musescore

Free music composition & notation software

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Handbook

This handbook is for MuseScore version 0.9.2 and above. In order to help improve or translate the handbook, leave a post in the MuseScore documentation forum and apply to become a handbook contributor.

Chapter 1

Getting started

This chapter helps you install and run MuseScore for the first time. The chapter will also show you how to create a new score.

Installation

Windows

You will find the Windows installer on the Download page of the MuseScore website. Click on the link to start the download. Your Internet browser will confirm that you want to download this file. Click "Save File".

When the download finishes double click on the file to start the installation. Windows may open a security window and ask you to confirm before running the software. Click "Run" to continue.


The installer recommends that you close all other applications before continuing. After you close the other applications click "Next" to continue.

The setup wizard displays the terms of the free software license which you may review. Click "I Agree" to continue.

Next it confirms the location for installing MuseScore. If you are installing a newer version of MuseScore but still want to keep the old version on your computer then you should change the folder. Otherwise click "Next" to continue.

Next it confirms the name for the MuseScore folder that appears in the Windows Start menu list of programs. Click "Install" to continue.

Give the setup wizard a few minutes to install the necessary files and configurations. When it is done click "Finish" to exit the installer. If you wish, you may now delete the installer file you downloaded.
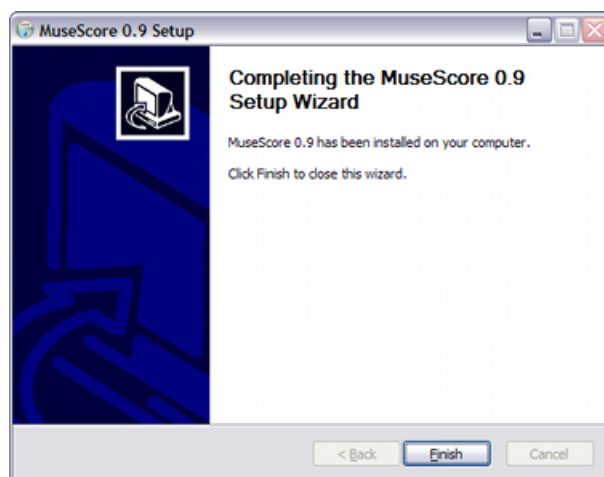
Start MuseScore

To start MuseScore choose *Start → All Programs → MuseScore → MuseScore*.

After several seconds MuseScore will open up to the demo score. Feel free to experiment with the demo score and get the feel of the program. Next you may want to create your own score.
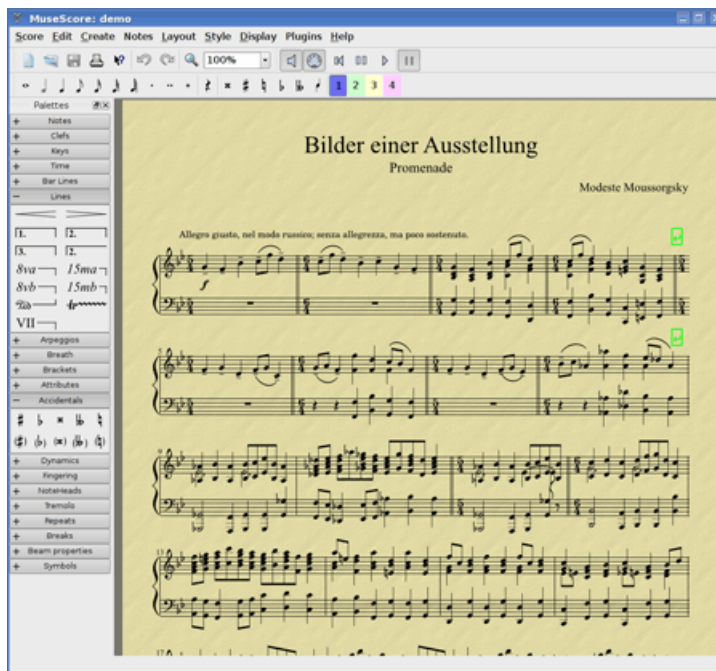
Advanced users : Silent or unattended install

You can install MuseScore silently with the following command

`MuseScore-0.9.6.2.exe /S /D=C:\Program Files\MuseScore`

You can uninstall with

`cd C:\Program Files\MuseScore`

`Uninstall.exe /S`

MacOSX

Install

You will find the Mac dmg file on the [Download](#) page of the MuseScore website. Click on the link to start the download. When download is finished, the dmg file is automatically mounted on your desktop as "MuseScore-0.9.5" and the installer appears.

Drag the MuseScore icon and drop it to the Applications folder icon. If you are not admin, MacOSX will ask for password.
You can now launch MuseScore from Applications or SpotLight.

Uninstall

Just delete MuseScore from Applications folder.

Linux

Please see the [Download](#) page for instructions pertaining to MuseScore on Linux. Packages are provided for Debian, Ubuntu, Fedora and PCLinuxOS. Other distributions will require you to build the application from source. For instructions specific to Fedora see [below](#).

Fedora

Import the GPG key:

```
su
rpm --import http://prereleases.musescore.org/linux/Fedora/RPM-GPG-KEY-Seve
```

2. Go to the [download](#) page of the MuseScore website. Click on the link for the stable Fedora download and choose the correct rpm package for your architecture

3. Depending on your architecture, use one of the two sets of commands to install MuseScore

   if for arch i386

   ```
   su
   yum localinstall musescore-0.9.4-1.fc10.i386.rpm
   ```

   or if for arch x86_64

   ```
   su
   yum localinstall musescore-0.9.4-1.fc10.x86_64.rpm
   ```

If you have difficulty with sound, see [Fedora 11 and sound](#).

Create new score

From the main menu choose *File → New…*. This opens the new score wizard.

Title, composer and other information

Enter the title, composer, or any other information as shown above. Notice the two options at the bottom:

- Create new score from template
- Create new score from scratch

The first option offers a list of ready-made scores in the next screen. The second option gives you the full choice of instruments in the next screen. Templates are discussed in more detail [below](), but for now choose "Create new score from scratch."

Click "Next" to continue.

Instruments and voice parts
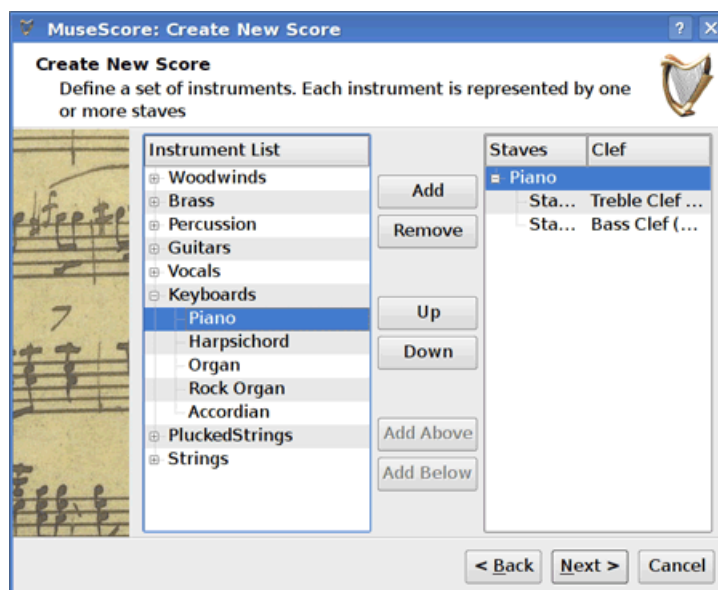
The instrument window is divided into two columns. The first column lists instruments or voice parts to choose from. The second column is initially empty but will soon contain a list of the instruments for your new score.

The instrument list in the first column is categorized into instrument families. Double click a category to show the full list of instruments in each family. Select an instrument and click "Add". The instrument you selected now appears in the second column. You can add more instruments or voice parts if needed.
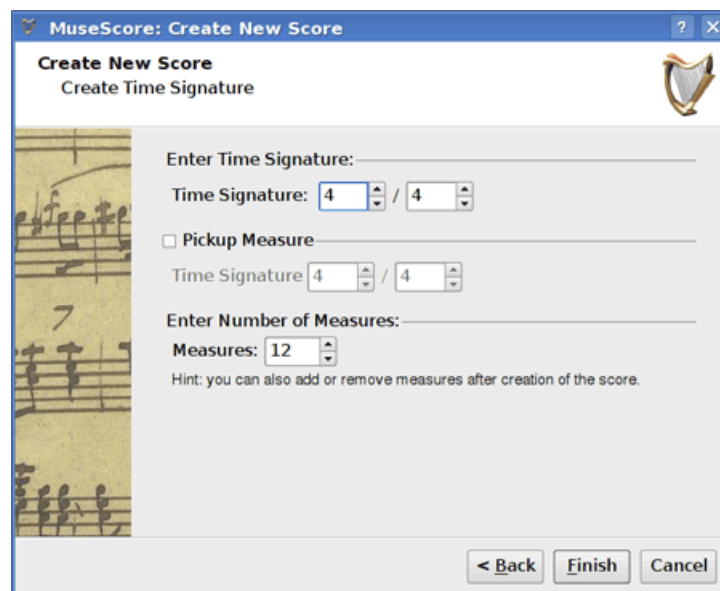
The order of the instruments in the second column determines the order they appear in the score. To change the order click on an instrument name and use the "Up" or "Down" buttons to move it higher or lower. When you are done click "Next".

Key signature

If you are using the latest version of MuseScore the wizard asks for a key signature. Select the key signature you need and click "Next" to continue.

If you are using version 0.9.2 or earlier the wizard does not ask for a key signature so you may ignore this step.

Time signature, pickup, and number of measures

Set the time signature to the numbers you want. If your piece begins with a pickup then mark the "Pickup measure" checkbox and adjust pickup time signature to indicate the actual duration of the first measure.

If you know approximately how many measures you need you can specify that here. Otherwise you can add or delete measure later.

Click "Finish" to create your new score.

Adjustments to score after creation

You can change any settings specified during the new score wizard even after you start working on the score.

- To add or delete measures or create a pickup see Measure operations

- To change any text see [Text editing](). To add a missing Title (or other text item) use the menu *Create → Text → Title* (or other text item)
- To add, delete, or change the order of instruments use the menu *Create → Instruments…*.

See also: [Key signature](), [time signature](), [clef]().

Templates

The first screen of the new score wizard has an option to "Create new score from template" (see [Title and other text]() above for details). To create a score using this method select the template option and click "Next" to continue.

The next screen shows a list of templates. Select a template and click "Next". Continue and finish the new score wizard as usual.

The template files are normal MuseScore files stored in the template folder. You can create your own templates by saving MuseScore files to the template folder. On Windows the template folder is usually located at C:\Program Files\MuseScore\templates. On Linux look under /usr/share/mscore-xxx if you installed from the package manager. If you compiled mscore on Linux then look under /usr/local/share/mscore-xxx. On Mac look under /Applications/MuseScore.app/Contents/Resources/templates

Chapter 2

Basics

The "Getting started" chapter above guides you through the Installation and process for creating a new score. The "Basics" chapter gives an overview of MuseScore and describes the general methods for interacting with the score.

Note entry

Notes are entered in Note entry mode. First select a note or rest on the score as your starting position for note entry. When entering notes you are always replacing existing notes or rests. So the duration of a measure does not change.

- *N*: Enters Note entry mode.
- *Escape*: Leaves Note entry mode.

After entering Note entry mode you should select the duration of the note you want to enter by selecting a value from the note palette or by the corresponding keyboard shortcut.

In version 0.9.4 and later the keyboard shortcuts for selecting the note duration are:

- *1*: 64th note (semi-demi-semiquaver)
- *2*: 32nd note (demi-semiquaver)
- *3*: 16th note (semiquaver)
- *4*: Eighth note (quaver)
- *5*: Quarter note (crochet)
- *6*: Half note (minim)
- *7*: Whole note (semibreve)
- *8*: Double whole note (breve)

- *9*: Longa
- *.*: A period (dot) changes the selected duration into a dotted note
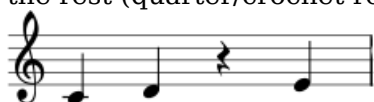
In version 0.9.3 or earlier the note duration shortcuts involve two keys:

- *Alt+1*: Quarter note (crochet)
- *Alt+2*: Eighth note (quaver)
- *Alt+3*: 16th note (semiquaver)
- *Alt+4*: 32nd note (demi-semiquaver)
- *Alt+5*: 64th note (semi-demi-semiquaver)
- *Alt+6*: Whole note (semibreve)
- *Alt+7*: Half note (minim)
- *.*: A period (dot) changes the selected duration into a dotted note
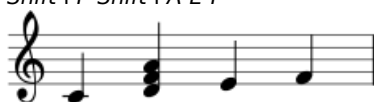
Notes are entered by typing: *C D E F G A B C*

Space creates a rest: *C D Space E*. Notice that the duration you select for the notes (quarter/crochet notes in this example) also determines the duration of the rest (quarter/crochet rest)
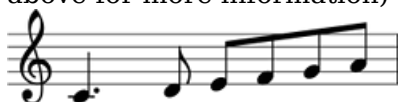

Notes are added to chords by holding *Shift* and entering a note name: *C D Shift+F Shift+A E F*

Add an augmentation dot to a note: *5 . C 4 D E F G A* (Note: versions 0.9.3 or earlier use different keyboard shortcuts to change note duration. See section above for more information)

To change octaves use the following key combinations:

- *Ctrl+Up* (Mac: ⌘+*Up*): Increase the pitch of a note by one octave.
- *Ctrl+Down* (Mac: ⌘+*Down*): Decrease the pitch of a note by one octave.

Other editing commands:

- *x*: Flip note stem direction.
- *Shift+x*: Move note head to opposite side of stem.

MIDI keyboard

You can also insert pitches using a MIDI keyboard in MuseScore version 0.9.6 or later. Version 0.9.3 or earlier has support for MIDI keyboard on Linux only.

1. Connect your MIDI keyboard to the computer and switch your keyboard on
2. Start MuseScore
3. Create a new score
4. Click to select the rest in measure 1 to indicate where you want note entry to begin
5. Press N to begin note entry mode
6. Select a note duration such as quarter note (crochet), as described above
7. Press a note on your MIDI keyboard, and notice that the pitch is added to your score

Note: the MIDI keyboard enters one note or chord at a time. This mode of note entry (often called "step-time entry") is fast and reliable. Some notation software tries to interpret "real-time entry" where the musician plays a passage and the software tries to create the notation. However the results are frequently unreliable even when played by a skilled musician using expensive software. MuseScore's focus is on more reliable forms of note entry.

If you have multiple MIDI devices connected to your computer you may need to tell MuseScore which one is the MIDI keyboard. Using version 0.9.6 or later go to *Edit → Preferences…* (Mac: *MuseScore → Preferences…*). In the preferences dialog click on the *I/O* tab and select your device under the section labeled "Choose PortMidi input device".

Colors

MuseScore colors out-of-range notes as yellow or red in versions 0.9.5 or later. Notes above or below the comfortable range of an amateur appear yellow, note beyond the comfortable range of a professional appear red. The colors are informational and appear on the computer screen but do not appear on printed copies of your scores. To disable note colors in versions 0.9.6 or later choose *Edit → Preferences…* (Mac: *MuseScore → Preferences…*), click on the *Note Entry* tab, and unmark "Color notes outside of usable pitch range".

External links

-   [Video tutorial: Note entry basics](#)

Copy and paste

MuseScore can copy individual notes or large selections of music. The 0.9.4 release includes many improvements to copy-paste including support for shift-drag selections. Copy-paste in versions 0.9.3 or earlier is limited to full measures and difficult to use (see below for instructions).

Copy

1. Click on the first note of your selection
2. *Shift+click* on the last note of your selection. A blue rectangle should highlight the region you selected.
3. From the menu choose *Edit → Copy*

Paste

1. Click on the note or measure that you want your pasted selection to begin
2. From the menu choose *Edit → Paste*

Instructions for 0.9.3 or earlier

Copy

1. Click on an empty part of a measure to select the entire measure (a blue rectangle highlights the selection)
2. If you want to extend the selection then *Shift+click* on the empty part of another measure
3. From the menu choose *Edit → Copy*

Paste

1. Click on the empty part of the measure you want to paste into
2. From the menu choose *Edit → Paste*

Edit mode

Many elements in the score can be edited in Edit Mode :

- *Double Click*: Starts Edit Mode
- *Escape*: Ends Edit Mode

Some elements show handles in edit mode which can be moved by mouse dragging or keyboard commands.

[Slur](#) in Edit Mode:

Available keyboard commands:

- *Left*: Moves handle left one Space
- *Right*: Moves handle right one Space
- *Up*: Moves handle up one Space
- *Down*: Moves handle down one Space
- *Ctrl+Left* (Mac: ⌘+*Left*): Moves handle left 0.1 Space
- *Ctrl+Right* (Mac: ⌘+*Right*): Moves handle right 0.1 Space
- *Ctrl+Up* (Mac: ⌘+*Up*): Moves handle up 0.1 Space
- *Ctrl+Down* (Mac: ⌘+*Down*): Moves handle down 0.1 Space
- *Shift+Left*: Moves handle's tick anchor left
- *Shift+Right*: Moves handle's tick anchor right
- *Tab*: Goes to next handle

See also: [Text editing](#), [Slur](#), [Bracket](#), [Line](#)

Measure operations

Append

To add a measure to the end of the piece press *Ctr+B* (Mac: ⌘+*B*). To add multiple measures use the menu *Create → Measures → Append Measures…*.

Insert

First select a measure then press *Ins* to insert a new empty measure before the selected one. To insert multiple measures use the menu *Create → Measures → Insert Measures…*.

Delete

First select the measure then press *Ctrl+Del* (Mac: ⌘+*Fn+Backspace*).
For 0.9.5 and earlier, it's different. Press *Ctr* (Mac: ⌘) on the keyboard as you click on an empty part of the measure with the mouse. The measure is marked with a dotted line indicating that you selected a "piece of time". Press *Ctr+Click* (Mac: ⌘+*Click*) to extend the selection. Pressing *Del* (Mac: *Fn+Backspace*) removes the selected measures.

Properties

To edit the properties of a measure right click on an empty part of the measure and select *Measure Properties…*.
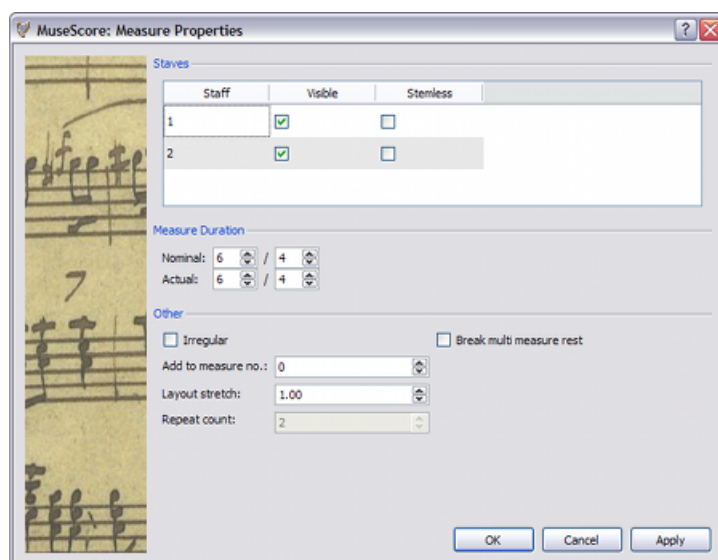
Staves

The *Visible* property allows you to show or hide the notes and staff lines for the current measure. The *Stemless* property allows you to show or hide all note stems for the current measure. Notes that normally have a stem such as half notes (minums) and quarter notes (crotchets) only show the note head when marked as stemless.

Duration

The *Nominal* duration is the time signature that is displayed on the score. You can change the *Actual* duration of a measure to anything regardless of the time signature displayed on the score. Normally the nominal and actual duration of a measure is identical. However a pickup (upbeat) measure for example can have a shorter actual duration.

In the figure below the quarter note (crochet) pickup has a nominal measure duration of 4/4 but an actual duration of 1/4. The measures in the middle have both nominal and actual durations of 4/4. The complimentary measure with only a dotted half note (dotted minum) at the end has an actual duration of 3/4.

Irregular

An "irregular" measure is not counted in the measure numbering. Normally a pickup measure is marked as "irregular". If you are using version 0.9.4 or earlier and mark a measure as irregular then you may need to save and reload the score before the measure numbers show the change.

Repeat count

If the measure is the end of a [repeat](#) you can define how often the repeat should be played.

Break multi-measure rests

This property separates a [multi-measure rest](#) at the current measure. This option should be checked *before* you turn on the "Create multi-measure rests" option in *Style → Edit General Style*.

Versions 0.9.6 and later automatically break multi-measures at important breaks such as rehearsal marks, time changes, double bar lines, etc.

Numbering

MuseScore automatically numbers the first measure of each system but more numbering options are possible. From the main menu choose *Style → Edit Style*. In the left pane choose **"Numbers"**. In the bottom half of the right pane is the **"Measure Numbers"** ("Bar Numbers") section.

Mark the checkbox next to the "Measure Numbers" ("Bar Numbers") to turn on automatic measure numbers.
Mark "show first" if you want the first measure numbered.
Mark "all staffs" if you want numbers on all staffs, otherwise only the top staff of each system shows measure numbers.
Choose to show numbers on "every system" which numbers the first measure of each line, or show numbers by "interval" and specify the size of the interval. For example, an interval of 1 numbers every measure; an interval of 5 numbers every fifth measure.

Palette

You can show or hide the palette using the menu *Display → Palette*.

You can drag-and-drop palette symbols onto score elements.

Double clicking a palette symbol is equivalent to drag-and-dropping this symbol to each of the selected elements on the score.

For example you can quickly add tenuto marks to a group of notes:

1. Select notes
2. In the Articulations/Ornaments palette, double click on the tenuto symbol
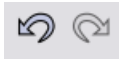
Undo and redo

MuseScore has unlimited undo/redo functions.

The standard shortcuts are:

- Undo *Ctrl+Z* (Mac: *⌘+Z*)
- Redo *Ctrl+Shift+Z* or *Ctrl+Y* (Mac: *⌘+Shift+Z*)

Or use the toolbar buttons:

Export

A score can be exported via *File → Save As…* to several different formats:

Compressed MuseScore format (`*.mscz`)

MSCZ is the standard *MuseScore* file format and recommended for most uses. A score saved in this format takes up very little disk space but preserves all the necessary information. The format is a ZIP-compressed version of `.mscx` files.

MuseScore format (`*.mscx`)

MSCX is the uncompressed version of the *MuseScore* file format used in version 0.9.5 or later. A score saved in this format will not loose any information and is recommended if you need to manually edit the file format using a text editor. Previous versions of MuseScore used the MSC file extension. However MSC has file extension conflicts on Microsoft Windows and is blocked by some email providers. The new MSCX file extension supersedes the old MSC file extension due to the problems outlined above.

MusicXML (`*.xml`)

[MusicXML](#) is the universal standard for sheet music and can be used by most of the currently available scorewriters including Sibelius, Finale, and more than 100 others. It is the recommended format for sharing your sheet music between different scorewriters.

Compressed MusicXML (`*.mxl`)

Compressed MusicXML creates smaller files than regular MusicXML. Compressed MusicXML is a newer standard and not as widely supported by other scorewriters at this time.

MIDI (`*.mid`)

Musical Instrument Digital Interface (MIDI) is a format widely supported by sequencers and music notation software. However MIDI files are

designed for playback not score layout so they do not contain information about formatting, pitch spelling, voicing, ornaments, articulations, repeats, or key signatures, among other things. To share files between different music notation software use MusicXML. If all you care about is playback then use MIDI.

PDF (`*.pdf`)

Portable Document Format (PDF) is ideal for sharing your sheet music with others who do not need to edit the music. Most computer users already have a PDF viewer on their computer so they will not need to install any extra software to see your score.

PostScript (`*.ps`)

PostScript (PS) is popular as a page description language used in printing.

PNG (`*.png`)

Portable Network Graphics (PNG) is a bitmap image format with native support on all major operating systems and image software and popular on the web. As of version 0.9.3 Multi-page scores export a PNG file for every page. MuseScore creates images as they would appear on the printed page. If you want to create images that show screen-only items such as frame boxes, invisible notes, and out-of-range note colors then go to *Edit → Preferences…* (Mac: *MuseScore → Preferences…*) click on the Export tab and mark "Screen shot function" check box.

SVG (`*.svg`)

Scalable Vector Graphics (SVG) can be opened by most web browsers (expect Internet Explorer) and most vector graphics software. However most SVG software does not support embedded fonts so the appropriate MuseScore fonts must be install to view these files correctly.

LilyPond (`*.ly`)

LilyPond format can be opened by the [Lilypond](#) scrorewriter . However LilyPond export is incomplete and experimental in the current versions of *MuseScore*.

WAV Audio (`*.wav`)

WAV (Waveform Audio Format) is an uncompressed sound format developed by Microsoft and IBM but widely supported by software for Windows, Mac OS, and Linux. This is an ideal format for creating CDs since no sound quality is lost in the process of saving the file. However the large file sizes make it difficult to share via email or the web. This export option is available in version 0.9.5 or later.

FLAC Audio (`*.flac`)

Free Lossless Audio Codec (FLAC) is compressed audio format. FLAC files are approximately half the size of uncompressed audio and just as good quality. Windows and Mac OS do not have built-in support for FLAC but software such as [VLC media player](#) can play FLAC files on any operating system. This export option is available in version 0.9.5 or later.

Ogg Vorbis (`*.ogg`)

Ogg Vorbis is intended as a patent-free replacement for the popular MP3 audio format. Like MP3, Ogg Vorbis files are relatively small (often a tenth of uncompressed audio) but some sound quality is lost. Windows and Mac OS do not have built-in support for Ogg Vorbis. However software such as [VLC media player](#) and Firefox 3.5 or later can play Ogg files on any operating system. This export option is available in version 0.9.5 or later.
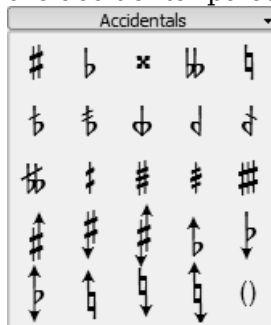
Chapter 3

Notation

In the previous "Basics" chapter you learn how to enter notes and interact with the palette. The "Notation" chapter describes the different types of notation in more detail including more advanced music notation.

Accidental

Accidentals can be set or changed by dragging an accidental symbol from the accidental palette to a note in the score.

If you only want to change the pitch of a note you can also select the note and press:

- *Up*: Increase the pitch of a note by one semitone (favors sharps).
- *Down*: Decrease the pitch of a note by one semitone (favors flats).
- *Ctrl+Up*: Increase the pitch of a note by one octave.
- *Ctrl+Down*: Decrease the pitch of a note by one octave.

In version 0.9.6 or later you can change an existing accidental into a cautionary accidental (enclosed in parentheses), Drag the parentheses from the accidental palette onto to the existing accidental (not the note head). To remove parentheses select the accidental and press *Delete*.

If you later change the pitch with cursor keys, manual settings to the accidental are removed.

The menu function *Notes → Pitch spell* tries to guess the right accidentals for the whole score.

Arpeggio

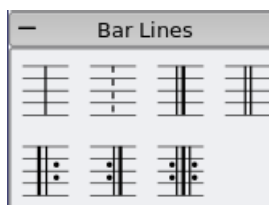**Arpeggios** are set by dragging an arpeggio symbol from the arpeggio palette to a note of a chord.
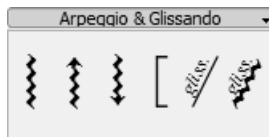
In version 0.9.5 or later you can edit the length of the arpeggio by double clicking on it and dragging the handle up or down

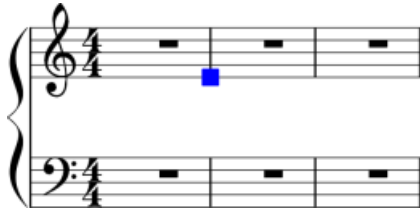# Bar line

Change bar line type

Bar lines are changed by dragging a bar line symbol from the bar line palette to a bar line in the score.

To hide a bar line entirely right-click on the line and choose *Set Invisible*.

Create grand staff

To extend bar lines over multiple staves double click on a bar line to edit it (see Edit mode).
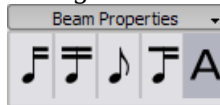
Click and drag the blue square down to the next staff.

Display of all staff bar lines updates when you leave edit mode.

See also: [Measure operations](#)

Beam

Beams are set automatically but the automatic setting can be overridden manually. Drag a beam symbol from the beam palette to a note in order to change its beam behavior.

You can also first select a note and then double click the appropriate symbol in the beam palette.

Start a beam at this note.

Do not end a beam at this note.

Do not beam this note.

Start a second level beam at this note (not yet implemented in current versions of MuseScore).
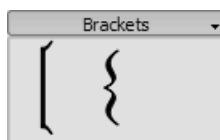
See also: [Cross staff beaming](#)

Bracket

Delete

Select the bracket and press *Del*

Add

Drag a bracket symbol from the bracket palette to an empty space in the first measure of a system.

Change

Drag a bracket symbol from the bracket palette to an bracket in the score.

Horizontal offset

In version 0.9.4 or later you can adjust the horizontal placement of a bracket. Double click a bracket and press *Shift+Left* or *Shift+Right* to move it left or right.

Edit

Double click on a bracket to enter edit mode, In edit mode you can drag the height of a bracket to span arbitrary staves of a system.

Breath and pause

To place a **breath** symbol drag it from the breath palette to a note in the score. The breath symbol is placed after the note. In versions 0.9.5 and earlier the breath symbol appears *before* the note it was dragged to.
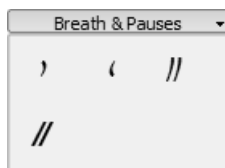
Breath symbol in score:

Caesura (informally called **tram lines** or **railroad tracks**) work the same way and are available in versions 0.9.6 or later.

Clef

Clefs are created or changed by dragging a clef symbol from the clef palette to a measure or another clef. Use *F9* to show or hide the palette sidebar.

Change

Drag a clef from the palette onto a clef in the score. You can also drag a clef from the score to another clef of the score by using *Shift + leftMouseButton + Drag*.

Add

Drag a clef from the palette onto an empty part of a measure. This creates a clef at the beginning of the measure. Drag a clef to a particular note to create a mid-measure clef. If the measure is not the first measure in the staff it is drawn smaller.

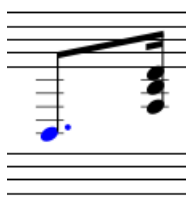## Remove

Select a clef and press *Del*.

Note that changing a clef does not change the pitch of any note. Instead the notes move to preserve pitch.
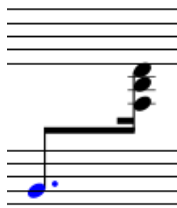
Cross staff beaming

In piano scores it is common to use both staves (bass and treble clef) to write a musical phrase.
This can be entered in MuseScore as follows:

First enter all notes in one staff:

Ctrl+Shift+Down moves the selected note or chord to the next staff (Mac: ⌘+*Shift+Down*.)

See also: Bar line for cross-staff bar lines (i.e. grand staff).

Drum notation

Example drum notation:

Notation for drumsets often include upstem and downstem notes happening simultaneously. If are unfamiliar with editing multiple voices in a single staff then see voices for an overview. See below for instructions specific to percussion notation.

MIDI keyboard

The easiest way to add drum notation to your score is via MIDI keyboard. Most MIDI keyboard have percussion markings above each key. If you press the key for high hat then MuseScore will add the correct notation to the score. MuseScore automatically takes care of the stem direction and type of note head.

Mouse

Note input via mouse is available in version 0.9.4 or later

1. Select a note or rest in the percussion staff. This loads the corresponding drum palette

2. Press "N" to begin note entry

3. Select a note duration from the Note Input toolbar

4. Select a type of note (such as bass drum or snare) from the drum palette

5. Click on the percussion staff to add the note to the score

Grace note

Short grace notes (Acciaccatura) appear as small notes with a stroke through the stem. **Long grace notes** (Appoggiatura) have no stroke. Both are placed before the normal-sized main note.

Create a grace note by dragging a grace note symbol from the Grace Notes palette (In versions 0.9.5 and earlier the palette is simply called Notes) to a regular note on the score.
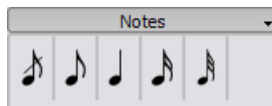
See also: Grace note at Wikipedia

Hairpin

Hairpins are line objects. To create a hairpin first select a note to mark the start point.

- *H*: Creates a crescendo hairpin
- *Shift+H*: Creates a diminuendo hairpin (decrescendo)

You can also create hairpins by dragging a hairpin symbol from the line palette to a note head.

1. *H* creates a crescendo hairpin:

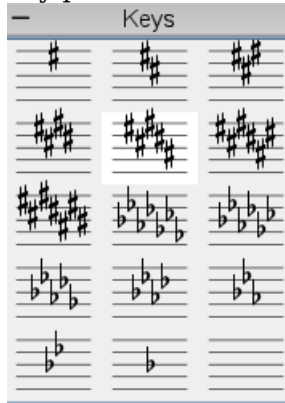2. *Double click* switches to edit mode:

3. *Shift+Right* moves end anchor:

4. *Right* moves end point:

Key signature

Key signatures are created or changed by dragging a key symbol from the key palette to a measure or existing key signature.

F9 toggles the [palette](#) window.

Change

Drag a key from the palette onto a key in the score. You can also drag a key from the score to another key on the score by using *Shift+leftMouseButton+Drag*.
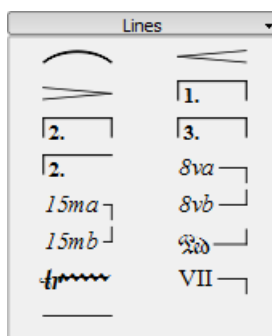
Add

Drag a key from the palette onto an empty part of a measure. This creates a key at the beginning of the measure.

Remove

Select a key and press *Del*.

Line

The **lines palette** like other [palettes](#) works via "drag-and-drop". Use the mouse to drag the item from the palette and drop it onto the score.

Change length

If you change the length of a line using the mouse then the anchor positions (the notes or measures they apply to) do not change. Therefore the following method is recommended for adjusting the start or end points of a line.

1. If you are in note entry mode then press *N* to leave note entry

2. Double click the line that you want to change

3. Move the handles using the following shortcuts
   - *Shift+Right* to move the anchor right by one note (or measure)
   - *Shift+Left* to move the anchor left by one note (or measure)

4. If you need to change the length visually without changing the notes or measures that the line is anchored to then use the following shortcuts
   - *Right* to move the handle right by one unit
   - *Left* to move the anchor left by one unit

See also: [Hairpin](#), [Volta (1st and 2nd endings)](#)

Measure rests

Full-measure rest

When an entire measure is devoid of notes, a full-measure (full-bar) rest is used.

To create a one-bar rest select a measure and press *Del*. All notes and rests on this measure are then replaced by a one-bar rest.

Multi-measure rest

Multi-measure (multi-bar) rests indicate a long duration of silence for an instrument and are frequently used in ensemble sheet music. In versions 0.9.5 and earlier this feature is experimental only (see limitations below)

Instructions

1. From the menu choose *Style → Edit General Style* (in versions 0.9.5 and earlier it is called *Style → Edit Style*)

2. Click on the "Score" tab if it is not already selected

3. Add a check mark next to "Create Multi Measure Rests"

Limitations

Versions 0.9.5 and earlier do not automatically break multi-measure rests at important points such as double bar lines, key signatures, rehearsal marks. This is already fixed for the upcoming version 0.9.6. As a workaround for earlier versions see the "Break multi-measure rests" heading of [measure operations](#).

The style option automatically creates multi-measure rests throughout the score. Therefore it is recommended that you enter all your notes first and then turn on multi-measure rests afterward.

Repeat

The start and end of simple repeats can be defined by setting appropriate bar lines. For instructions on first and second ending measures see volta.

Playback

To hear repeats during playback make sure the "Play Repeats" [ ] button on the toolbar is selected. Likewise you can turn off repeats during playback by deselecting the button.

In the last measure of a repeat you can set the property "Repeat Count" to define the number of played repeats.

Text

Repeat text such as "D.C. al Fine" or "D.S. al Coda" is located in the repeats palette.

Repeats	
✗	％
𝄋	▯
⬭⬭	Fine
D.C.	D.C. al Fine
D.C. al Coda	D.S. al Coda
D.S. al Fine	D.S.
To Coda	

Slur

A **slur** is a curved line between two or more notes that indicates they are to be played without separation. If you mean to join two notes of the same pitch, see Tie

Instructions

1. Leave note entry mode and select the first note:

2. *S* creates a slur:

3. *Shift+Right* moves the slur end to the next note:

4. *X* flips the slur direction:

5. *Escape* ends Slur Edit mode:
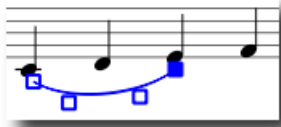
Adjustments

The boxes or handles (displayed in the images for steps 2-4 above) can be adjusted with the mouse. The two outer handles adjust the start and end of the slur. The two inner handles adjust the contour of the slur.

A slur can span several systems and pages. The start and end of a slur is anchored to a note/chord or rest. If the notes are repositioned due to changes in the layout, stretch or style, the slur also moves and adjusts in size.

Note: It is not possible to change the start and end anchor notes using the mouse. Use *Shift* + left or right arrow keys to adjust the start and end points of a slur.

Dotted line

Dotted slurs are sometimes used in songs where the presence of a slur varies between stanzas. Dotted slurs are also used to indicate an editor's suggestion (as opposed to the composers original markings). To change an existing slur into a dotted slur right-click on it and choose *Slur Properties…*. From the Slur Properties dialog you can choose whether you want a solid or a dotted slur.

See also: Tie, Edit mode.

Tie

A **tie** is a curved line between two notes of the same pitch. If you want a curved line that spans multiple pitches see [Slur](#).

First method

Select first note:

+ creates a tie: (In version 0.9.3 or earlier the shortcut is *Shift+S*)

Second method

To create ties during [note entry](#) press + after the first note of the tie. In version 0.9.3 or earlier you must press + *before* adding the first note.

Time signature

Time signatures are available in the main palette sidebar. You can drag and drop the times signatures onto the score (see [palette](#) for general information on working with palettes in MuseScore).

If you need a time signature not found in the sidebar palette then go to *Create → Time...* to create your own. You can edit the upper and lower numbers in the `Create Time Signature` pane.

In most cases you'll only need to edit the first of the upper numbers. The additional upper numbers are for [additive meters](#) which contain multiple upper numbers separated by a plus sign.
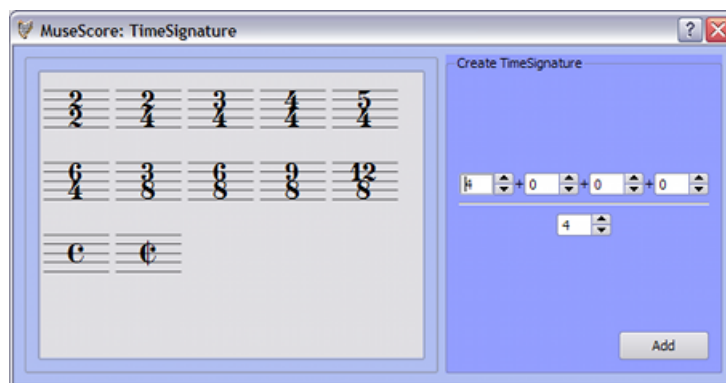
Pickup measures

There are occasions when the actual duration of a measure is different from the duration specified by the time signature. Pickup measures are a common example. To change the actual duration of a measure without displaying a different time signature see the Properties section of [measure operations](#).

Tremolo

Tremolo is the rapid repetition of one note or a rapid alternation between two or more notes. It is indicated by strokes through the stems of the notes. If the tremolo is between two or more notes, the bars are drawn between them.

The tremolo palette contains separate symbols for one note tremolos (shown with stems below) and for two note tremolos (shown with no stem below).

In a two note tremolo every note has the value of the whole tremolo duration. To enter a tremolo with the duration of a half note (minim) first enter two normal quarter notes (crotchets). After dragging a tremolo symbol to the first note the note values automatically double to half notes.

Tuplet

To create a **triplet** first create a note with a duration of the whole triplet. Then select the note and press *Ctrl+3* to change it to a triplet. Similarly *Ctrl+5* changes the note to a quintuplet.

First select a note:
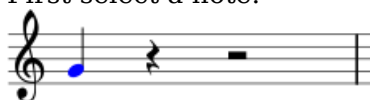
Ctrl+3 creates a triplet:

which can be further edited

Note entry mode

Tuplet entry works a little differently in [note entry](#) mode than the method outlined above. In version 0.9.5 or later you must select duration first then enter the pitches afterward. Below are step-by-step instructions for making triplet eight notes.

1. Begin note entry mode
2. Make sure the note entry marker is in the place that you want to start the tuplet (use the right and left arrow keys if necessary)
3. From the Note Entry toolbar select a quarter note duration to specify the duration of the entire tuplet
4. *Notes → Tuplets → Triplet* to specify the type of tuplet
5. Notice that an eighth note duration is automatically selected. Click on the staff to add pitches

Properties

To change the display properties of a tuplet right click on the tuplet number and choose *Tuplet Properties...*.
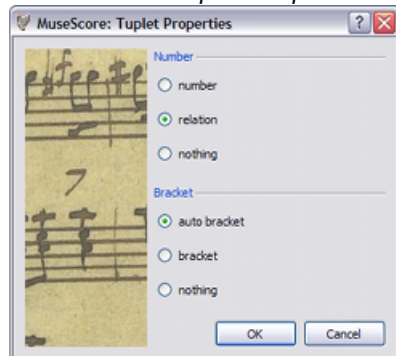
The number section of the properties dialog allows you to show one integer, a ratio of two integers, or no number at all.

In the bracket section the "bracket" and "nothing" allow you to explicitly show or hide the bracket. The "auto bracket" option hides the bracket for beamed notes and shows the bracket if the tuplet includes unbeamed notes or rests.
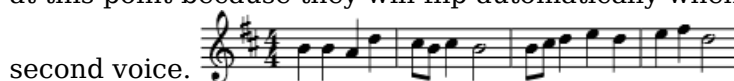
Voices

Voices allow you to have notes on a single staff which start at the same time yet have different durations. Voices are sometimes called 'layers' in other notation software.

Instructions

1. First start by entering the top voice (all the up-stem notes).

2. When you enter the notes some may have down-stems. If you are using version 0.9.4 or later you do not need to worry about the stem direction at this point because they will flip automatically when you add the second voice.

3. Now select the first note to move your cursor back to the beginning of the line.

4. Click on "Voice 2" button and start entering the bottom voice (all the down-stem notes).

5. When you are done it should look like this:

When to use voices

- If you need stems pointing in opposite directions within a chord on a single staff
- If you need notes of different durations within a single staff, played simultaneously

Hidden spacer rests

To hide a rest right-click on the rest and select *Set Invisible*. If you have *Display → Show Invisible* marked then the rest still shows in gray on your screen. The hidden rest does not appear when you print.

Volta

Volta brackets or **first and second ending** brackets are used to mark different endings for a repeat.

To place a volta bracket on the score drag-and-drop the item from the [lines palette](#).

The brackets can span more than one measure. Double click the volta to enter edit mode and then move the handles with:

- one measure right *Shift+Right*
- one measure left *Shift+Left*

These commands move the "logical" start or end of the volta which determine the bracketed measures.
Other commands in edit mode also move the handles but do not change how the repeat is played.

If you move the handles, a dashed line from the logical position to the actual position is shown

Text

You can change the text and many other properties of a volta bracket using the Line Properties dialog. Right-click on a volta bracket and choose *Line Properties…*. If you are using version 0.9.3 or earlier then choose "Volta Properties..." The figure below shows the volta text as "1.-5."
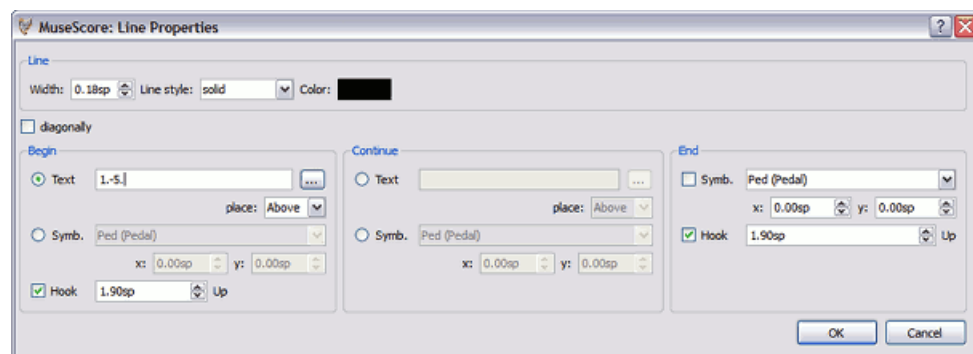
Playback

Sometimes a repeat plays for more than two times. In the figure above the volta text indicates that it should play five times before it continues. If you want to change the number of times MuseScore plays a repeat then go to the measure containing the repeat bar line and change its Repeat Count (see Measure operations for details).

In version 0.9.4 or earlier you can only place voltas on the top staff of a multi-part score. Otherwise you may encounter bugs such as the MuseScore crashing when you create parts (see bug report) or the anchor position moving when you reload the score.

External links

- Screencast: Add alternative repeats with MuseScore 0.9.5

Chapter 4

Sound and playback

MuseScore has "Sound and playback" capabilities built in. This chapter covers the playback controls and ways to extend the instrument sounds beyond the built-in piano sound.

Play mode

MuseScore has an integrated sequencer and synthesizer to play your score.

By pressing the Play ▷ button you enter Play mode. In Play mode the following commands are available:

- Seek to previous chord *Left*
- Seek to next chord *Right*
- Seek to previous measure *Ctrl+Left*
- Seek to next measure *Ctrl+Right*
- Rewind to start of score *Home*
- Toggle show play panel *F11*

Press the play button again to stop and exit Play mode.

MuseScore starts playback from the place it last left off. If you select a note then MuseScore starts from the newly selected note instead. The toolbar also has rewind button to quickly return to the beginning of the score for playback.

Play Panel

The Play Panel offers more controls over playback including tempo, starting position, and general volume. From the main menu choose *Display → Play Panel* to open the Play Panel.
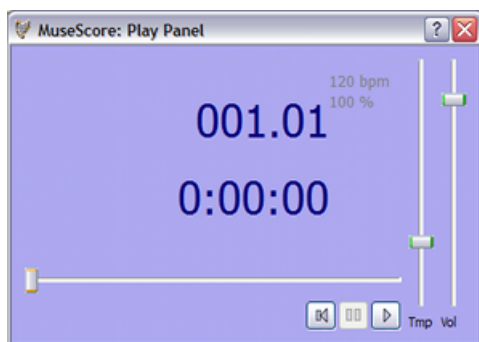
Troubleshooting

Version 0.9.5 or earlier: If you want to play instruments other than piano you have to change the MuseScore integrated SoundFont with a more capable one in *Edit → Preferences… → I/O tab*. See [SoundFont](#) for instructions.

Sound on Ubuntu

If you are having difficulty with sound on Ubuntu then it is recommended to upgrade to version 0.9.5 or later. Instructions for obtaining the latest release are on the download page of the website. If you have further problems feel free to use the forums.

SoundFont

MuseScore comes with a special type of file called a SoundFont that tells MuseScore how to play each instrument sound. Some SoundFonts are custom designed for classical music others for jazz or pop, others are large and take up a lot of memory, still others are very small and light-weight. The latest versions of MuseScore (version 0.9.6 or higher) come with a relatively light-weight, general-purpose SoundFont called, "TimGM6mb.sf2".

Overview

A SoundFont file can store any number of instrument sounds. Many SoundFonts are available on the web. Look for one that covers the 128 sounds of [General MIDI](#) (GM). If you use a SoundFont that does not conform to the General MIDI standard then others may not hear the correct instruments when you share the score or save as MIDI.

The file size and sound quality of SoundFonts available on the web varies. Larger SoundFonts often sound better but may be too large to run on your computer. If you find MuseScore runs slowly after installing a large SoundFont or your computer can't keep up during play back then look for a smaller SoundFont. Below are three popular GM SoundFonts of different sizes.

- FluidR3_GM.sf2 (141 MB uncompressed), download [Fluid-soundfont.tar.gz (129 MB)](#)
- MagicSF_ver2.sf2 (67.8 MB uncompressed), see [Big SoundFonts](#)

- TimGM6mb.sf2 (5.7 MB uncompressed), see [Tim Brechbill's Timidity++ Download Site](#) "Free SoundFont" section

Compression

Since SoundFont files are large they often are compressed into a variety of formats including .zip, .sfArk, and .tar.gz. You need to decompress these files before they can be used.

- ZIP is standard compression format supported by most operating systems.
- sfArk is a compression format designed especially for compressing SoundFont files. Use the special [sfArk software](#) to decompress it.
- .tar.gz is a popular compression format for Linux. Windows users can use [7-zip](#) which supports a wide variety of compression formats. Note that you need apply decompression twice: once for GZip and once for TAR.

MuseScore settings

After finding and decompressing a SoundFont do not double click to open it since this does not set up MuseScore. Instead move the file to a folder of your choosing, start MuseScore, and follow the instructions below.

Go to *Display → Synthesizer*. The initial SoundFont setting depends on which operating system you are using.

- Windows: `C:/Program Files/MuseScore//sound/TimGM6mb.sf2`
- Windows (64-bit): `C:/Program Files (x86)/MuseScore//sound/TimGM6mb.sf2`
- MacOsX: `/Applications/MuseScore.app/Contents/Resources/sound/TimGM6mb.sf2`
- Linux (Ubuntu): `/usr/share/sounds/sf2/TimGM6mb.sf2`

Click on the Open icon next to the SoundFont location and browse for your new SoundFont (.sf2) file. In the open dialog browse and select your file; then press Open.

Instructions for 0.9.5 or earlier

If you are using version 0.9.5 or earlier then go to *Edit → Preferences... → I/O tab*.

The initial SoundFont setting is `:/data/piano1.sf2`. Replace this with the location of your new SoundFont (.sf2) file. Click on the Open icon to browse for the file and open it .

Click OK to apply changes and exit the preferences panel. Quit and and reopen MuseScore for the changes to take affect.

Troubleshooting

If the toolbar play panel is greyed out or not visible follow the instructions below to get your sound working again:

1. Make sure there is a check mark next to the *Display → Transport* menu item. You can add or remove the check mark by clicking on the corresponding menu item. If this step does not solve your problem continue with the next step below

2. If the play panel disappears after changing the SoundFont go to *Edit → Preferences... → I/O tab* and click OK without making any changes, After restarting MuseScore the play panel should reappear. This is a known bug with versions 0.9.3 or earlier.

If you are setting up a SoundFont for the first time please use one of the recommended SoundFonts listed above.

Tempo

Play back tempo can be changed via the play panel or via tempo text in the score.

Play panel
- Display the play panel: *Display → Play Panel*
- Change the Beats per Minute (bpm) using the Tempo (Tmp) slider

Tempo text
- Select a note to indicate where the tempo text should be created
- From the main menu: *Create → Text... → Tempo...*
- Press *OK* to finish

Note that in versions 0.9.3 or earlier it is not possible to change the tempo text or BPM from the initial Tempo Text dialog. However you can change both of these after you add a tempo text to the score.

Existing tempo text can be changed by double clicking the text to enter edit mode. You can use the [F2 palette](#) to add a quarter note or another duration for a metronome mark in the tempo text.

Andante ♩ = 75

Beats per minute (BPM) on existing tempo text can be adjusted by right clicking on the text and selecting *Tempo Properties...*

Note: Playback of tempo text may be faster or slower than the specified BPM if the tempo setting in the play panel is not set to 100 percent.

Change and adjust sounds

Mixer

The mixer allows you to change instrument sounds and adjust the volume, panning, reverberation, and chorus for each staff. From the main menu choose *Display → Mixer* to show the mixer.
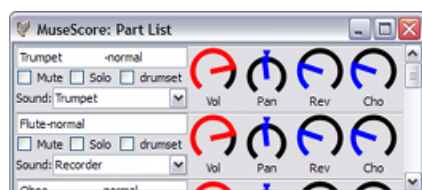
Mute and Solo

Use the *Mute* check box to quickly silence certain staves. Alternatively use the *Solo* check box to silence all staves except the staff you mark as "solo".

Dials

To turn a dials clockwise click and drag upwards. To turn a dial counter-clockwise (anti-clockwise) click and drag downwards.

Sound

The sound drop-down menu lists every instrument supported by your current SoundFont. This feature is not implemented in version 0.9.4 or earlier for Windows, but fixed in version 0.9.5.

Change instrument

Although you can change the instrument sound, staff name, and staff transposition separately, versions 0.9.6 or later allow you to change all of these properties at once.

1. Right click on an empty part of the measure and choose *Staff Properties...*
2. Click on Change Instrument
3. Choose your new instrument and click OK to return to the Staff Properties dialog
4. Click OK again to return to the score

Mid-staff change

In MuseScore some instruments can change sounds midway through a piece. For example strings can switch to pizzicato or tremolo and trumpet can switch to muted trumpet. The following instructions use muted trumpet as an example but the same principles apply to pizzicato or tremolo strings.

1. Select the first note of the muted section
2. From the main menu choose *Create → Text → Staff Text*
3. Type *Mute* (or an equivalent indication such as *Con Sordino*). At this point the staff text is for humans and does not affect playback in MuseScore
4. Right-click on the staff text and select *Staff Text Properties...*
5. In the Staff Text Properties dialog mark the *Channel* checkbox
6. In the Staff Text Properties dialog select *mute*
7. Click *OK* to return to the score

Every note after the staff text you added now sounds muted. To return to an unmuted sound later in the piece follow the same guidelines as above except type *Open* in step 3 and select *normal* in step 6.

Chapter 5

Text

The previous chapter covers <u>text that affects playback tempo</u>, but there are many other types of text available in MuseScore: <u>lyrics</u>, <u>chord names</u>, dynamic markings, <u>fingering</u>, headings, plus many more. These are all accessible from the main menu via *Create → Text*.

For short generic text use staff or system text. The difference between these two texts is whether you want it to apply to a single staff or apply to the whole system.

Text editing

Double click on text to enter edit mode:

In text edit mode the following commands are available:

- *Ctrl+B* (Mac: ⌘+*B*) toggles **bold** face
- *Ctrl+I* (Mac: ⌘+*I*) toggles *italic*
- *Ctrl+U* (Mac: ⌘+*U*) toggles <u>underline</u>
- *Up* start superscript or end subscript if in subscript mode
- *Down* start subscript or end superscript if in superscript mode
- move cursor: *Home End Left Right*
- *Backspace* remove character to the left of the cursor
- *Delete* remove character to the right of the cursor
- *Return* start new line

- *F2* Show text palette. The text palette can be used to enter special characters and symbols.

Text palette:

See also: [Chord name](), [Lyrics](), [Frame](), [Edit mode]()

Text style

Text elements are created from a *Text Style*. This style defines the initial properties of text.

Text properties:
- **Font Family**: name of the font such as "Times New Roman" or "Arial"
- **Point Size**: the size of the font in points
- **Italic, Bold, Underline**: font properties
- **Anchor**: page, time, notehead, system, staff
- **Alignment**: horizontal: left, right, center; vertical: top, bottom, center
- **Offset**: an offset to the normal anchor position
- **Offset Type**: mm, space, or percent of page size

Text types:
- **Title, Subtitle, Composer, Poet**: anchored to page
- **Fingering**: Fingerings are anchored to note heads.
- **Lyrics**: Lyrics are anchored to a time position.
- **Chord name**: Chord names are also anchored to a time position.

Chord name

Chord names can be entered by first selecting a note and then pressing *Ctrl+K*. This creates a chord name text object for the selected chord.

- Type *Space* to move to the next chord.
- *Shift+Space* moves to the previous chord.
- *Ctrl+Space* enters a space into the chord name text.

Chord names can be [edited] as normal text. To add a sharp type # and to add a flat type *b*. These characters will automatically turn into proper sharp or flat signs when you move to the next chord.

Jazz font

If you prefer a more handwritten appearance to the chord names in your score then versions 0.9.5 and later include a jazz font option.

1. From the main menu choose *Style → Edit Style…*
2. From the left pane select *Chord names*
3. In the right pane replace the text *chords.xml* with *jazzchords.xml*

Fingering

Fingering can be added to notes by dragging a fingering character from the fingering palette to a note head in the score. When a note head is selected first, the fingering character can be added using a double click. Fingerings are normal text which can be [edited] like any other text.
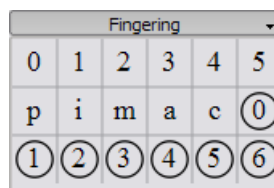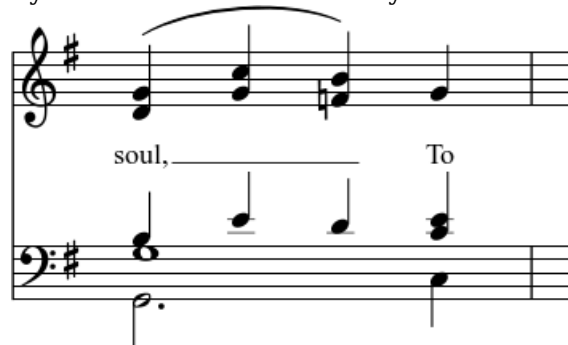

Lyrics

1. First enter notes
2. Select first note
3. Type *Ctrl+L* and enter lyrics text for first note
4. Type *Space* at end of word to go next note
5. Type an hyphen - at end of syllable to go to next note. The syllables are connected with a dash

6. *Shift+Space* moves to the previous note

7. *Enter* (Mac: *Return*) moves down to the next lyric line

Syllables can be extended by an underline:

Entered with: *soul, _ _ _ To Esc*.

Special characters

Lyrics can be [edited](#) as normal text with the exception of a few characters. If you want to add a space, hyphen or underscore to a single syllable then use the following shortcuts.

- *Ctrl+Space* (Mac: *⌥+Space*) enters a space into the lyrics text
- *Ctrl+-* (Mac: *⌥+-*) enters a hyphen (–) into the lyrics text
- Mac only: *⌥+_* enters an underscore (_) into the lyrics text

See also: [Text](#), [Chord name](#).

Chapter 6

Formatting

Break or spacer

Page breaks or **line breaks** (system breaks) are applied by dragging the corresponding symbol from the breaks palette to an empty space of a measure in the score. The break happens after the marked measure. The green break symbols are visible on the screen but do not appear on printouts.
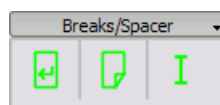
Spacers are used to increase the space between two adjacent staves. Drag and drop a spacer to a measure above the area that needs more vertical space. Double click on the spacer and drag the handle using the mouse to adjust the height of the spacer.

If you want to adjust the space between staves score-wide then use the style settings. Spacers are designed for local adjustments.

Frame

Frames provide empty space outside of normal measures. They can also contain text or pictures. MuseScore has two kinds of frames:

   Horizontal
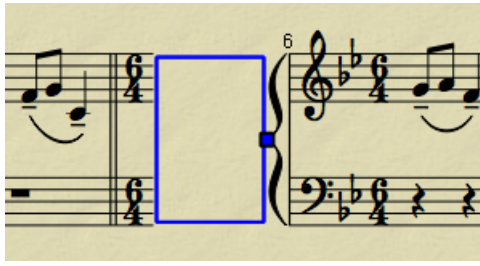
Horizontal frames break a system. The width is adjustable and the height equals the system height. Horizontal frames can be used to separate a coda.

Vertical

Vertical frames provide empty space between or before systems. The height is adjustable and the width equals the system width. Vertical frames are used to place title, subtitle or composer. If you create a title, a vertical frame is placed before the first measure automatically if it is not there already.

Create a frame

First select a measure. The command to insert a frame is found in the menu *Create → Measures* . The frame is inserted before the selected measure.

Delete a frame

Select the frame and press *Del*.

Edit frame

Double click the frame to enter [edit mode](). A handle appears which can be used to drag the size of the frame.

Title frame in edit mode:
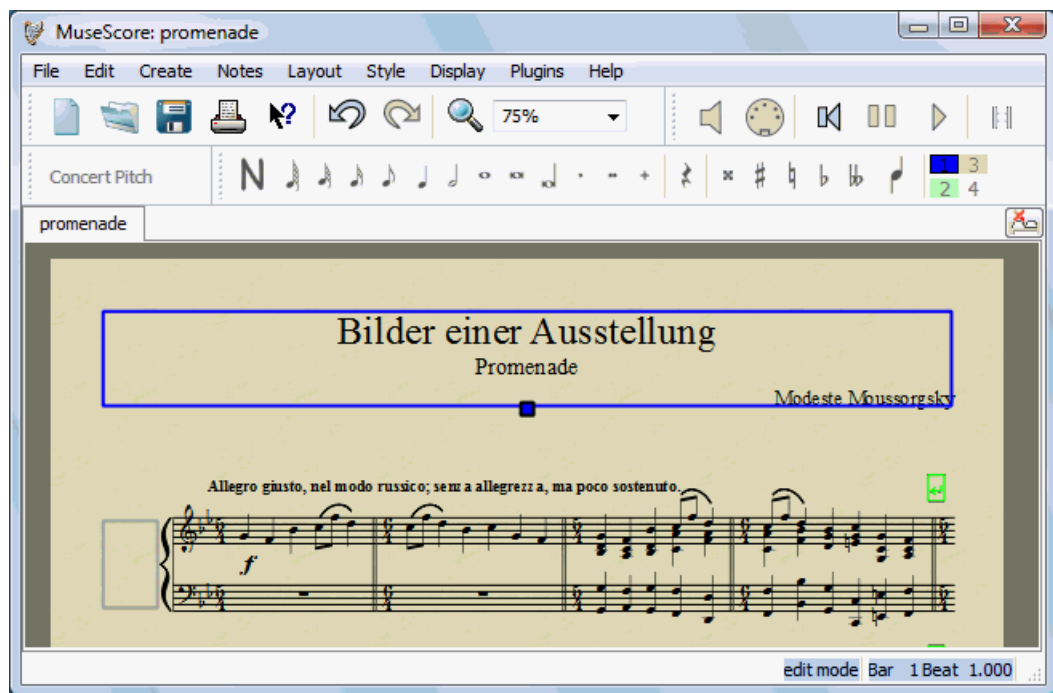
Image

You can use **images** to illustrate scores or add symbols that are not included in the standard palettes.

To add an image drag-and-drop an image file onto the score. MuseScore supports PNG and JPEG files and simple SVG files. MuseScore does not support SVG shading, blurring, clipping or masking.

Chapter 7

Support

This chapter describes how to find help using MuseScore: the best places to look, the best way to ask a question on the forums, and tips for reporting a bug.

How to report bug or ask for support

Before posting your support request in the forum:

- PLEASE, look for a solution in the user handbook.
- Use the search function of the website to see if someone has already encountered the same problem on the forums.
- If you are posting an error report, first try to reproduce the problem with the latest prerelease. You may also view the version history to check whether it has been fixed already.

When posting your request for support or bug report, please include as much of the following information as you know:

- Version of MuseScore you are using (e.g. version 0.9.5) or the revision number if you are using a prerelease (e.g. revision 1944)
- Operating system you are running it on (e.g. Windows Vista, Mac OS 10.5 or Ubuntu 9.04)
- If you are reporting a bug, please describe the precise steps that lead to the problem (where do you click, what keys do you press, what do you see, etc.). If you are not able to reproduce the problem with the steps, it is probably not worth reporting it as the developers will not be able to reproduce it (and solve) either.
- Limit your reports in the issue tracker to one bug per report
- Remember that the goal of a bug report is not only to show the bug but to allow others to reproduce the bug easily

Known incompatibilities

The following software is known to crash MuseScore on startup :

- Samson USB Microphone, driver name "Samson ASIO Driver", samsonasiodriver.dll. [More info](#)
- Digidesign MME Refresh Service. [More info](#)

Revert to factory settings

Recent versions of MuseScore have the option to revert back to the standard built-in presets or "factory-settings". Sometimes this is helpful if your settings are corrupted. This is not a normal occurrence so it is best to consult the forums first since there maybe a way to solve your problem without resetting everything.

Warning: reverting to "factory settings" removes any changes you have made to the preferences, palettes, or window settings.

Instructions for Windows

1. If you have MuseScore open then you need to close it first (*File → Quit*)
2. Type *Windows key+R* to open the Run dialog. (The [Windows key](#) is the one with the logo for Microsoft Windows.)
3. Click *Browse…*
4. Look for mscore.exe on your computer. The location may vary depending on your installation but it is probably something similar to My Computer > Local Disk > Program Files > MuseScore > bin > mscore.exe
5. Click *Open* to leave the Browse dialog and return to the Run dialog. The following text (or something similar) should display in the Run dialog:
   `"C:\Program Files\MuseScore\bin\mscore.exe"`
6. Click after the quote and add a space followed by a hyphen and a capital F: *-F*
7. Press *OK*

After a few seconds MuseScore should start and all the settings reverted to "factory settings".

For advanced users, the main preference file is located at:

- Windows Vista or later:
  `C:\Users\<USERNAME>\AppData\Roaming\MusE\MuseScore.ini`
- Windows XP or earlier: `C:\Documents and Settings\USERNAME\Application Data\MusE\MuseScore.ini`

The other preferences (palette, session...) are in:

- Windows Vista or later:
  `C:\Users\<USERNAME>\AppData\Local\MusE\MuseScore\`
- Windows XP or earlier: `C:\Documents and Settings\USERNAME\Local Settings\Application Data\MusE\`

Instructions for Mac OS X

1. If you have MuseScore open then you need to quit the application first (*File → Quit*)

2. From the Open Applications/Utilities/Terminal and a Terminal session window should appear

3. Type, (or copy/paste) the following command into your terminal line (include the '/' at the front):

   `/Applications/MuseScore.app/Contents/MacOS/mscore -F`

This resets all MuseScore preferences to factory settings and immediately launches the MuseScore application. You can now quit Terminal, and continue using MuseScore.

For advanced users, the main preference file is located in `~/.config/muse.org/MuseScore.ini`.
The other preferences (palette, session...) are in `~/Library/Application Support/MusE/MuseScore/`

Instructions for Linux (please adapt for others than Ubuntu Lucid)

1. If you have MuseScore open then you need to quit the application first (*File → Quit*)

2. From the Ubuntu main menu choose *Applications → Accessories → Terminal*. A Terminal session window should appear

3. Type, (or just copy/paste) the following command into your terminal line:

   `mscore -F`

This resets all MuseScore preferences to factory settings and immediately launches the MuseScore application. You can now quit Terminal, and continue using MuseScore.

For advanced users, the main MuseScore preference file is located at
`~/.config/MusE/MuseScore.ini`

Chapter 8

Appendix

Keyboard shortcuts

Keyboard shortcuts can be customized via *Edit → Preferences… → Shortcuts tab*.
Below is a list of of the initial shortcut settings.

Navigation

Beginning of score: *Home*
End of score: *End*

Next page: *Pg Dn*
Previous page: *Pg Up*

Next measure: *Ctrl+Right*
Previous measure: *Ctrl+Left*

Next note: *Right*
Previous note: *Left*

Note below (within a chord or on lower staff): *Alt+Down*
Note above (within a chord or on higher staff): *Alt+Up*

Top note in chord: *Ctrl+Alt+Up*
Bottom note in chord: *Ctrl+Alt+Down*

Note entry

Begin note entry mode: *N*
Leave note entry mode: *N* or *Esc*

Duration

For a list of shortcuts for each duration (such as quarter note, eighth note, etc.) see note entry*.*

Half duration of previous note: *Q*
Double duration of previous note: *W*

Voices

Voice 1: *Ctrl+I, Ctrl+1*
Voice 2: *Ctrl+I, Ctrl+2*
Voice 3: *Ctrl+I, Ctrl+3*
Voice 4: *Ctrl+I, Ctrl+4*

Pitch

Pitches can be entered by letter name or MIDI keyboard. See note entry for full details.

Repeat previous note: *R*

Raise pitch by octave: *Ctrl+Up*
Lower pitch by octave: *Ctrl+Down*

Raise pitch by semi-tone: *Up*
Lower pitch by semi-tone: *Down*

Add sharp to note: (undefined due to conflicts with zooming)
Add flat to note: -

Rest: *Space*

Interval

Add interval above current note: *Alt+[Number]*
Add interval below current note: *Shift+[Number]*

Direction

Flip direction (stem, slur, tie, tuplet bracket, etc): *X*
Mirror note head: *Shift+X*

Articulations

Tie: +
Slur: *S*
Staccato: *Shift+.*
Crescendo (hairpin): *H*
Decrescendo: *Shift+H*

Lyric entry

Previous lyric syllable: *Ctrl+Left*
Next lyric syllable: *Ctrl+Right*

Up to previous stanza: *Ctrl+Up*
Down to next stanza: *Ctrl+Down*

For more lyric shortcuts see lyrics

Display

Navigator: *F12* (Mac: ⌥+⌘+N)

Play Panel: *F11* (Mac: ⌥+⌘+P)

Palette: *F9* (Mac: ⌥+⌘+K)

Mixer: *F10* (Mac: ⌥+⌘+M)

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