it in tree view on the left, and then edit name in input box on the right OR edit it in tree view by clicking on the label OR using the shortcut **F2**.

Buttons



Moves a part/staff up by one step.



Moves a part/staff down by one step.



Deletes currently selected part/staff.



Creates a new staff at the end of the currently selected part or before the currently selected staff.



Creates a new part at the end of the parts.

Shortened label

You can add a shortened name to the part label after the full label, separated by a backslash (\). The repetition mode for full and short labels can be changed via the Score menu, Set Part Label Repetition sub-menu.

Tablature

You can use the check box "Tablature" to switch the staff type between pitched staff and tablature. Please see [tablature](#).

Drum kits/Percussion Instruments

You can insert a percussion stave by clicking the drop-down menu of the button



or insert a part with a percussion stave using the drop-down menu of the button



. If a percussion stave is selected, you can change its properties including percussion instruments, note head, stave position and so on. Please see the topic [Drum Kits](#) for more information.

Instruments or VSTi

Every staff can have its own instrument assigned to it. To assign an instrument to a staff: First select a staff, then select from the instrument drop down the instrument you wish this staff to be played on. Repeat those two steps for each staff that you would like to play on a different instrument.

Alternatively a VSTi can be assigned to a staff by first selecting the staff you would like to play on VSTi then, clicking on the vsti button instead of the instrument drop down and, select a VSTi for the staff from within the VSTi window.

Tablature

Tablature (TAB) is a form of musical notation indicating instrument fingering rather than musical pitches for guitars and other fretted instruments.

To open a blank Tablature score:

- On the Score toolbar, click "New Blank" and select "New Tablature Score",
- Select Menu > File > New Blank Tablature Score, or
- Use shortcut **Ctrl+T**

You can also use the New Score Wizard to open a Tablature score:

- On the Score toolbar, click "New", select "Blank" templates, select "Blank Tablature", then click "Next" and follow the wizard as usual,
- On the Score toolbar, click "New", select "General" templates, select "Tablature Staff", then click "Next" and follow the wizard as usual,
- Select Menu > File > New... to open the New Score Wizard and then proceed as above, or
- Use shortcut **Ctrl+N** to open the New Score Wizard and then proceed as previously

To add Tablature to an existing score, open the Parts and Staves dialog by:

- On the Score toolbar, click the "Parts Setup" or "Parts & Staves" button (can be either name),
- Select "Menu" > "Score" > "Parts and Staves...", or
- Use the shortcut **Ctrl+P**

In the Parts and Staves dialog you can add a Tablature:

- To a part by selecting the part, click the "New Staff" button dropdown under the parts and staves list and select "**Tablature Staff**", or
- As a new part by clicking the "New Part" button dropdown under the parts and staves list and select "**New Part with Tablature Staff**"

To add fingering to the Tablature:

1. Select a note tool in the same way you would select the tool for placing notes on other staves.
2. Click a horizontal line on the TAB to show which string is to be played.
3. Select the TAB note, hold down Shift and then scroll the mouse wheel to set the fret number or simply type the fret number using the keyboard. "0" is used to indicate the string is to be played open. On a guitar, fret 1 is the fret next to the bridge nearest the tuning keys.

If the fret number is out of range for the instrument, a semi-transparent red line shows under the fret number.

Drum Kits & Other Non-pitched Percussion Instruments

Percussion notation is musical notation indicating notes to be played by percussion instruments. Generally, there are two categories for percussion instruments: pitched and non-pitched. For pitched percussion instruments, you can use the standard score staff. For non-pitched percussion instruments like drum kits, you can create a score with percussion staves.

Note that non-pitched percussion notation varies.

To open a blank Percussion score:

- On the Score toolbar, click “New Blank” and select “New Blank Drum Kit Score”,
- Select Menu > File > New Blank Drum Kit Score, or
- Use shortcut **Ctrl+D**

You can also use the New Score Wizard to open a Percussion score:

- On the Score toolbar, click “New”, select “Blank” templates, select “Blank Drum Kit”, then click “Next” and follow the wizard as usual,
- On the Score toolbar, click “New”, select “Solo” templates, select “Drum Kits”, then click “Next” and follow the wizard as usual,
- Select Menu > File > New... to open the New Score Wizard and then proceed as above, or
- Use shortcut **Ctrl+N** to open the New Score Wizard and then proceed as previously

To add Percussion to an existing score, open the Parts and Staves dialog by:

- On the Score toolbar, click the “Parts Setup” or “Parts & Staves” button (can be either name),
- Select “Menu” > “Score” > “Parts and Staves...”, or
- Use the shortcut **Alt+P**

In the Parts and Staves dialog you can add a Percussion staff:

- To a part by selecting the part, click the “New Staff” button dropdown under the parts and staves list and select “**Drumset Staff**”, or
- As a new part by clicking the “New Part” button dropdown under the parts and staves list and select “**New Part with Drumset Staff**”

The Percussion staff uses a percussion instrument map to indicate the instrument in the score and for playback. The instrument to be played is indicated by its vertical position on the staff and the note head shape. The note head shape can be normal (looks like the usual note), a cross, a diamond, a triangle up, or a triangle down shape so up to five instruments can be mapped to one vertical position on the staff. If there is no instrument mapped to a vertical staff position, then a note cannot be placed in that position. Crescendo has a default instrument mapping. Should you wish to change the default mapping see [Drum Kit Map Dialog](#) for more information about mapping percussion instruments to the Percussion staff.

To add percussion instruments to the Percussion staff:

1. Select a note tool in the same way you would select the tool for placing notes on other staves.
2. Click a vertical position on the Percussion staff to indicate which of up to three possible instruments is to be played.
3. To change to another instrument if the note position has more than one instrument mapped to it, select the note and use the radial menu or, select the note, hold down Shift and then scroll the mouse wheel to roll through the other note head shapes.

To change the instrument to be played, apart from point 3 above, delete the note and place a new note in a different vertical position on the Percussion staff.

Measures and Systems



Creating Measures (Bars)

To add (append) new measures to the end of the score, use any of the following options:

- Select the bar line tool, move it to where you want the new measure to start, and left click to place the new bar line.
- Click the **Append Measure** button on the Edit toolbar tab.
- Select **Append Measure** from the Score menu.
- Use the keyboard shortcut **Ctrl+B**

Inserting Bar Lines

To insert a bar line into your score:

- Select the bar line tool, move it to where you want to place it, and left click to place the new bar line.



Tip: To place a bar line, there must be room for it. You can make room by moving notes aside.

Inserting Whole Measures

You can insert empty measures before the currently selected measure. First, click on an empty part of an existing measure to select it. Then either:

- Click the **Insert Measure** button on the Edit toolbar tab.
- Select **Insert Measure** from the Score menu.



Tip: Right-click on a measure or bar-line to access quick measure insertion commands.



Selecting Measures

- To select a measure, click anywhere inside the measure's staff area (not between staves).
- To deselect a measure, click outside of the measure area.
-

Tip: To select multiple measures, hold the shift key.



Cut, Copy and Paste

You can cut, copy and paste any selected measure or measures.

Copied and cut measures can only be pasted into another selection of measures. To insert copied measures without replacing existing ones, create blank measures before pasting.



Moving Bar Lines

Click and drag on bar lines to move them. While moving bar lines, the measure's minimum width is restricted by notes within the measure. Moving bar lines to the right will increase the preceding measure width and push any following measures further down the staff, and possibly moved down to the next line. You can move a bar line to the left until you meet the last note of the preceding measure.

The width of the last measure in the system will be extended to fit the end of the system.

Setting barlines to repeat

First right click on the barline you wish to set to repeat and choose the appropriate barlines.

You may also set a more advanced repeat symbol by right clicking on a measure or barline and selecting the Repeat submenu and selecting the desired symbol.

Systems Margins



T

The **left red line** indicates the left system margin and the **right red line** indicates the system right margin.

To modify the left margin and right margin of a system, right click on an empty portion of a measure or staff on the system and select System Margins.

Staff Spacing





Red line A indicates the spacing of the treble staff and **Red line B** indicates the spacing of the lowest bass staff.

Staff Spacing of an individual staff on a system can be adjusted by right clicking on an empty portion of a staff and selecting [Staff Spacing](#).

Measure Layout Controls

You can make a measure start on a new system or in a new page by assigning **Measure Layout Controls** to a measure. There are two types of controls:

-  **New System:** Makes a measure always arranged on a new system.
-  **New Page:** Makes a measure always arranged on a new page.

Editing Measure Layout Controls

- **Add:** Right click on a measure. In the context menu - "Measure Layout", toggle a Measure Layout Control for the measure, or Select a measure, in the top menu - "Score" - "Measure Layout", toggle a Measure Layout Control for the measure.
- **Delete:** Right click a Measure Layout Control component on top left of a measure and click "Remove", or select the component and press "Delete" key. You can also do it by unchecking the Controls in the menus where you add them.

Voices

To write with multiple voices first select which voice that new music is written to.

To select the voice go to the notation tab on and click voices, from the menu select which voice you want new notes created on. Alternatively press the shortcut **Ctrl + number keys 1 - 4**. It's important to remember to place rests in areas of silence on each voice which is resting.

If you want to hide a voice for clarity, you can hide/show a voice from the menu **Voices**.

The **Display** option in the menu **Voices** allows you to show/hide a voice on the score page.

The **Mute** option in the menu **Voices** allows you to make a voice silent if you do not want to hear it in playback.

Initial activated voice of a score is voice 1, which means inserting notes will be placed in voice 1. If you want to insert notes in voice 2 after finishing some notes in voice 1, you can activate voice 2 by clicking "Select Voice 2" on the **Voice** button under **Notation** tab. In addition, you can change voice of existing pitches by right-click context menu without change of activated voice.

Note: The current activated voice cannot be hidden or mute.

Lyrics

Text tool is for generic purpose, but it is not productive for lyrics. You can use lyrics tool to create lyrics.

To add lyrics on the notes, select the lyrics tool from the Text Toolbox, then move mouse close to the note under which you want to add lyric text. If the guideline pointed to the note you expect, click to add/edit the lyric text. An in-place Edit Text box will appear to let you input lyric text. Type the text into the text field. When you finish input of lyric text of current note, you can use the following keys:

You can use **Selection Tool** to move lyrics like normal text. You also can right click a lyric text to pop up menu to show a dialog to change the lyric text and set its size, font and select formatting for the text if desired. To just edit text, double click the text with the selection cursor, make the desired changes.

Note: If you change formats of a lyric text, they will apply to all lyrics with the same verse. Lyrics are different from normal text, they should be attached on notes. If there are no guideline shown, no target note of lyrics is found around the mouse pointer.

Lyrics have alignment helper lines and movement locking, similar to the normal text.

Note Name

Generally, musicians are very familiar to the name of notes/pitches on the standard staff. However, it is possibly useful for music teachers and students in some cases. Crescendo can show note/pitch name inside normal note head itself on the standard staff. You can do it using the following ways:

- Right-clicking a note head on note head.
- Menu **Display Note Name** in the menu **View** of menu bar.
- Option **Show note name as default** in the [Score Setting Dialog](#).

Note: The note name cannot occupy outside area of its note head, so possibly the name is not big enough by default. Suggest you increase the staff height in the [Score Setting Dialog](#) if you want to make note name clear. Generally, if the staff height is more than 12mm, the name inside notes on the staff is easy to read.

MIDI Playback and MIDI Files

Crescendo allows you to playback your score via either the playback controls on the bottom or shortcut keys. If some measures are selected, playback will play them, instead of the entire score. If there is a note selected, playback will play the score from it to the end.

Note: Playback is not available in Windows Store version because of a bug of Microsoft MIDI subsystem.

Start Playback

F3

or click the **Play** button in the toolbar.

Stop Playback

F4

or click the **Stop** button in the toolbar.

Playback Repeats

To enable repetition signs, repeat barline etc. in playback, switch on the icon



in the Playback Panel at the bottom.

Selective Playback

While one or more measures are selected, only the selected measure(s) will be played back.

Playback Metronome

To enable the metronome for playback, switch on the icon



in the Playback Panel at the bottom. Use the icon



to adjust the metronome volume.

Import MIDI file

From the main menu, select **File**, select **Import MIDI**. A [MIDI Import Dialog](#) will appear. Once the MIDI import options are confirmed, the music notation for the MIDI file will appear in a new Crescendo score, which you can edit.

Export MIDI file

From the main menu, select **File**, select **Export MIDI**. Exported MIDI files can be played by other applications.

Export Audio file

From the main menu, select **File**, select **Export Audio...** Exported audio files with more formats like MIDI, Wave or MP3, which can be played by other applications.

Import MIDI File

This page introduces the MIDI import options in **MIDI Import Dialog**. Although MIDI sequence shares many commons with sheet music, the disparity of the two formats cannot be neglected.

provides useful options for the process of MIDI to scores. Appropriate options will greatly optimize the readability of imported scores and reduce the need of rework.

Staff Options

- **Tracks as staves:** MIDI tracks are imported as staves. Using the track configuration table to fine tune the options of each imported track.
- **Channels as staves:** All tracks are merged and notes are rearranged by channel. Track configuration table will not take effect if it is checked.

Quantization

Quantization aligns a note to its closest beat based on the selected beat type. A cleaner score is expected to be produced with it. Especially helpful for a midi file recorded from a real musician's performance where notes may be offset.

- **None:** no quantization
- **Quarter Note:** aligns to quarter note beats
- **Eighth Note:** aligns to eighth note beats
- **Sixteenth Note:** aligns to sixteenth note beats
- **Thirty-second Note:** aligns to thirty-second note beats
- **Sixty-fourth Note:** aligns to sixty-fourth note beats

MIDI events to include

- **Key signatures:** includes key signature MIDI meta events
- **Time signatures:** includes time signature MIDI meta events
- **Tempo:** includes tempo change MIDI events and creates metronome marks

Tuplets to match

Currently, only triplets are supported.

Notations to import

- **Sustain Pedals:** imports MIDI controller #64 for pedal marks

Track Configuration Table

Configuring the options of each imported track for how it is converted to a staff. Configurable columns:

- **Import:** whether import the track. If default is "No", it means the track does not have notes.
- **Clef:** if "Auto", clefs will be determined by the program automatically. Otherwise, a selected clef will be used throughout the staff. Tablature and percussion cannot be auto assigned.
- **Split:** splits note on a great staff by either a fixed split point or dynamically if "Auto" selected. No process if "None" selected.
- **Reorder:** drag and drop an entry up and down.

Music Transcriber

Music Transcriber is a program designed to assist in transcribing recorded music. It is capable of accurate note detection on polyphonic (multi note/instrument) recordings and is simple and intuitive to use. To get the most out of Music Transcriber and start transcribing music sooner, please read this manual in full.

Getting Started

The first thing you will have to do is load in a track you wish to transcribe.

- Click on the Music Transcriber icon to open the dialog.
- In the toolbar panel of the Music Transcriber screen click the Open icon.
- You will now need to select a file to analyse. Music Transcriber is capable of loading and displaying various audio format files.
- Select the recording you would like to display and click Ok.

Note: For best performance, please convert your audio to 48000 Hz, 16 bit WAVE files.

Once the file loads you will see the wave form of the recording in the top panel. The main (centre) panel is where the pitch analysis is displayed. Depending on the size of the file you are transcribing Music Transcriber may take a minute or two to completely load the file, but you will be able to commence analysing the start of the recording immediately. The portion of the file that has not been loaded yet is marked with grey. You can see what percentage of the file has loaded by looking at the bottom left hand corner of the status bar. As the recording loads the frequencies will be drawn on the main panel. These frequencies correspond directly to the notes displayed on the keyboard at the bottom of the screen. Click on play to commence playing the recording. You will be able to hear the recording while watching the notes scroll past.

You can now proceed to the next section of the manual to learn how to read this graph in greater detail and utilise some of the other features of Music Transcriber.

Reading the Graph

The main panel of the Music Transcriber screen is where the frequencies of the recording you are analysing are graphed. The horizontal axis of the graph represents pitch, and the vertical axis represents time. Each mark drawn on the screen represents a frequency present in the recording at that particular point in time. So a long, vertical line is likely to represent a sustained note in the recording. The colour and intensity of the marks represent the volume. Loud notes are brighter whereas quieter notes are more faint.

Determining which notes are being played is as simple as lining up the marks with the keys on the piano keyboard at the bottom of the screen. Gridlines can optionally be displayed by right-clicking on the display and selecting "Show Note Lines", or enabling the feature from the options dialog.

When you press play you will hear the recording being played as well as see the graph scroll down the screen. As the marks pass the front edge of the keyboard you will hear them played in the recording. You can think of the front edge of the keyboard as the cursor of the graph. You can press on the keyboard as the notes pass to get a feel for how the graph works. To accurately measure the timing of notes on the display, hover the mouse over the time axis to show a cursor and timestamp.

Transcribing a Recording

Now that you know how the graph works you can start transcribing your first recording using Music Transcriber. This page contains some useful tips for effectively transcribing a song.

When you first load a recording into Music Transcriber the graph produced may seem complex and little overwhelming. But by tweaking the settings and a little practice it will start to make sense to you in no time.

The first thing you should do once you have loaded a track is to adjust the gain control. This is the slider on the bottom panel. It will assist in emphasising the strong notes and diminishing the softer notes.

Next, start playing the song and watching the graph. You can help identify the notes you are trying to transcribe by using the keyboard to match the marks on the graph.

If you are having trouble picking out notes in a fast part of the song, then try slowing the track down using the Speed slider. This will slow the track down without altering the pitch of the notes being played.

You may notice that sometimes the graph indicates that there are more notes being played than you can actually hear. What you are seeing are harmonics. When a note is played on an instrument such as a guitar, the instrument produces a fundamental note. This is the main note you hear. It also produces several other higher notes called harmonics. These harmonic overtones help to give instruments their individual characteristics. Music Transcriber tries to reduce suspected harmonics but is not able to completely remove them. Using the keyboard here is a good way to identify which of the notes you are seeing is the fundamental.

Controls

There are various controls which you can use to assist in analysing a recording.

Playback Controls

Play: Commence playing the recording you have loaded in to Music Transcriber.

Stop: Stop playing the recording you have currently loaded in to Music Transcriber.

Start: Click on this button to return to the start of the recording. If you have set a loop on the recording then you will return to the start of the loop.

Rewind: Rewind the recording. You can alter the speed of rewinding and fast forwarding by adjusting the sliders in the Music Transcriber Options dialog.

Fast Forward: Fast forward the recording. You can alter the speed of rewinding and fast forwarding by adjusting the sliders in the Music Transcriber Options dialog.

Scrub: When you put a recording into scrub mode you will be able to hear the exact part of the recording you are on even though the recording is not playing. Scrub can be useful if you want to pause on a particular section of the recording but still hear what is happening underneath.

Loop: Select this menu option to enable or disable looping. You can access the loop controls by right clicking on the graph. To specify a region to loop, right click on the graph and select your start and end points. You should see two bars indicating the loop region.

Menu

File => Open: Open a recording from a browseable location on your computer.

File => Load CD Track(s): You can directly load a recording from a CD into Music Transcriber. If you would like Music Transcriber to automatically download track information for you then make sure you have the *Use the CD Database for CD track lookup* option selected in the Music Transcriber Options.

Controls => Loop, Play, Stop: These menu items are the same as the buttons at the bottom of the screen. Please read the above section for details on how they work

Keyboard

You can click on the keyboard to hear that corresponding note. This is useful in identifying which marks on the pitch analysis screen correspond to the instrument or voice you are transcribing.

Below the main panel there is a tuning slider. You can tune the keyboard up and down to help fit songs which may be recorded at slightly lower or higher pitches than the standard. Music Transcriber's tuning defaults to A440 (A = 440Hz).

Gain: The gain slider can be used to boost or cut the intensity of the colour display. The highest volume notes will appear with the foreground color, with quieter ones fading into the background color. These colors can be changed by right-clicking on the main window or using the options dialog. Moving the gain slider has an instant effect on the graph.

Speed: You can modify the speed of playback without affecting the pitch of the notes being played. This can be particularly useful for sections of music where there are many rapid notes. Adjust the slider to the speed you would like to hear the recording at.

Volume: Next to the playback controls are a volume slider, DB display meter and a clock indicating the current playback position.

Options

General

Use the CD Database for CD track lookup

If you check this option then Music Transcriber will automatically attempt to download track information from an online database when you load tracks from a CD.

Fast Forward Speed

Changes how quickly Music Transcriber will fast forward a recording

Rewind Speed

Changes how quickly Music Transcriber will rewind a recording

Sound output device

Change which device sound will be played through

Show format warning

Change whether you would like to be alerted when using formats Music Transcriber is not optimized to use. i.e. 16khz .wav

Display

Orientation

Choose one of the orientation options: Horizontal or Vertical. Horizontal orientation uses a horizontal keyboard at the bottom of the window and vertical orientation uses a vertical keyboard at the left side of the window.

Display Notes on the Keyboard

Check this box if you would like Music Transcriber to print the name of each note on the keyboard. The setting can also be changed by right-clicking on the keyboard

Show wave window

Check to show the waveform of the file at the top of the window. The waveform can be hidden by right-clicking on it.

Show time axis

Check to show the time axis on the left of the window. The time axis can be hidden by right-clicking on it.

Show note lines

A grid of lines lining up with the piano keys will be displayed on the main panel. This allows you to easily see where the frequencies of the recording you are analyzing are and determine which notes are being played.

Highlight note

Allows you to move your mouse over the piano keys and the display in the main panel will indicate what note you are hovering over.

Set Foreground and Background colors

Click these buttons to change the foreground and background colors of the main panel. These colors can also be changed by right-clicking on the panel.

General

Editor Background

This feature allows you to change the background color of the score editor. Clicking on the **Color** control will open the color picker dialog for customizing the background color. The **Reset to Default** button will restore the default background color of the editor.

Audio

VSti Sound Play Device

This is where you select the VSTi sound device you would like Crescendo to use for playing back audio files. If you have more than one sound card installed, select the sound card you want using the Sound Play Device pull down list.

If you are an advanced user, you may also like to choose which sound driver model you want to use. If your sound card supports DirectSound or ASIO, simply select your desired sound device from the list prepended with [DirectSound] or [ASIO].

VSTi Plugins

VSTi Plugin Directories

This is where you designate the folder(s) where VSTi Plugins are stored and accessed from.

VSTis

VSTi Plugin Support

This feature allows you to use Virtual Studio Technology DLL instrument plugins to play back the score you've created. In the parts dialog there is a VST button that allows selecting and tuning a unique VSTi for every stave. To use this feature, download VSTi Plugins(must be *.dll files) and save them into the same folder. Open the Audio Options dialog and specify which folder the VSTi Plugins are located in. Select each stave that you want a VSTi plugin to play. Also please visit <http://www.kvraudio.com>, which is a comprehensive information resource for all types of plugins, including VST and DirectX plugins.

VSTi Preset Name

Input VSTi preset name to save the current preset as another one. Please refer to [VSTis](#).

Printing and Exporting

Printing

To print all pages, select **File->Print**, or select the **Print** toolbar item, or use the shortcut key combination **Ctrl+P**.

All notation will be printed, on-screen widgets and coloring will not.

Exporting Images

To export an image of your project, select **File->Export Image**. Set the resolution for the exported images, then browse to the location you want to save and select the file type to save in. Your choices are .bmp, .jpg, .png, .psd, .tga, .gif (only for Windows version), .jp2, .pcx, .pnm, .pgf (only for Windows version), .ras, .tif and .wbmp.

Exporting PDF

To export to PDF format select **File->Export PDF**. Browse to the location you want to save and type the filename you wish to save as.

Exporting MIDI

Export to MIDI format by:

- Select **Menu > File > Export MIDI**. Browse to the location you want to save and type the filename you wish to save as, or
- On the Score toolbar, click "Export" dropdown menu, select "Export MIDI". Browse to the location you want to save and type the filename you wish to save as.

Exporting Audio

Export to Audio format by:

- Select **Menu > File > Export Audio**. Browse to the location you want to save and type the filename you wish to save as, or
- On the Score toolbar, click "Export" dropdown menu, select "Export Audio". Browse to the location you want to save and type the filename you wish to save as.

The default audio format selected is WAV but MP3 format can also be selected on the "Save as type" in the "Export Audio" window.

Cloud Support

Crescendo allows to directly upload and download a score to a Dropbox or Google Drive account.

Dropbox

To upload a score:

1. Click the Cloud dropdown menu on the Score toolbar.
2. Select "Save Score to Dropbox".
3. If the score is not saved, a dialog will appear to save the score to a local folder.
4. On the cloud file list dialog, select the location to upload to.
5. Click Upload.

To download a score:

1. Click the Cloud dropdown menu on the Score toolbar.
2. Select "Download Score from Dropbox".
3. Select the score from the file list dialog and click Load File.
4. Save the score to a local folder. The score will then be automatically opened on Crescendo.

Google Drive

To upload a score:

1. Click the Cloud dropdown menu on the Score toolbar.
2. Select "Save Score to Google Drive".
3. If the score is not saved, a dialog will appear to save the score to a local folder.
4. On the cloud file list dialog, select the location to upload to.
5. Click Upload.

To download a score:

1. Click the Cloud dropdown menu on the Score toolbar.
2. Select "Download Score from Google Drive".
3. Select the score from the file list dialog and click Load File.
4. Save the score to a local folder. The score will then be automatically opened on Crescendo.

Auto-Save and Crash Recovery

Auto-Save

Every time you make a change, Crescendo will automatically save your file into an auto-save folder. When you close Crescendo and if the scores have been closed normally, the files in the auto-save folder will be automatically removed.

Crash Recovery

If Crescendo crashes or the scores did not close normally, the files will remain in the auto-save folder and will be opened automatically next time Crescendo runs. Automatically opened auto-save files will be removed once they are closed. To keep the recovered file, click the File menu and select **Save As** to save it into another folder and file name.

The auto-save folder can be found by following the path (User Documents Folder)->"Crescendo"->"AutoSave". Auto-saved files have ".autosave" inserted after the normal file name. To recover an auto-saved file, move it out to another folder and rename it with a Crescendo extension (.cdo). Avoid opening files in the auto-save folder as they will be deleted when Crescendo shuts down normally.

Keyboard Shortcuts

Symbol or Action

New	Ctrl+N
New Blank Treble Score	Ctrl + Shift + B
New Blank Grand Staff Score	Ctrl+G
New Blank Tablature Score	Ctrl+T
New Blank Drum Kit Score	Ctrl+D
Open	Ctrl+O
Close	Ctrl+W or Ctrl+F4
Next Tab	Ctrl+Tab
Previous Tab	Ctrl+Shift+Tab
Save	Ctrl+S
Save as	Ctrl+Shift+S
Print	Ctrl+P
Print Preview	Ctrl+Shift+P
Exit	Alt+F4
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Zoom in	Ctrl+ Num+ or Ctrl++
Zoom out	Ctrl+ Num- or Ctrl+-
Fit to View	Ctrl+0
Cancel current operation	Esc
Delete	Delete
Change the stem orientation of the selected note/s	X
Open the note menu for the currently selected note	Enter
Show Full Menu	Alt
Bar line tool	B
Lyrics tool	L
Text tool	T
Whole Note/Semibreve	1
Half Note/Minim	2
Quarter Note/Crotchet	3
Eighth Note/Quaver	4
Sixteenth Note/Semi-quaver	5
Thirty-second Note/Demisemi-quaver	6
Sixty-fourth Note/Hemidemisemi-quaver	7

Multimeasure Rest	Shift + 0
Whole Rest/Semibreve	Shift + 1
Half Rest/Minim	Shift + 2
Quarter Rest/Crotchet	Shift + 3
Eighth Rest/Quaver	Shift + 4
Sixteenth Rest/Semiquaver	Shift + 5
Thirty-second Rest/Demisemiquaver	Shift + 6
Sixty-fourth Rest/Hemidemisemiquaver	Shift + 7
Volta tool	V
Slur tool	S
Phrase mark tool	Shift + P
Parts	Alt + P
Auto format	Ctrl + L
Append measure	Ctrl + B
Select Voice 1	Ctrl + 1
Select Voice 2	Ctrl + 2
Select Voice 3	Ctrl + 3
Select Voice 4	Ctrl + 4
Display Voice 1	Ctrl + 5
Display Voice 2	Ctrl + 6
Display Voice 3	Ctrl + 7
Display Voice 4	Ctrl + 8
Undo	Ctrl + Z
Redo	Ctrl + Y
Pan	Hold Left Mouse Button
Start Playback	F3
Stop Playback	F4
Set VSTi	F5
Set Instrument	F6
Start or Stop Playback	Space
View Help Contents	F1
<u>Parts Dialog</u>	<u>Key Shortcut</u>
Rename Selection	F2
<u>Text Dialog</u>	<u>Key Shortcut</u>
Insert music symbol Flat (Ctrl + Shift + F

Insert music symbol Natural (
Insert music symbol Sharp (

Ctrl + Shift + N
Ctrl + Shift + S

Music Transcriber

Key Shortcut

Load
Load CD Tracks
Start/Stop
Scrub
Fast forward
Rewind
Toggle Loop
Seek to Start
Help
Exit

Ctrl + O
Ctrl + L
Spacebar
Ctrl + Spacebar
Right Key
Left Key
L
Home
F1
Esc

Onscreen Keyboard

Key Shortcut

Move the octave down
Move the octave up

Z
X

MIDI Input

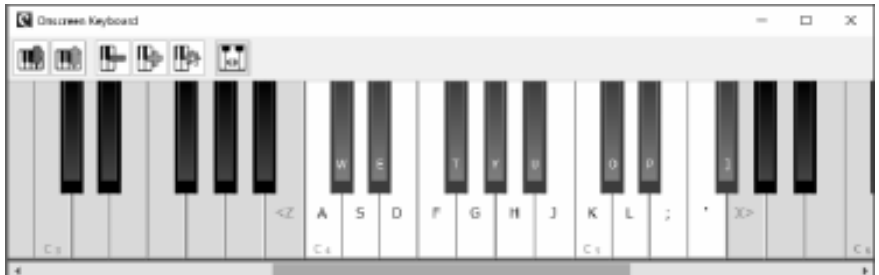
Crescendo supports notation using MIDI capable devices.

Connecting a MIDI Device

Crescendo automatically detects connected MIDI devices and enables it for notation. When a MIDI device is successfully connected, the status bar will display the device name and its status (ex. My Device: Connected). Press a key on the connected device and the notes will be mapped on the score. A blinking caret will indicate the position of the notes.

Onscreen Keyboard

An onscreen keyboard is also provided as an alternative to a physical MIDI device. Click on the piano keys using the mouse or press the corresponding computer keyboard keys to input the notes on the score.



- Clicking the **Keyboard** button on the Score tab.
- Selecting **Computer Keyboard** from the Options -> MIDI Input -> Devices drop-down list.

The status bar will be updated to **Computer Keyboard: Connected** when the onscreen keyboard is opened. **Note:** When using the computer keyboard to input notes, make sure that the onscreen keyboard window is focused before pressing the keys. The window can be focused by clicking on it.

Metronome Sound

A metronome can also be enabled to aid the input process. The metronome can be enabled/disabled by:

- Clicking the metronome button located on the bottom right of the score editor.
- On the Score toolbar, click on the MIDI button drop-down menu and select "Enable Metronome".

The metronome volume can also be adjusted by:

- Clicking the metronome volume button located on the bottom right of the score editor.
- On the Score toolbar, click on the MIDI button drop-down menu and select "Adjust Metronome Volume".
- Open the File -> Options menu, select the Metronome tab and use the volume adjustment controls.

Note: The duration of the notes are computed using the metronome. For example, pressing a MIDI key for 2 beats will result to a half note.

Selecting the Start Bar

Users can specify the start bar to place the notes from the MIDI device by clicking a bar to select it. When the bar is selected, press a key on the MIDI device to add a note. While input is ongoing, Crescendo will insert new bars after the selected start bar. If there is no selected start bar, the notes will be added to the last bar of the score and continue appending new bars while input is ongoing.

Adding Rests

When metronome is enabled rests are added automatically based on the tempo. If the metronome is disabled, Crescendo will estimate the input tempo and add the rests according to the calculated tempo. Crescendo continuously track the input tempo while input is ongoing and make adjustments if it increases or decreases.

MIDI Input Configuration

This dialog can be used to select another MIDI device and the quantization note. Open the MIDI Input Configuration by:

- Open the File -> Options menu and select the MIDI Input tab.
- Click on the Score toolbar MIDI button drop-down menu and select "MIDI Input Settings".

Note: For more information on each control please refer to the [MIDI Input dialog](#) help page.

Metronome Configuration

This dialog can be used to set the metronome tempo, subdivisions, beats per bar, and the sound volume. Open the Metronome Configuration by:

- Open the File -> Options menu and select the Metronome tab.
- Click on the Score toolbar MIDI button drop-down menu and select "Metronome Settings".

Note: For more information on each control, please refer to the [Metronome dialog](#) help page.

Auto Format

Auto Format

Crescendo supports automatic horizontal positioning of notes. There are three options provided for the Auto Format feature. Auto Format Score, Auto Format Measure and Auto Format New Notes.

Auto Format Score

The Auto Format Score option checks all the notes on the score and automatically positions the notes based on its duration and the width of the bar. A high duration note will occupy more space compared to a low duration note. Auto format the whole score by:

- Pressing **Ctrl+L**
- Clicking the **Auto Format button** on the Edit tab
- Selecting **Auto Format Score** under the **Auto Format** button drop down menu
- Selecting **Menu->Score->Auto Format Score**

Auto Format Measure

The Auto Format Measure option will position only the selected measure in contrast to Auto Format Score. Select a specific measure by clicking on it and auto format the measure by:

- Selecting **Auto Format Measure** item under the **Auto Format** button drop down menu
- Selecting **Menu->Score->Auto Format Measure**

Note: For best results, ensure enough bar width. Overlaps may occur if the bar width is not enough while keeping the beats aligned.

Auto Format New Notes

The Auto Format New Notes option will enable the automatic spacing of new notes being placed on a specific measure. The positioning is based on the note duration, width of the bar, and the number of notes placed on the measure. Enable/disable the auto format new notes by:

- Selecting **Auto Format New Notes** item under the **Auto Format** button drop down menu
- Selecting **Menu->Score->Auto Format New Notes**

NCH Software Suite

This is a useful way to browse all the software available from NCH Software

You can see a set of products by type like Audio, Video and so on and view the product. From there you can try out the product and it will download and install it for you to trial. If you already have the product installed then you can click "Run It Now" and the program will be launched for you.

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A party who intends to seek arbitration must first send to the other, by certified mail, a written Notice of Dispute ("Notice"). The Notice to NCH should be addressed to:

Legal Department
NCH Software, Inc.
6120 Greenwood Plaza Blvd, Ste 120
Greenwood Village CO, 80111
USA

("Notice Address"). The Notice must (a) describe the nature and basis of the claim or dispute; and (b) set forth the specific relief sought ("Demand"). If NCH and you do not reach an agreement to resolve the claim within 30 days after the Notice is received, you or NCH may commence an arbitration proceeding. The amount of any settlement offer made by NCH or you shall not be disclosed to the arbitrator.

A. The arbitration will be governed by the Commercial Arbitration Rules and the Supplementary Procedures for Consumer Related Disputes (collectively, "AAA Rules") of the American Arbitration Association ("AAA"), as modified by this Agreement, and will be administered by the AAA. The AAA Rules are available online at adr.org, by calling the AAA at 1-800-778-7879, or by writing to the Notice Address. The arbitrator is bound by the terms of this Agreement. All issues are for the arbitrator to decide, including issues relating to the scope and enforceability of the arbitration provision. Unless NCH and you agree otherwise, any arbitration hearings will take place in Greenwood Village Colorado. If your claim is for \$10,000 or less, we agree that you may choose whether the arbitration will be conducted solely on the basis of documents submitted to the arbitrator, through a telephonic hearing, or by an in-person hearing as established by the AAA Rules. If your claim exceeds \$10,000, the right to a hearing will be determined by the AAA Rules. Regardless of the manner in which the arbitration is conducted, the arbitrator shall issue a reasoned written decision. NCH will pay all AAA filing, administration, and arbitrator fees for any arbitration initiated in accordance with the notice requirements above. If, however, the arbitrator finds that either the substance of your claim or the relief sought in the Demand is frivolous or brought for an improper purpose then the payment of all such fees will be governed by the AAA Rules. In such case, you agree to reimburse NCH for all monies previously disbursed by it that are otherwise your obligation to pay under the AAA Rules. In addition, if you initiate an arbitration in which you seek more than \$75,000 in damages, the payment of these fees will be governed by the AAA rules.

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Google Authorization Process on Windows XP and Vista

Extra steps are required to give Crescendo authorization to upload to Google Drive and/or YouTube when running on Windows XP or Windows Vista:

1. Click **Authorize...** in the **Authorization** dialog.
2. In the web page that opens, sign in to your Google account, if required.
3. Confirm that you authorize Crescendo to access the requested features.
4. Copy the **Authorization Code** provided by Google and paste it in the **Authorization confirm** dialog in Crescendo.
5. Click **Ready** to confirm that authorization is complete.

Screen References - Drum Kit Map Dialog

This dialog is used to edit a drum kit map. You can decide what percussion instruments are used in the percussion stave of your drum kits. Also, you set the properties of instruments including name, note head and stave position.

Instrument Name: Allow you input a name you like. Its sound is defined by MIDI note number from "The MIDI Specification". The General MIDI (GM) protocol of the specification defines a map between MIDI note number and instrument in order to make instrument sound predictable.

- General MIDI Level 1 (GM1) defines from 35 (Acoustic Bass Drum) to 81 (Open Triangle) inclusive.
- General MIDI Level 2 (GM2) defines more instruments based on GM1 from 27 (High Q) to 87 (Open Surdo) inclusive.

Most of MIDI note numbers are not defined by the General MIDI (GM) protocol, so their names are empty. You maybe need them to extend your instruments occasionally. Generally, you do not need to define many instruments in a map because both the number of instruments/pieces in a drum kits and stave room are limited. If you can clear the name of an instrument to prevent you from inserting/placing its note on the stave.

Clear: Allow you to clear the instrument name quickly.

Reset: If the instrument is defined by General MIDI, you can use reset the instrument name to default name.

Note Head: You can change note head for an instrument to make it different from others so that you can easily know the instrument on the score. Note: Drums are usually noted with normal elliptical note heads, cymbals with 'x' note heads and auxiliary percussion with alternative note heads.

Stave Position: You can set stave position for an instrument to make it different from others so that you can easily know the instrument on the score according to its stave position like line and space.

Screen References - Guitar Fretboard Chord Editor Dialog

This dialog is used to edit a guitar fretboard chord. You can decide what strings are played and what frets are pressed to define a chord including name.

Chord Name: Allow you input a name you like. There are some naming rules for chords in music practice. It is easy to remember and use chords if their names are specified followed these rules.

Use Fretboard Diagram: You should define what strings are played and what frets are pressed to define a chord by checking this option. Of course, you can just specify the chord name if you think chord names are enough and do not need fretboard diagram.

Fretboard Diagram:

- **Cross (X) over a string:** Do not play the string.
- **Circle (O) over a string:** Play the string opened (do not need to press it).
- **Dot on a string:** Press the fret and play the string.

You can click the area over a string or at a fret and on a string to switch between **Cross**, **Circle**

Dot for the string. If there are multiple strings to play at a fret, you can barrie the fret using the left check box. Sometimes, you would like to use some frets below the fifth fret, you can use vertical scroll bar on the right or mouse wheel to change the first fret of guitar fretboard diagram.

Screen References - Print Preview

This dialog allows you to preview the result before you print/export a score. You can also set some options for print/export.

Paper: Allow you specify the printing paper you like. The paper settings are the same as the page settings of the score by default.

- **Size:** Specify the printing paper size you like.
- **Orientation:** Specify the printing paper orientation you like: Portrait or Landscape.
- **Apply to Score Page:** If you are sure you need to apply the current paper size and orientation to the score page settings, click this button. Also, you can set score page size and orientation in **Score Settings** before you open this dialog.
- **Measures per Line:** If you don't think the current score layout is tidy, click this button and specify maximum of measures per line/system to re-layout the whole score. Also, you can do **Layout** before you open this dialog.

Note: It is a good choice to tidy the score up before you open this dialog because you can do more in score editing view.

Scale: There are some scaling options for different requirements.

- **Actual Size:** No scaling for printing.
- **Fit to Paper:** Scale the score page to fit the current printing paper.
- **Custom Scale:** Specify a scale percent for printing.

Note: Some score content are possibly clipped off if the paper settings do not match the page settings or the scale setting is not good. **Lyrics Mode:** If your score includes only chords and lyrics text, you can check this box to hide staff lines and bar lines to get compact layout.

Screen References - MIDI Input Settings

MIDI Devices

Device: Select your MIDI device from this drop-down list.

Settings

Quantization: Select the quantization note from this drop-down list. Quantization aligns a note to its closest beat based on the selected beat type.

Note: For more information related to MIDI input, please refer to the [MIDI Input](#) help page.

Screen References - Metronome Settings

Beat Settings

- **Tempo:** Configure the tempo of the metronome.
- **Measure:** Configure the metronome beats per measure by selecting one entry from this drop-down list.
- **Subdivisions:** Configure how many subdivisions are between beats. At the end of each subdivision, sub-beat sound will be heard.

Volume Settings

Use the metronome volume slider to control how loud the metronome sound is played when it is enabled.

Screen References - String Tuning Data

String tuning or “Tuning” is the apportionment of pitches to the open strings in musical instruments. They are described by the specific pitches that are made by notes in music. Conventionally, the notes are systematized from the string with the lowest pitch, onto the string with the highest pitch.

In Crescendo, the Tuning or String Tuning Data feature is an additional tool that will help you customize the tablatures in your music sheets in accordance with your needs.

You can access the String Tuning Data settings on the following:

- On the tablature score, right click the clef and select “**Edit String Tuning...**”
- Open the Parts and Staves by clicking the “**Parts Setup**” button on the Home tab, then select any of the staff. On the “**String Tuning**”, click the icon



To alter the Pitch Names and Semitones per string:

- **Pitch Name:** Click on the actual pitch name of the string that you wish to alter and select your desired name replacement from the dropdown.
- **Semitone:** Click on the semitone number parallel to the string number and pitch name. It should toggle into a textbox where you can type your desired semitone manually or use the up and down arrows.

To add/subtract the number of strings and Frets:

- On the pop-up window upon opening the String Tuning Data, the current number of strings and frets of your highlighted tablature is shown on the right.
- Use the up and down arrows beside the textbox to raise or lower the number of strings. The same principle applies to the number of frets.
- Once you have finished customizing, the new tuning data settings automatically applies to your tablature upon clicking “OK”.

There are also **Alteration** settings represented by two radio buttons that gives you the option to show or hide Sharps and Flats of the notes on your tablature.

To save the String Tuning Data you are currently customizing, you may do so by clicking the “**Save Preset As...**” button on the lower right of the pop-up window.

Screen References - System Margins

The System Margins dialog allows you to control the selected system's left and right margins.

To open this dialog, right-click on an empty staff and select **Spacing**.

System Left Margin:

This value controls how far away the system is from the left side of the page.

System Right Margin:

This value controls how far away the system is from the right side of the page.

Screen References - Staff Spacing

The Staff Spacing dialog allows you to control the spacing between the selected staff and the staff above it within the same system. To open this dialog, right-click on a staff and select **Spacing -> Staff Spacing** . When "**Apply to all systems**" is ticked, the value applies to the staff across all systems, otherwise applies to the staff on the current system.

Note: For single staff scores, change the spacing between staves using the System Spacing dialog.

Staff Spacing:

This value controls the staff's distance to other elements above it.

Apply to all systems

Checking this box will apply the value to the selected staff across all systems.

Screen References - System Spacing

The System Spacing dialog allows you to control the spacing between the systems. To open this dialog, right-click on a staff and select **Spacing -> System Spacing**. **Note:** To change the spacing between staves within the same system, refer to the [Staff Spacing](#) dialog.

System Spacing:

This value controls the spacing between the systems.

Screen References - Text Edit

The Edit Text dialog allows you to change appearance of the text. To open the dialog, you can either create a new text item using the text tool on the grouped toolbox, or by right clicking existing text and selecting **Edit**.

In text field, enter or edit the text that should appear on the score.

The Size value allows you to change the size of the text.

Select a font from the Font drop menu.

Use the formatting buttons to apply bold, italics or an underline to the text.

Select a color for the text by clicking the color picker.

Sometimes, music symbols including flat, natural and sharp need to be insert in the text string, but it is hard to type them. So there are three buttons with shortcut key to help you to insert these music symbols to the text

Screen References - Time Signature

The Time Signature dialog allows you to enter a time signature. To open the dialog, right-click an existing time signature, or on an empty staff and select **Time Signature->Number**. Input the upper and lower numbers of the time signature.

Upper:

Number of beats in a measure.

Lower:

Note value constitutes one beat.

Screen References - Export Image

The Export Image dialog appears before you select the location where you will save an image of your score. On this dialog, you specify the quality of the image being saved. By default, the resolution is set to 72 DPI, which is suitable for reading on most computer screens. If you plan on printing your score, you may want to enter a value between 240 and 300 for best results. A higher resolution will result in a larger image file.

Resolution (DPI):

Output image resolution.

Screen References - Tuplet

The Tuplet dialog allows you to enter values for tuplets. To open the dialog, right-click an existing tuplet and select **Values** or right-click a note within the tuplet and select **Tuplet->Values**

For tuplet creation please view the [Writing Music](#) page.

Division Value:

Rhythmic value for each division of the tuplet.

Number of Divisions:

Number of divisions of the tuplet. For example, a duplet has 2 divisions, a triplet has 3 divisions, a quadruplet has 4 divisions and so on.

In the Space of:

Number of divisions the tuplet should be scaled into.

Screen References - Key Change Note Adjustment

When you change the key of a passage you will be asked what should be done with the notes in that passage:

- Don't Change the Notation
 - The notation will be left completely unchanged. Choose this if you wrote your piece first, and are now changing the key signature to match what you wrote. Note that because you are changing the key signature, the notes may now sound different when played back, because they are affected by the key signature.
 - Adjust Accidentals to Keep the Notes the Same
 - The notes' accidentals will be changed so that they sound exactly the same when played back. Choose this when you decide that your piece would be better with a different key signature, but you still want it to sound exactly the same.
 - Transpose Up 'n' Semitones to Match the Key Change
 - This will sharpen each note in the passage by this many semitones. Use this when you are changing the key of the passage to suit a higher register.
 - Transpose Down 'n' Semitones to Match the Key Change
 - This will flatten each note in the passage by this many semitones. Use this when you are changing the key of the passage to suit a lower register.
 - One Staff only
 - Only valid only when there are more than one staff and their key signatures will be changed.
- For more flexible transposition, see the [Transpose](#) dialog.

Screen References - Transpose

The Transpose feature allows you to change all the notes in your piece by a number of semitones. To do this, open the Transpose dialog from the Score menu, or from the Score toolbar tab. There are two ways to transpose your score in the Transpose dialog: transpose by key and transpose by interval (semitones). The first way can transpose notes and key signatures in most of cases for you. Another way allows you to choose the number of semitones to transpose up or down. Transposing by 12 semitones will transpose your piece up by an octave, leaving it in the same key. Transposing by -4 semitones will transpose your piece down by a major third, and so on.

Note that the range of semitones allowed by the Transpose dialog is determined by the range of note values in your piece. This is done to prevent you from accidentally transposing too far above or below the staff. If this prevents you from transposing far enough, try changing the clef first. For example, if you can't transpose your piece low enough while using the treble clef, change to the bass clef and try again.

To transpose from one key to another, see [Key Change Note Adjustment](#), which gives you the option of transposing when changing the key signature.

Screen References - Tempo Mark Edit

The tempo mark dialog is used to set the note and beat per minute values of the tempo mark. To Access this dialog. **Right click** a measure and select "**Add/Edit Tempo...**" from the context menu. To specify tempo settings and add a tempo mark to a measure simply check the "Show tempo mark" checkbox. If you want to give description for your tempo mark, check **Display description** and input it or select from popular ones. If you want to hide the tempo mark, uncheck the option. The mark will not be exported, but it is in light color in the score editor in order to let you know and operate it after it becomes invisible.

To make the tempo mark invisible: Uncheck the "Show tempo mark" checkbox within the tempo mark dialog. To remove the tempo setting: right click on the tempo mark and select "**Delete**" from the context menu.

Tempo:

The amount of beats per minute to play.

Note Length:

Select which note is a beat.

Display description

Checking this box will display the tempo mark description.

Type tempo mark description or select from popular ones.

Show tempo mark

Checking this box will display the tempo mark for this measure.

Screen References - Multimeasure Rest Edit

The Multimeasure rest dialog is used to set the duration of a rest in measures.

To Access this dialog. After setting a measure to be a multimeasure rest right click on the number above the measure and select "**Set Rest Duration**" from the context menu.

To remove a multimeasure rest either: set the duration to 0, or right click on the duration and select "**Remove Rest**".

Number of measures:

The Length in which to rest for in measures.

Screen References - Volta Bracket Edit

The Volta bracket edit dialog is used to set which variation measures are played on.

To Access this dialog. Right click on a measure with volta brackets select **Measure** from the context menu and then "**Edit Volta**" from the sub menu OR right click on the volta brackets and then select "**Edit Volta**" OR double click on the volta brackets directly.

The variation numbers should be like 1 or 1, 3-5, 8. If the variation number is empty or just a single zero, the volta will be deleted.

Variation Number

Custom:

The variation on which to play these measures

Open ending

Select this to extend the volta range to the end of score/repeat or next volta.

Closed ending

Select this to define the volta range exactly covered by volta.

Screen References - Staff Paste Options

This dialog is shown when pasting multiple measures into a selection of measures less than that being pasted.

Paste selection only

Pastes only what will fit into the measures that are selected.

Overwrite to paste all measures

Pastes everything replacing the contents of the measures selected and measures there after.

Insert all measures into the selection

Replaces the measures selected, and makes room for the rest of the measures.

Cancel

No pasting action is performed, allows you to make a new selection.

Screen References - Auto Layout

The dialog allows you to specify maximum of measures per line/system before you automatically layout the whole score. To open this dialog, click the menu **Score->Layout...** or button **Layout** from the Edit toolbar tab.

Note: For more information related to automatically formatting the score, please refer to the [Auto Format](#) help page.

Maximum Measures per Line:

This value controls maximum of measures every system. If the system space is not enough for maximum of measures, try to place less measures.

Screen References - New Score Wizard ~ Select Template

Select a desired catalogue in the left list, and then select a desired template icon to create a new score in this wizard page.

Screen References - New Score Wizard ~ Signature

Select time signature and key on this wizard page. Time signature and key signature used in the selected score template are shown.

All of time signature or key signature in the new score will be set according to your selection here. Of course, you can set more time and key signatures later.

Note: No selection for time signature or key signature by default if there is not a single setting respectively for them in the selected score template.

Time

Upper number: The number of beats in a measure.

Lower number: Note value to constitute one beat.

Reset

Reset time signature and key signature to original settings in the selected score template.

Screen References - New Score Wizard ~ Score Information

Specify title, lyricist, composer and copyright if you want. Of course, you specify or change them in the score editor later.

If you leave some empty, there are placeholders with hint text which tell you can input them.

Note: Empty items will not be exported even if you can see their hint text.