AutoHotkey Kit for MuseScore

Apply Palette Symbols

June 2022

MuseScore: https://musescore.org/en/download Current version 3.6.2
AutoHotkey: https://www.autohotkey.com/ Current version 1.1.33.10 (August 2021)
"The ultimate automation scripting language for Windows."
Download the Unicode version https://www.autohotkey.com/docs/Tutorial.htm#s11

This macro group contains the files:
Apply_Palette_Symbols.pdf   this document
Advanced_AutoHotKey.zip   Advanced AutoHotKey Workspace
Apply_Palette_Symbols.txt   macros for MuseScore
PixelMousing.txt   tool

> Info screen *Tools* on page 6

Change the .txt extension in .ahk
When the extensions are not visible then (for Windows 10): Open Windows File Explorer, switch the ribbon to the View tab and tick the File name extensions box. Now you'll be able to change the actual extension.

Set the path to your location of MuseScore3.exe at the top of the .ahk files:
Put the file Advanced AutoHotKey.workspace in the right location.
See https://musescore.org/en/handbook/3/workspaces#Save-workspace
Create a folder called 'AHK' in C:\.........\Documents\MuseScore3. This is your '*working directory*'. It will include the two .ahk files.
If you want some extra functionality it will include also a few images you have to create.

The macros have been developed and tested on a 3.7 Ghz AMD machine - 2 cores - 4 logical processors. Screen resolution 1920 x 1080 at 96 DPI.

Description

You can create all symbols of the Advanced Workspace by typing shortcuts in an Inputbox. Each palette has its own info screen showing the shortcuts.
This eliminates a mass of mouse movements. An ergonomical timesaver.
The workspace has been extended with some extra Time Signatures, with the Gould arrow accidentals and with the Palette *Colored Numbers*. For this palette see also the repository *Colored Markers* which adds extra search possibilities to MuseScore.
FWIW: When you read the macro file you'll notice how easy customization is.
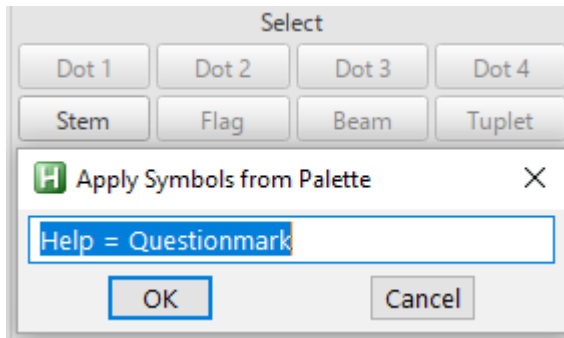
Z + A   Apply Symbols from Palette

This is one of the most accessible key combinations.
In MuseScore the **Z** key is the shortcut for *Show symbol palette*.
You could 'liberate' the **Z** key by redefining the shortcut e.g. in Shift + Z.
Or change **Z + A** in another combination in which the first key is free.

Shown is the Inputbox positioned in the docked Inspector.
An alternative is its appearance near the mouse.
See the .ahk file for the alternative positioning.

Adjust its size and position manually. Now determine 4 numbers.
Use the tool *Window Spy* which comes with the installation of AutoHotkey.

In the *auto-execute section* at the top of the file we enter the numbers. For the test screen:

```
IB_X := 1635      Position        W_IB := 289        Size
IB_Y := 806                       H_IB := 100
```


The macro explained

Its operation presupposes the Advanced AutoHotKey.workspace.
In this workspace each palette element has its unique id.
E.g in the Palette Ornaments the trill.
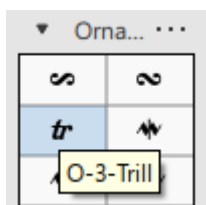
The symbol has been renamed in O-3-Trill.

The macro will send **0-3** to the Palette Search box.

The script uses Ctrl+F9 as the shortcut for *Palette Search* and Ctrl+Alt+P for *Apply current palette element*. If you use other shortcuts search in the .ahk file for *Note about MuseScore shortcuts*.

Optional extra functionality

Plugins Help | Palette Symbols | Tooltip as reminder   `ToolTip_1_X := 332`

| Rest; Duration: Measure; | `Statusbar_Rest_Duration_Measure.png`

Create the image and put it in your working directory.
This ensures a more stable operation after entering the shortcut `1:||:2`.

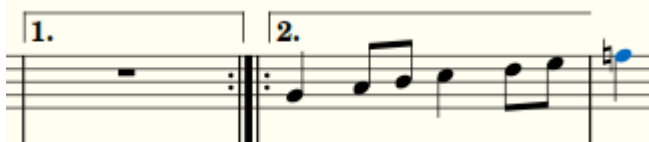After creation of the barline the macro checks if the image is present in the Statusbar. If found the first volta can be created. Otherwise it must first select the note or rest in the first beat.

In the auto-exec section we let the macro know where to look for the image.

`SB_X1 := 0`   The search area of the Statusbar defined by its upper-left
`SB_Y1 := 1038`   and lower-right corner.
`SB_X2 := 237`   When using this shortcut the Statusbar must always occupy
`SB_Y2 := 1079`   the same surface. The screen must be in a *Defined State*.

The Defined State - a fixed screen layout

Apply Symbols from Palette is part of an extended group of macros originally published on https://musescore.org/en/node/316166

More complex macros will only work if they are executed in the same screen layout as in which the coordinates of hotspots and search areas were originally determined. E.g. to ensure that a click on an Inspector hotspot always hits the right target.

The next paragraphs are especially relevant when you consider enriching operations on palette items.
An example is the creation of a *pseudo barline*, Inputbox shortcut `bps`.
Here the Y-offset of the element must be adjusted.

The Defined State reflects the preferences of your workflow. It is your ideal fixed layout of the screen. Do you prefer *full screen* or *maximized* screen? And which *toolbars* must be present? All this influences the **height** of the *docked* Inspector. But also the position and thus the surface coordinates of the Statusbar as seen above for the shortcut `1:||:2`.

In choosing the **width** of the Inspector the main consideration is finding the optimal balance between maximum Canvas real estate and accessibility of important Inspector controls.
When the width of the Inspector inadvertently changes it is important that you can restore its width. The hotkey for this is **/ + W**. See page 5.

A simple Defined State check

Whichever defined state you may have chosen in each defined state this `Inspector` image *will always occupy the same surface*.
Create this image and put it in your AHK working directory.

`Inspector`   **IM_01_Inspector_Inspector.png**
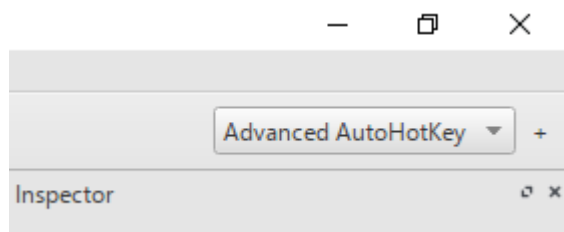
The image is part of the Inspector side panel. Shown is a Defined State consisting of a maximized screen and the toolbar *Note Input* combined with *Workspaces*.

The InspectorCheck is a subroutine at the end of the script.

`ImageSearch, , , IM_01_X1, IM_01_Y1, IM_01_X2, IM_01_Y2, *40 IM_01_Inspector_Inspector.png`

"Search for the image **IM_01_Inspector_Inspector** (`Inspector`) within the rectangular surface determined by the upper-left corner with the coordinates **IM_01_X1** and **IM_01_Y1** and the lower-right corner with **IM_01_X2** and **IM_01_Y2** and allow 40 shades of color variation in the search. (*** 40**)."

We inform AutoHotkey about the coordinates: the values are valid for the test screen

`IM_01_X1 := 1639`
`IM_01_Y1 := 23`
`IM_01_X2 := 1697`
`IM_01_Y2 := 43`

These coordinates - values - belong as usual in *the auto-execute section* at the top of the .ahk file. The data will be read automatically after launching it. Make the search area a tiny bit bigger than the image. Use PixelMousing.

Extra functionality of Gould arrow accidentals and voice colors

In the Defined State adding these accidentals will change the tuning of the notes. Determine the coordinates of these hotspots:

Tooltip PixelMousing → `1905 666`

`IN_111_X := 1770`   Tuning   `IN_112_X := 1905`   Reset
`IN_111_Y := 666`   `IN_112_Y := 666`

Selected elements take the color of their voice. AHK can search this color. The mouse will return to the note after the tuning, irrespective of a positional change of the note caused by the accidental. See *Mouse Select Color* page 14.

`ColorV1 := 0x0065bf`   ui/score/voice1/color
`ColorV2 := 0x007f00`   ui/score/voice2/color
`ColorV3 := 0xc53f00`   ui/score/voice3/color
`ColorV4 := 0xc31989`   ui/score/voice4/color

Default colors. See MuseScore →Preferences → Advanced
AHK uses **0x** instead of **#**

Resetting the width of the Inspector

After pressing **/ + W** this message is displayed:

Reset Inspector to my Defined Width ✕

ⓘ Layout of the Defined State

Make sure that the Inspector is as narrow as possible.
If not, drag its separator to the extreme right now!

Check your preferred screen size: maximized or full.
Finally check the presence of your favorite toolbars.

If everything is ready: press OK and
click an empty spot on the screen.

OK   Cancel
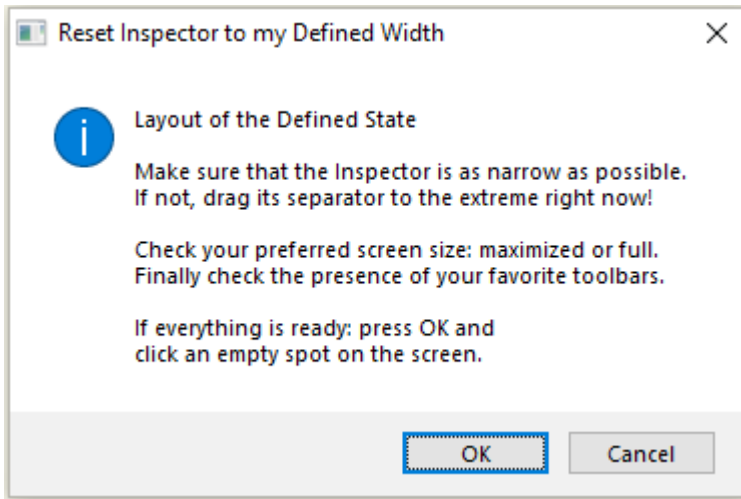
Determine the minimal width of the Inspector. This is a fixed number. Using PixelMousing you move the mouse from the extreme right to the point where the Inspector separator becomes active. Make a note of the X-coordinate.
Enable drag at the pixel where the mouse cursor changes shape. Move the separator to the desired Inspector width. Disable drag. Make a note of the X-coordinate.

```
Min_Insp_Width := 1852          ; my found minimal Inspector width
Def_Insp_Width := 1640          ; my defined inspector width
```

Visual verification

There is a calming appeal in having an on-screen indication that the Inspector has its defined width.

◄ Separator x = 1640

Inspector   ↻ ✕

▼ Element
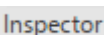
Defined State: full screen, no toolbars

The indication is a tooltip. Its left border is aligned with the Inspector.
Its position on the screen is described by the coordinates of its upper-left corner. So its X-coordinate is `Def_Insp_Width`.
The picture shows a Defined State, fullscreen, no toolbars.
Its Y-coordinate is `0`, as high as possible. You can customize this in the auto-execute section. Searchterm **(*change*?)**.

Warning message

Inspector Check ✕

❌ The screen is not in the defined state.
The macro will exit.

OK
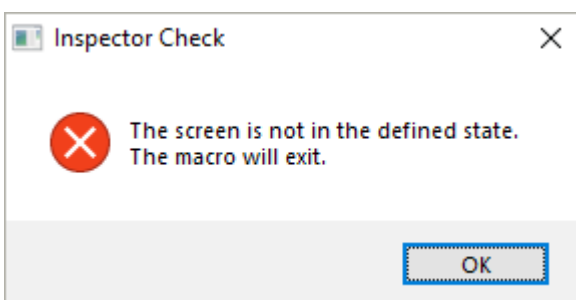
You get
this message
if the image Inspector
is not found.

Reference section - Info screens

Apply Symbols from Palette ✕

Help = Questionmark

OK   Cancel
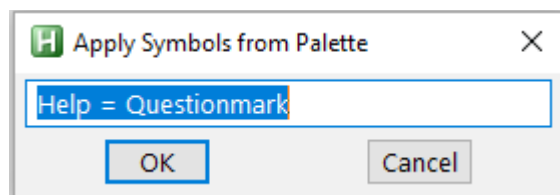
After pressing *Enter* or inputting **?** we get

Info Palettes ✕

Enter a help shortcut or a symbol shortcut

► Accidentals	?X	
► Arpeggios & Glissandi	?V	?AG
► Articulations	?A	
► Barlines	?B	?BL
► Beam Properties	?Z	
► Brackets	?[	?BR
► Breaks & Spacers	?I	?BS
► Breath's & Pauses	?P	?BP
► Clefs	?C	
► Colored Markers	?CM	
► Dynamics	?D	
► Fingering	?F	
► Frames & Measures	?H	?FM
► Fretboard Diagrams	?Q	?FD
► Grace Notes	?G	?GN
► Key Signatures	?K	?KS
► Lines	?L	
► Noteheads	?N	?NH
► Ornaments	?O	
► Repeats & Jumps	?R	?RJ
► Tempo	?M	
► Text	?T	
► Time Signatures	?TS	
► Tremolo	?W	?TR
Info Tools	??	
Repeat last command	R	

OK

Accidentals

Accidentals - shortcuts ✕

In InputBox enter:

Flat	!
Natural	@
Sharp	#
Double sharp	##
Double flat	!!
Natural Flat	@!
Natural Sharp	@#

Gould arrow quartertone accidentals (24-EDO)

Quarter-tone flat	UPB	↑♭	1FB
Three-quarter-tones flat	DNB	↓♭	3FB
Quarter-tone sharp	UPN	↑♮	1SN
Quarter-tone flat	NDN	♮↓	1FN
Three-quarter-tones sharp	SUP	♯↑	3S#
Quarter-tone sharp	DNS	↓♯	1S#
Five-quarter-tones sharp	XUP	×↑	5SX
Three-quarter-tones sharp	DNX	↓×	3SX
Three-quarter-tones flat	BUPB	♭↑♭	3FBB
Five-quarter-tones flat	DNBB	↓♭♭	5FBB
Reset tuning	RT		

Add brackets to accidental	[]
Add parentheses to element	()

OK

?? Info Tools

Info Tools ✕

Reset width inspector	/ + W
Load PixelMousing	/ + P
Help PixelMousing	/ + H
Exit PixelMousing	/ + E

OK

Help screen PixelMousing:
see page 14

In Defined State:
automatic tuning Gould accidentals
see page 4

Protection against unpredictable edits

Inspector Check ✕

✖ The screen is not in the defined state.
The accidental was added
but the tuning could not be applied.

OK

Arpeggios & Glissandi

Arpeggios & Glissandi - shortcuts   ✕

In InputBox enter:

Arpeggio	|A	ARP
Arpeggio point up	|APU	APU	ARPUP
Arpeggio point down	|APD	APD	ARPDOWN
Arpeggio bracket	|AB	AB
Arpeggio arrow up	|AAU	AAU
Arpeggio arrow down	|AAD	AAD
Glissando line straight	|GLS	GLS
Glissando line wiggle	|GLW	GLW
Fall	|F	FALL
Doit	|D	DOIT
Plop	|P	PLOP
Scoop	|S	SCOOP
Slide out down	|SOD	SOD
Slide out up	|SOU	SOU
Slide in above	|SIA	SIA
Slide in below	|SIB	SIB

OK

Articulations

Articulations - shortcuts   ✕

In InputBox enter:

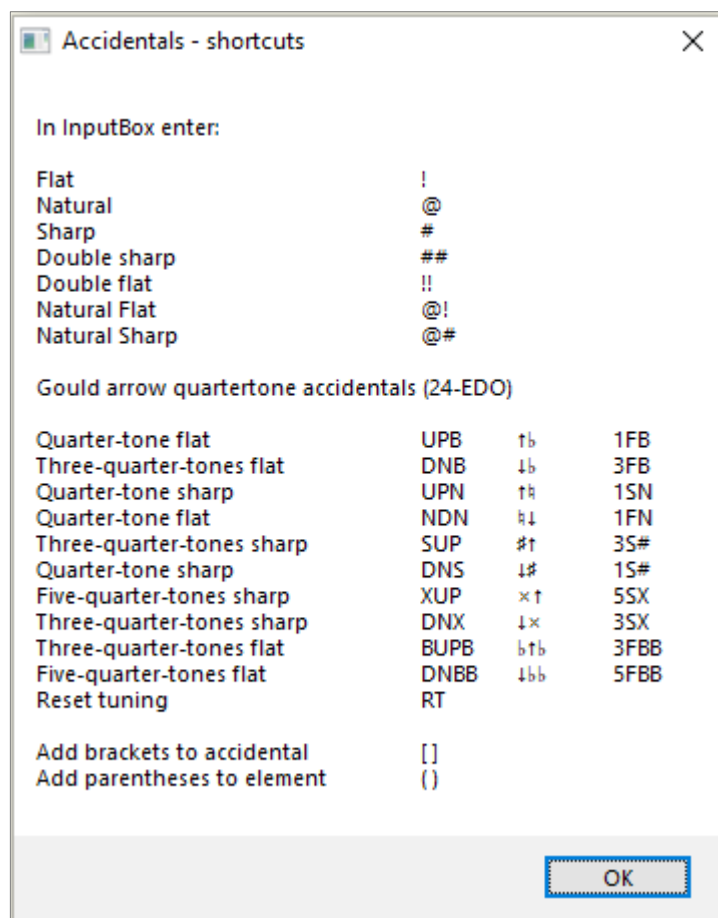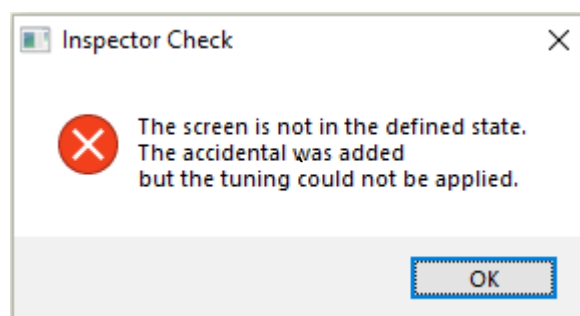|		
Accent	A	
Accent staccato	A.	.A
Bend	B	
Downbow	DB	
Fade in	FI	
Fade out	FO	
Fermata	FM	
Harmonic	H	
Laissez vibrer	LV	
Long fermata	LFM	
Long fermata Henze	LFMH	
Louré	L.	
Marcato	M	
Marcato staccato	M.	.M
Marcato tenuto	MT	TM
Muted	+	
Open	O	
Portato	P.	
Sawtooth line segment	SLS	
Idem wide line segment	SWLS	
Short fermata	SFM	
Short fermata Henze	SFMH	
Snap pizzicato	SP	
Soft accent	SA	
Soft accent staccato	SA.	
Soft accent tenuto	SAT	
Idem SAT staccato	SAT.	
Staccato	.	
Staccatissimo	..	
Staccatissimo stroke	..S	S..
Staccatissimo wedge	..W	W..
Stress	STR	
Tenuto	T	
Tenuto accent	TA	AT
Tenuto staccato	T.	.T
Tremolo bar	TB	
Unstress	UNSTR	
Upbow	UB	
Very long fermata	VLFM	
Very short fermata	VSFM	
Vibrato large faster	VLF	
Vibrato large slowest	VLS	
Volume swell	VS	

OK

Barlines

Barlines - shortcuts   ✕

In InputBox enter:

Barline normal	BN	|
Barline double	BD	||
Barline start repeat	BSR	|:
Barline end repeat	BER	:|
Barline end-start repeat	BESR	:||:
Barline dashed	DASH	----
Barline final	BF	|||
Barline dotted	B.	....
Barline tick 1 span #	BT1	
Barline tick 2 span #	BT2	
Barline short 1 span #	BS1	
Barline short 2 span #	BS2	
Barline pseudo (symbol)	BPS	

Combination
┌─1─┐ :\|\|: ┌─2── | 1:\|\|:2

To reset these barlines use Inspector

OK

Beam Properties

Beam Properties - shortcuts   ✕

In InputBox enter:

Start a beam	=SB
Middle beam	=MB
No beam	=NB
Start second level beam	=16B
Beam 16th sub	=16B
Start third level beam	=32B
Beam 32th sub	=32B
Autobeam	=AB
Feathered beam slower #	=FBS
Feathered beam faster #	=FBF

Select beam. Reset in Inspector

OK

Brackets

Brackets - shortcuts   ✕

In InputBox enter:

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

OK

Breaks and Spacers

Breaks & Spacers - shortcuts   ✕

In InputBox enter:

System break	SB
Page break	PB
Section break	XB
Staff spacer down	SSD
Staff spacer up	SSU
Staff spacer fixed	SSF

OK

Breath's and Pauses

Breath's & Pauses - shortcuts   ✕

In InputBox enter:

Breath mark (comma)	BM,	
Breathmark tick-like	BM'	
Breathmark salzedo	BM,)	SALZ
Breathmark upbow-like	BMV	
Curved caesura	C)	
Caesura straight	C/	
Short caesura	C||	
Thick caesura	C//	

OK

Dynamics

Dynamics - shortcuts   ✕

In InputBox enter:

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

OK

Colored Marker Numbers

Colored Marker Numbers - shortcuts   ✕

User text style 'Colored Numbers'
Font Edwin, bold, 12pt,
independent on staff size

In InputBox enter:

Colored Marker Number 1	CM1
Colored Marker Number 2	CM2
etc. 3...14	
Colored Marker 15	CM15

15 is the color of 'invisible' elements

OK

Clefs

Clefs - shortcuts ✕

In InputBox enter:

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

OK

Fingering

Fingering - shortcuts ✕

In InputBox enter:

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

Circled String		RH Guitar	
0	0c	p	-P
1	1c	i	-I
2	2c	m	-M
3	3c	a	-A
4	4c	c	-C
5	5c	Th pos	TP
6	6c		

Lute	
RH thumb	LT
RH first finger	L1
RH second finger	L2
RH third finger	L3
Finger substitution above	FSA
Finger substitution below	FSB

OK

Frames and Measures

Frames & Measures - shortcuts ✕

In InputBox enter:

Insert vertical frame	VF
Insert horizontal frame	HF
Insert text frame	TF
Insert one measure	1M

OK

Fretboard Diagrams

Fretboard diagrams - shortcuts ✕

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

OK

Grace Notes

Grace Notes - shortcuts ✕

In InputBox enter:

Acciaccatura	AC
Acciaccatura #	ACS
Appogiatura	AP
Appogiatura #	APS
Grace quarter	G4
Grace 16th	G6
Grace 16th *	G6S
Grace 32nd	G3
Grace 32nd *	G3S
Grace eight after	G8A
Grace 16th after	G6A
Grace 16th after Δ	G6AS
Grace 32nd after	G3A
Grace 32nd after Δ	G3AS

diatonically raised + slur

For all 16th and 32nd Grace Notes:
After the first to create another: press   Y
To stop adding grace notes: press   N

* Adds a slur from first grace-note-before to main note

Δ Adds a slur from main-note-before to main-note-after

More gracenotes? Type Y.
Stop? Type N.

OK

Key Signatures

Key Signatures - short... ✕

In InputBox enter:

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

OK

Noteheads

Noteheads - shortcuts ✕

In InputBox enter:

Alt brevis	*AB
Circled	*C
Circled large	*CL
Cross	*X
Diamond	*D
Diamond old	*DO
Large arrow	*LAR
Normal	*N
Plus	*+
Slash	*//
Slashed forwards	*/
Slashed backwards	*\
Triangle up	*TU
Triangle down	*TD
With X	*XX
X circle	*XC
Do	DO
Re	RE
Mi	MI
Fa	FA
Sol	SOL
La	LA
Ti	TI
Add parentheses to element	()

OK

Lines

Lines - shortcuts ✕

In InputBox enter:

Ambitus #	AM
Cresc	C
Dim	D
Downprall line	DPL
Guitar vibrato	GV
Guitar vibrato wide	GVW
Hairpin crescendo	<
Hairpin decrescendo	>
Let ring	LR
Line	L
mf cresc pin	MFCP
Note anchored line	NAL
Palm mute	PM
Prall prall line	PPL
Prima volta	1V
Seconda volta	2V
Seconda volta open	2VO
Slur	S
Terza volta	3V
Text line	TL
Tremolo sawtooth wide	TSAW
Trill line	TRL
Upprall line	UPL
Vibrato sawtooth	VSAW

Select clef

Pedline continue-continue	PCC
Pedline continue-release	PCR
Pedline start-continue	PSC
Pedline start-stop	PSS
Pedline start-asterisk	PS*
Pedline start-release	PSR
Octaves	8VA
	8VB
	15MA
	15MB
	22MA
	22MB

Combination

⌐1¬:‖:⌐2──   1:‖:2

OK

Ornaments

Ornaments - shortcuts ✕

In InputBox enter:

Inverted turn	-T	-TURN	
Turn	+T	+TURN	TURN
Turn with slash	+T/		
Trill	TR		
Short trill	SHTR		
Upper Mordent, Prall	UM	PR	
Lower, Inverted Mordent	IM		
Tremblement	TRMB		
Prall mordent	PRM		
Up prall	UPR		
Mordent upper prefix	MUP		
Up mordent	UPM		
Down prall	DPR		
Prall down	PRD		
Down mordent, Prall up	DM	PRU	
Prall up, Line Prall	LPR		
Slide	SL	SLIDE	

OK

Repeats and Jumps

```
Repeats and Jumps - shortcuts                        ×

In InputBox enter:

Repeat measure                RM!    !RM    R-M      R M
Segno                         S!     !S     S1       SEGNO
Segno serpent § (variation)   SS     SV     S2
Coda Φ                        C!     !C     C1          CODA
Varied coda                   VC     CV     C2
Fine                          F!     !F     FINE
To Coda                       TC
Da Capo                       DC
Da Capo al Fine               DCAF
Da Capo al Coda               DCAC
Dalle Segno al Coda           DSAC
Dalle Segno al Fine           DSAF
D.S.                          DS
Start repeat                  SR     |:
End repeat                    ER     :|
End-start repeat              ESR    :||:

                                              OK
```

Tempo

```
Tempo - shortcuts                                    ×

In InputBox enter:

Half note =80          M2      MINIM
Half note dotted =80   M2.     MINIM.
Quarter =80            M4      CROTCHET
Quarter dotted =80     M4.     CROTCHET.
Eight =80              M8      QUAVER
Eight dotted =80       M8.     QUAVER.
Grave 35               GRA     GRAV    GRAVE
Largo 50               LAR     LARG    LARGO
Lento 52               LEN     LENT    LENTO
Adagio 71              ADA     ADAG    ADAGI     ADAGIO
Andante 92             AND     ANDA    ANDAN   ANDANTE
Moderato 114           MOD     MODE    MODER   MODERATO
Allegretto 116         ALTO    A>      ALLEGRE ALLEGRETTO
Allegro 144            ALRO    A<      ALLEGRO
Vivace 172             VIV     VIVA    VIVAC     VIVACE
Presto 187             PRE     PRES    PREST     PRESTO

METRIC MODULATION

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

                                              OK
```

Text

```
Text - shortcuts                                    ☓

In InputBox enter:

Stafftext              #T      ST      STAFF
System text            #S      SY      SYS      SYSTEM
Expression text        #E      EX      EXPR
Change Instrument      #CI     CI
Staff type change      #STC    STC
Rehearsal mark         #RM     RM
Swing                  #SW     SW
Pizzicato              #P      PIZZ    PI
Arco                   #A      ARCO    AR
Tremolo                #TR     TREM    TREMOLO
Mute                   #M      MUTE    MU
Open                   #O      OPEN    OP


                                              OK
```

Time Signatures

```
Time Signatures - shortc...    ☓

In InputBox enter:

FOR                  ENTER

2/4                  2/4
3/4                  3/4
4/4                  4/4
5/4                  5/4
6/4                  6/4
7/4                  7/4
C                    C4/4
₵                    C2/2
2/2                  2/2
3/2                  3/2
3/8                  3/8
4/8                  4/8
2+3/8                2+3/8
3+2/8                3+2/8
6/8                  6/8
7/8                  7/8
3+3+2/8              3+3+2/8
9/8                  9/8
3+2+2+3/8            3+2+2+3/8
11/8                 11/8
12/8                 12/8
4/16                 4/16
5/16                 5/16
6/16                 6/16


                            OK
```

Additive time signatures:
see note on page 13

Tremolo

```
Tremolos - shortcuts                              ☓

In InputBox enter:

1/8       stroke through stem     8            Q
1/16      stroke through stem     16    .6     SQ
1/32      stroke through stem     32    .2     DSQ
1/64      stroke through stem     64    .4     HDSQ

1/8       between notes           8=           Q=
1/16      between notes           16=   6=     SQ=
1/32      between notes           32=   2=     DSQ=
1/64      between notes           64=   4=     HDSQ=

Buzzroll                          BR    BUZZ


                                              OK
```
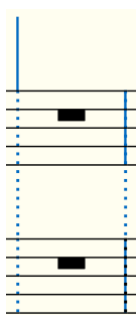
Supplement

The Pseudo barline

The 'pseudo barline' symbol got the shortcut **BPS**.
The barlines are members of a family whose Palette names all begin with a B.
So in the Barlines Palette its name became *B-13-Symbol*.
In the .ahk file this resulted in these lines:

```
If (PaletteSymbol = "bps")            ; pseudo barline (symbol)
Send b-13
```


The pseudo barline makes it possible that a Grand staff has a
dotted barline between its staves. After selecting a barline and
pressing **Z + A ▸ BPS** the pseudo barline is initially positioned
above the staff.
If the screen is in the Defined State the macro succeeeds in
adding an Y-offset of 4 spaces to get the barline on the right
height within the staff.
Adding the pseudo barline was inspired by a forum discussion about
Dotted Connected Barlines.

A note about additive (or composite) time signatures

These time signatures use the **+** sign to show the subdivision in beat groups.
In the .ahk file the line for sending a TimeSig like 3/8 is

```
If (PaletteSymbol = "3/8")
Send 3/8
```

But for the Time Sig 2+3/8 it is

```
If (PaletteSymbol = "2+3/8")
    Send {Raw}2+3/8
```
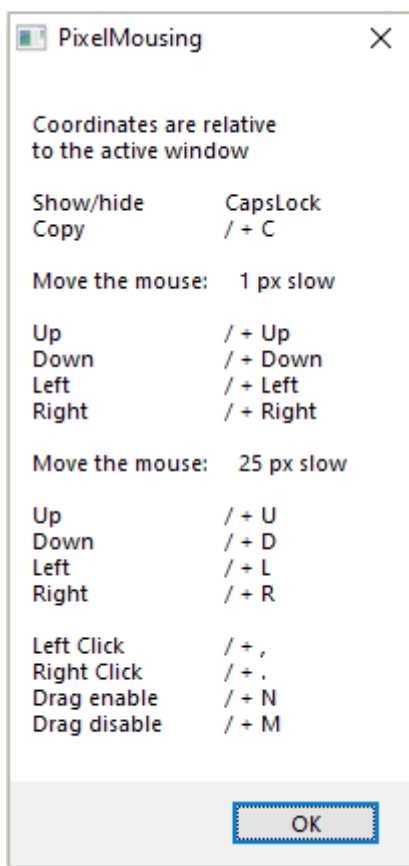
The difference is explained by the presence of the **+** sign.
Normally the **+** sign means *Shift* in AutoHotkey.
{Raw} must be added to send the plus sign literally.
Important if you create your own composite time signatures.

Info PixelMousing

```
PixelMousing                    ✕

Coordinates are relative
to the active window

Show/hide        CapsLock
Copy             / + C

Move the mouse:  1 px slow

Up               / + Up
Down             / + Down
Left             / + Left
Right            / + Right

Move the mouse:  25 px slow

Up               / + U
Down             / + D
Left             / + L
Right            / + R

Left Click       / + ,
Right Click      / + .
Drag enable      / + N
Drag disable     / + M

              [    OK    ]
```

Liberate prefix key /

In MuseScore the **/** key is the shortcut for *Add acciaccatura*.
You could 'liberate' the **/** key by redefining the shortcut e.g. in **Shift + /**.

Mouse Select Active Voice Color

With the AHK command `PixelSearch` any color can be found.
Selected notes of headtype quarter will be found at small zoomfactors.

ALT + Z   Search all voice colors - mouse selects active voice color.
            Now the mouse is on the element.
Z + X   Right-click to access contextual menu.

If the search fails
this message
will pop up.

```
Mouse Select Active Voice Color          ✕

  ⚠    No element found.
        Maybe there is nothing selected.
        Or its color is set invisible.
        For tiny elements:
        try a higher zoom factor.

                            [    OK    ]
```