

# NCH Software

## Crescendo Music Notation Editor

This user guide has been created for use with  
Crescendo Music Notation Editor Version 3.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](http://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](http://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 bar 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 bars

## 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. A right-click will cancel the tool. 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.

## 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.

## Voices

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

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

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

## 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 Triplet tool from the Note Toolbox, and then clicking the first note and then the last note of the triplet group.

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

To customize a triplet, right-click on the number, the bracket or a note in the triplet. A popup menu will appear and allow you to change the triplet's value and appearance.



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



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



Tip: Rests in the middle of a triplet 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 look 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 bar, 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 bar that has no time signature, right click on any staff area of the bar, 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 bar that has no key signature, right click on any staff area of the bar, 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 bars/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 bars/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 bars/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.

## 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 button to add the text to the score. To edit text, double click the text with the selection cursor, make the desired changes, and click 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.



## Volta Brackets

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

To add volta brackets to a bar right-click on a bar 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 bar at the start of the bracket and a bar at the end of a bracket.

The variation of a bar 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 bars 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 bars.

## 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.

Bars 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 bar), 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 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.

# 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 and font style.



## 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 - Set the staff size and how far apart each staff is from each other.
- 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.



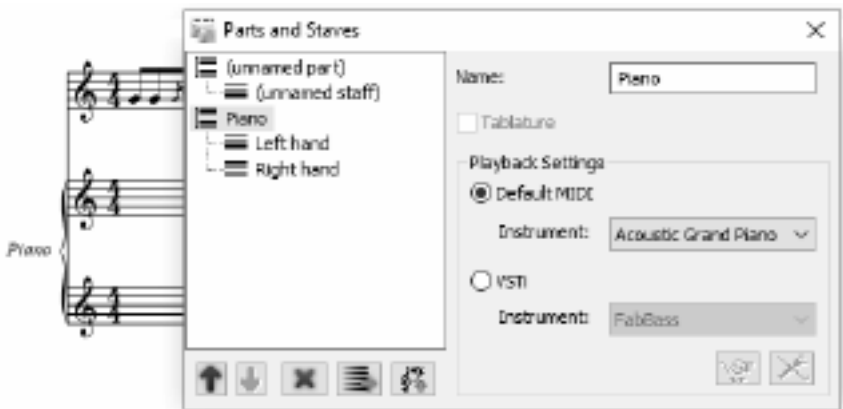
## Setting Up Parts and Staves

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 select a part/staff, simply click on the label or the icon in the dialog.
- 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.



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](#).

### 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

Tablature (TAB) is a form of musical notation indicating instrument fingering rather than musical pitches for guitars and other fretted instruments. If the fret number is out of range of the instrument, there is a semi-transparent red line under the fret number. You can select a note tool to add notes on the tablature like on pitched staff and the fret number is 0 (open-play), and then you can select it and use number keys or SHIFT+mouse wheel to change the fret number. Guitar sound is low generally, however, guitar note position on the standard staff looks normal if you use the clef "treble 8vb".



# Bars and Systems



## Creating Bars (measures)

To add (append) new bars 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 bar to start, and left click to place the new bar line.
- Click the Append Bar button on the Edit toolbar tab.
- Select Append Bar 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 Bars

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

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



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



## Selecting Bars

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



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



## Cut, Copy and Paste

You can cut, copy and paste any selected bar or bars.

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



## Moving Bar Lines

Click and drag on bar lines to move them. While moving bar lines, the bar's minimum width is restricted by notes within the bar. Moving bar lines to the right will increase the preceding bar width and push any following bars 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 bar.

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

## Setting Bars to repeat

First rightclick on the barline you wish to set to repeat and choose the appropriate Bar ending.

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



## Systems and Staff Spacing

The width of the systems and the height of staves can be adjusted via the spacing dialog, which can be opened by right-clicking on an empty portion on any staff and selecting Spacing.

- Adjusting staff height:
  - Change the value in the field Staff Upper Spacing to change the distance from the staff to the previous element which can be a staff, title text or page boundary.
- Adjusting system width:
  - Change the value in the Left Margin or Right Margin fields to change the distance to the page edge.

# MIDI Playback and MIDI Files

Crescendo allows you to playback your score via either the playback controls on the bottom or shortcut keys. 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.

## Selective Playback

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

## Import MIDI file

From the main menu, select File, select Import MIDI. 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.

# 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 [this link](#), 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.



# 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+B
New Blank Tablature Score	Ctrl+T
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
Exit	Alt+F4
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Zoom in	Ctrl++
Zoom out	Ctrl+-
Cancel current operation	Esc
Delete	Delete
Open the note menu for the currently selected note	Enter

Bar line tool B

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/Demisemi-quaver	Shift + 6
Sixty-fourth Rest/Hemidemisemi-quaver	Shift + 7
Volta tool	V
Slur tool	S
Phrase mark tool	Shift + P
Parts	Alt + P
Auto format	Ctrl + L
Append bar	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

## Text Dialog

Insert music symbol Flat (   
Insert music symbol Natural (   
Insert music symbol Sharp (

## Key Shortcut

Ctrl + Shift + F   
Ctrl + Shift + N   
Ctrl + Shift + S

# 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.

There is also a list of features for products in the category. Click on a feature, such as "Edit a Video File", to install a product with that ability.

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Search our website for products matching any keywords you type.

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See the latest discounts for purchase

See the latest discounts we are offering for purchasing our products.

# Software License Terms

This EULA limits our liability and is governed by an arbitration agreement and venue agreement. Please read below as these terms affect your rights.

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9. U.S. Customers Only: Arbitration Agreement and Class Action Waiver: PLEASE READ THIS CAREFULLY. IT MAY AFFECT YOUR RIGHTS.

If you reside in the United States, NCH Software and you agree to arbitrate all disputes and claims between us. This agreement to arbitrate is intended to be broadly interpreted. References to "NCH" "you," and "us" include our respective subsidiaries, affiliates, agents, employees, predecessors in interest, successors, and assigns. This arbitration agreement does not preclude you from bringing issues to the attention of U.S. federal, state, or local agencies. Such agencies can, if the law allows, seek relief against us on your behalf. This Agreement evidences a transaction in interstate commerce, and thus the Federal Arbitration Act governs the interpretation and enforcement of this provision. This arbitration provision shall survive termination of this Agreement.

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](http://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.

B. The arbitrator may award declaratory or injunctive relief only in favor of the individual party seeking relief and only to the extent necessary to provide relief warranted by that party's individual claim. YOU AND NCH AGREE THAT EACH MAY BRING CLAIMS AGAINST THE OTHER ONLY IN YOUR OR ITS INDIVIDUAL CAPACITY, AND NOT AS A PLAINTIFF OR CLASS MEMBER IN ANY PURPORTED CLASS OR REPRESENTATIVE PROCEEDING. Further, unless both you and NCH agree otherwise, the arbitrator may not consolidate more than one person's claims, and may not otherwise preside over any form of a representative or class proceeding. If this specific provision is found to be unenforceable, then the entirety of this arbitration provision shall be null and void.

C. Notwithstanding any provision in this Agreement to the contrary, we agree that if NCH makes any future change to this arbitration provision (other than a change to the Notice Address) you may reject any such change by sending us written notice within 30 days of the change to the Arbitration Notice Address provided above. By rejecting any future change, you are agreeing that you will arbitrate any dispute between us in accordance with the language of this provision.

D. To opt out of this Arbitration Agreement and class action waiver send an Opt Out notice to the Notice Address stating "I am electing to opt out of the Arbitration Agreement and class action waiver contained in the Legal Terms applicable to my purchase of an NCH product." Your Opt Out Notice must include the date and proof of purchase. The Opt Out Notice must be postmarked no later than thirty (30) days after the date of purchase. A separate Opt Out Notice must be sent for each product purchased.



# Screen References - Staff and System Spacing

The Staff and System Spacing dialog allows you to control the spacing of the selected staff from the element above it and from the left and right margins. To open this dialog, right-click on an empty staff and select Spacing.

## Staff Upper Spacing

This value controls how far away the selected staff is from the element above it.

## 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 - 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.

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.
- Cancel Key Change
  - Don't change the notes, and don't change the key signature either.

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 bar and select "Add/Edit Tempo..." from the context menu. To specify tempo settings and add a tempo mark to a bar simply check the "Show tempo mark" checkbox. 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.

Show tempo mark

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



## 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 bar to be a multimeasure rest right click on the number above the bar 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 bar with volta brackets select Bar 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 bars into a selection of bars less than that being pasted.

Paste selection only

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

Overwrite to paste all bars

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

Insert all bars into the selection

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

Cancel

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

## 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.