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MuseScore

Manual

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Version 0.8

MuseScore is hosted on SourceForge:
<http://mscore.sourceforge.net/>

MuseScore uses the Lilypond Typesetter fonts.
This document was created using pdfT_EX and the macro package ConT_EXt.

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1 Introduction

1.1 What is MuseScore?

MuseScore is a WYSIWYG (What You See Is What You Get) program to create printed score.

MuseScore is "Open Source" and published under the GNU General Public License (GPL) (see Appendix).

Some highlights:

- WYSIWYG Design, notes are entered on a "virtual notesheet"
- MuseScore uses TrueType fonts for printing and screen display. This allows for high quality scaling to all sizes.
- Notes can be entered fast and simple by only using the keyboard.
- MusicXML import/export
- Midi (SMF) import/export
- Midi input for note entry
- Integrated sequencer and software synthesizer to play the score.
- Print or create PDF files.

1.2 Short Guide

1.2.1 Program Start

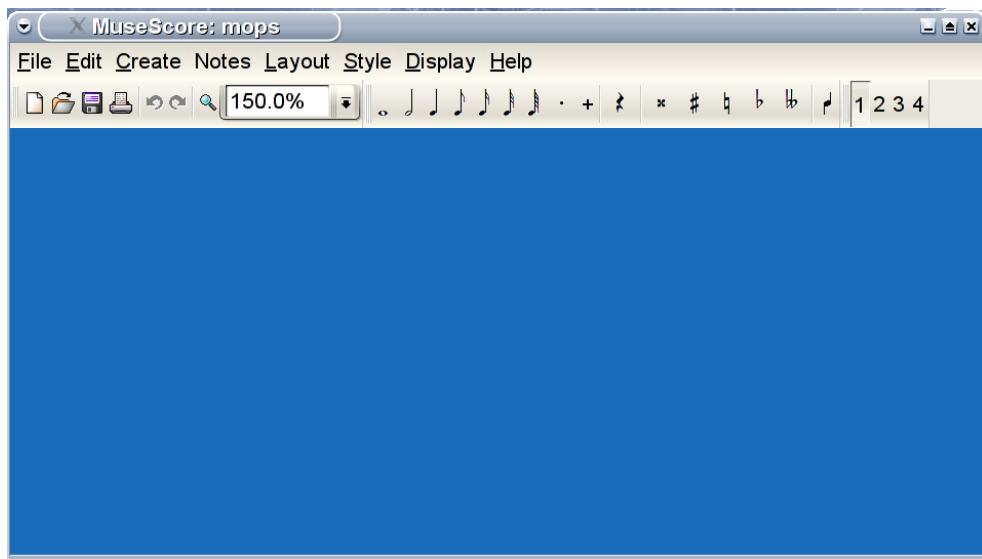


Abbildung 1.1 Empty main window

After entering

```
mscore
```

the last project will be displayed. Starting MuseScore the first time an empty main window will be displayed. (Abb. 1.1).

The window has three areas:

- menu bar
- tool bar
- empty note canvas

1.2.2 Create a new score

To create a new note sheet enter **Strg+N**. A dialog containing a list of templates to select from appears. (Abb. 1.2).

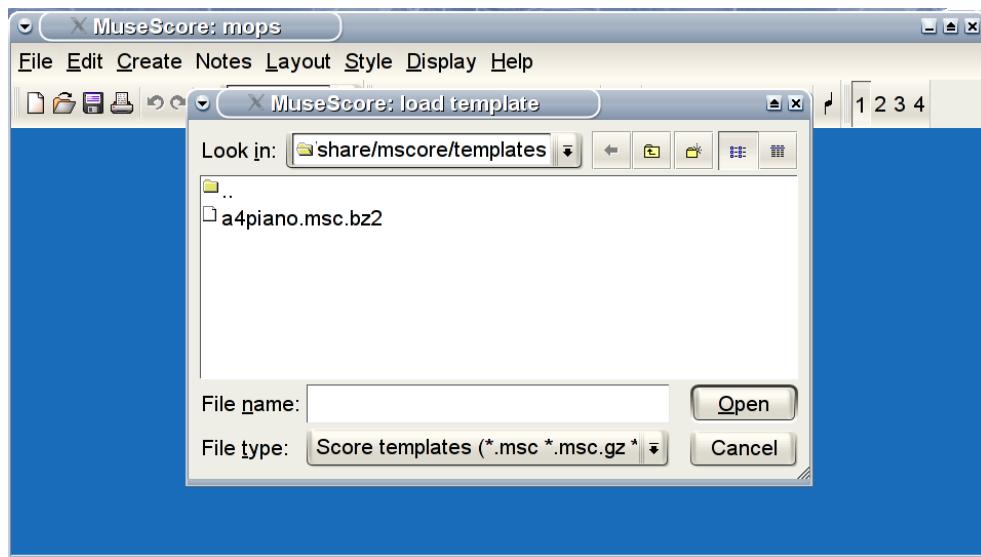


Abbildung 1.2 Template selection

After selecting **a4piano.msc.bz2** we leave the dialog by entering **OK**.

On the main window canvas a worksheet with the selected template will be displayed, in our example two note lines connected with a brace. A clef is displayed and the time signature is set to 4/4 on default. The note lines are populated with some measures filled with rests.

1.2.3 Note Entry

Now we want to enter some notes. For this we select the first rest by clicking at it. Then we enter "note entry mode" by entering **N**. The cursor changes to show the entry mode. An insert cursor also appears.

To populate the empty measures with notes we simply type "c d e" on the keyboard.

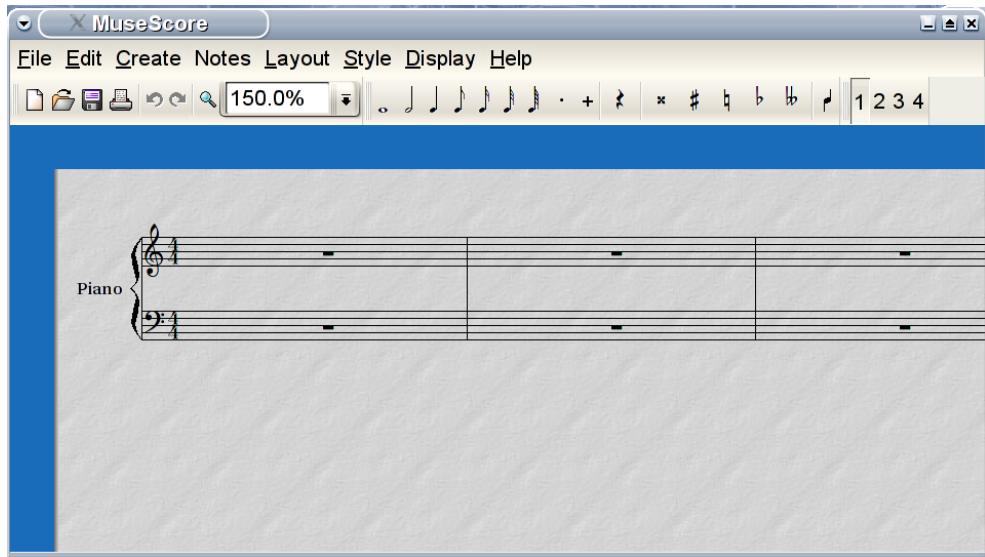


Abbildung 1.3 Empty piano system

1.2.4 Edit

Some actions:

- you can move the note sheet on the canvas with pressed left mouse key
- pressing **Strg+M** appends a new empty measure to the score
- the magnify glass tool magnifies the canvas

1.2.5 Print

Pressing the print button starts the KDE print dialog. MuseScore creates postscript printer data which KDE sends to the printer or which can be redirected into a file. This also allows for direct creation of pdf files.

Tip:

To create score examples for a book, create a partitur page with a small page format as A5 and rotate the page (landscape option). After exporting the score to PDF, the empty margins can be removed with the utility `pdfcrop`. The result can be easily integrated in a ConTeXt document. This is how the score examples in this manual are created.

2 Reference

2.1 Program Start

MuseScore can be started from the commandline with

```
mscore <options> <file name>
```

`options` und `file name` are optional.

There are the following command line options:

- v** displays the MuseScore version number
- d** start MuseScore in debug mode
- s** disable the integrated software synthesizer
- m** disable midi input support
- h** help: show available options

MuseScore accepts the following file types:

- *.msc** MuseScore partitur file
- *.mss** MuseScore style file
- *.xml** MusicXML file
- *.mid** midi file

Starting MuseScore without file name loads the last edited partitur.

MuseScore writes/reads two additional files in the background:

- ~/.mscore** MuseScore configuration data
- ~/.mscorePrj** contains the last edited scores

2.2 Menus

Many menu options are also available as buttons in a toolbox.

Menus and keyboard shortcuts:

- Alt+F** File
- Alt+E** Edit
- Alt+C** Create
- Alt+N** Notes
- Alt+L** Layout
- Alt+S** Style
- Alt+D** Display
- Alt+H** Help

2.2.1 File Menu

New (Ctrl+N) creates a new note sheet. You have next to create instruments and some empty measures.

Open opens a saved score

Open Recent shows a list of last edited scores. Click on a score to open it.

Save save the current score to disc.

Save As saves the current score to disc with a selectable different name.

Export Midi export the current score as MIDI file.

Export MusicXML export the current score as MusicXML file.

Import Midi import a midi file and display as score.

Import MusicXML import MusicXML file

Print (Ctrl+P) print the current score

Quit quits MuseScore.

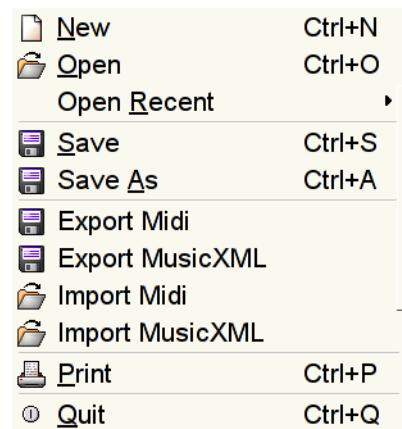


Abbildung 2.1

2.2.2 Edit Menu

Undo undo the last edit. There are unlimited undos.

Redo "Undo" the last undo command.

Cut

Copy

Paste

Instrument List shows the instrument list.

Page List shows the page list. This is a debug options useful for debugging. The page list is a MuseScore internal data structure.

Preferences shows the preference dialog.

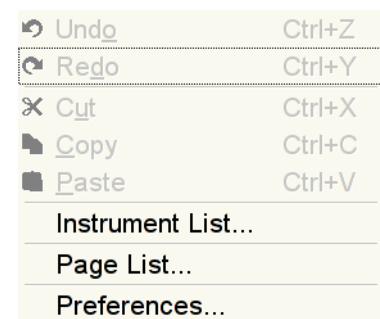


Abbildung 2.2

2.2.3 Create Menu

Instruments opens the instrument dialog. You can add/remove/move instruments of your score in the instrument dialog. You can also add additional note lines to an instrument.

Measure appends an empty measure to the score. The measure is filled with a rest.

Clef shows the clefs palette

Key shows the keys palette.

Time shows the time signature palette.

Lines shows the lines palette(crescendo etc.)

Note Attributes shows the note attributes palette

Dynamics shows the dynamics palette

Text shows the text submenu

Symbols shows the symbol palette

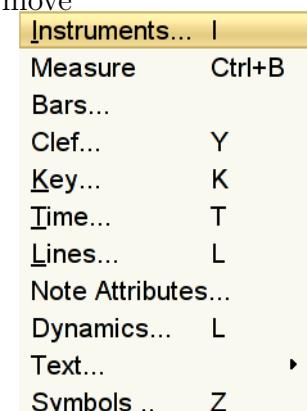


Abbildung 2.3

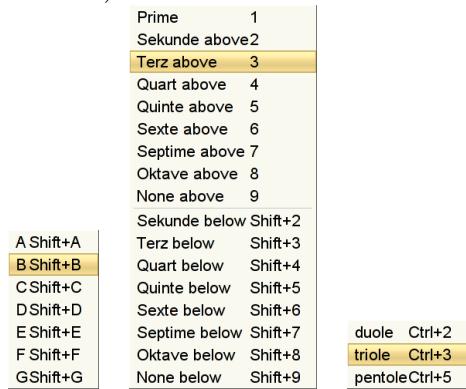
2.2.4 Notes Menu

Input switches to note entry mode

Add Pitch shows another submenu with note values to enter

Add Intervall shows a list of intervalls to select from to create chords

N-Tole shows a submenu to create irregular note values (trioles pentoles etc.)



Input	N
Add Pitch	▶
Add Intervall	▶
N-Tole	▶

Abbildung 2.4

2.2.5 Layout Menu

PageSettings shows the page settings dialog.

Reset Positions resets all marked objects to there standard positions. This undos all manuell moving of objects. This also flips note stem direction back to default.

Set Normal Staff Distances resets modified note line distances back to there standard values.

Reset Stretch resets stretched measures back to there normal width

System Break creates a line break after the marked measure

Page Break creates a page break after the marked measure

Page Settings...
Reset Positions
Set Normal Staff Distances
Reset Stretch
System Break
Page Break

Abbildung 2.5

2.2.6 Style Menu

Edit Style shows the style editor

Edit Text Style shows the text style editor

Load Style load a new style from file.

Save Style writes the current style to disc

Edit Style...
Edit Text Style...
Load Style
Save Style

Abbildung 2.6

2.2.7 Display Menu

Pad show the input pad

Play Panel show the play panel

Transport Toolbar show the transport toolbar

Show Invisible If you switch this option on, invisible note elements are displayed in gray. Dies enables editing.

Pad	F10
PlayPanel	F11
Transport Toolbar	
✓ Note Input Toolbar	
Show Invisible	

Abbildung 2.7

2.2.8 Help Menu

Browser starts the configured online help browser

About show the about panel

About Qt show infos about the Trolltech Qt GUI-Tookit.

Whats This after clicking the "whats this" cursor appears. Clicking on any GUI-Element shows a help text for this element (if any help text is assigned to this element).

Browser	F1
About	
AboutQt	
What's This	Shift+F1

Abbildung 2.8

2.3 Note Entry

MuseScore is always in one of two modes:

- **edit mode**, (normal) shows a normal arrow cursor
- **input mode**, shows an up arrow cursor

N	begin note input mode
Esc	end note input mode

Hint:

In input mode all pad or toolbar settings are for the next note to enter. In normal mode changing pad or toolbar settings directly modify the selected note.

Entry mode is activated by clicking a note in the pad or by typing N.

2.3.1 Keyboard entry

Note can be entered by typing

a b c d e f g

Notes are entered at the current position. The current position can be set by clicking at a note or rest or is displayed by a blinking cursor. The cursor position is always in front of the current position. The len of the current note and other properties can be set in the pad or the toolbar. The pad simulates the keys of the numeric keypad of a normal keyboard.

When a note is selected, the next command can create chords. Every input switches into the note entry mode:

Shift+A	add note A toakkord
Shift+B	add note B toakkord
Shift+C	add note C toakkord
Shift+D	add note D toakkord
Shift+E	add note E toakkord
Shift+F	add note F toakkord
Shift+G	add note G toakkord

For entering intervals there are the following commands:

1	Prime up	Shift+1	Prime down
2	Sekunde up	Shift+2	Sekunde down
3	Terz up	Shift+3	Terz down
4	Quarte up	Shift+4	Quarte down
5	Quinte up	Shift+5	Quinte down
6	Septe up	Shift+6	Septe down
7	Septime up	Shift+7	Septime down
8	Oktave up	Shift+8	Oktave down
9	None up	Shift+9	None down

More note entry commands:

x	flip note stem direction
----------	--------------------------

2.3.2 Note entry with mouse

In note entry mode a gray note head shows the position a click whould insert a note. Setting a note replaces a rest or note. Shift+Click adds a note, building a chord.

2.3.3 Note entry with midi keyboard

2.3.4 Select

Note	click on note head
Akkord	double click on note head
+Note	Shift + Click on note head

2.3.5 Accidentals

MuseScore sets accidentals depending on pitch, signature and already set accidentals in current measure. If you select a notehead and change pitch with cursor up/down MuseScore sets accidentals automatically.

Another way is to select a note and to select an accidental from the toolbox. The selected note gets the selected accidental and MuseScore changes the pitch automatically. This is the way to edit enharmonic exchange (??) or to add a security accidental.



2.3.6 Modify

The pitch of an selected mode can be changed by:

Up	increase pitch a half tone
Ctrl+Up	increase pitch one octave
Down	decrease pitch a half tone
Ctrl+Down	decrease pitch one octave

2.4 Slurs

Slurs are connected top notes or rest. If a note moves, the associated slur moves to. If a slur spans a line or page, it is automatically splitted into segments.

To create a slur, you have to first select a start note. Entering "S" creates a slur to the next note. Double click the slur to enter edit mode. In edit mode four control points are shown, which can be moved with mouse or keyboard commands.

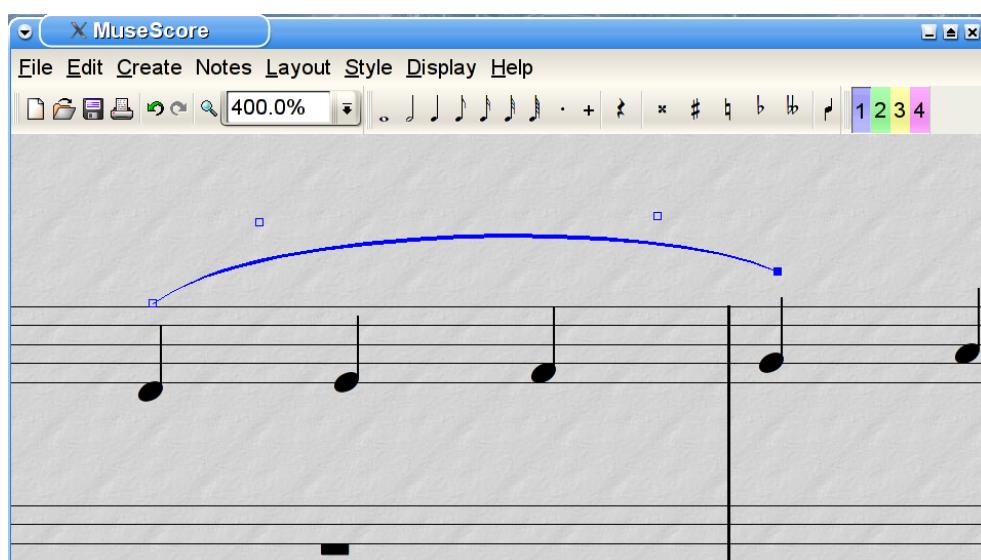


Abbildung 2.9 Slur with control points

s	create a slur to the next note and enter edit mode
Tab	switch to next control point
right	move the current control point one space to the right
left	move the current control point one space to the left
up	move the current control point one space up
down	move the current control point one space down
Ctrl+right	move control point $\pm 1/10$ space to the right

Ctrl+left	move control point $\pm 1/10$ space to the left
Ctrl+up	move control point $\pm 1/10$ space up
Ctrl+down	move control point $\pm 1/10$ space down
Shift+right	move control point to the next note or rest
Shift+left	move control point to previous note or rest
x	flip slur orientation
ESC	leave edit mode
Doppelclick	start edit mode

2.5 Instruments



Abbildung 2.10 Instrument Dialog

2.6 Text

2.7 Fingering

- open fingering palette create->text->fingering - click on "finger" and then on note head to put finger number to note
- doubleclick to edit number

2.7.1 Liedtext

First select a note or rest where you want to start lyrics entry.

Ctrl+L start lyrics entry; a blinking text cursor appears beneath the note

Tab positions the cursor to the next note

Return creates another lyrics line

ESC exit lyrics entry

2.8 Beams

Staff Crossing Beams

Shift+Ctrl+Down move note/chord a staff down in a multi staff Instrument (piano)

Shift+Ctrl+Up move note/chord a staff up in a multi staff Instrument (piano)

x flips beam orientation above, below; this overrides automatic

2.9 Symbols

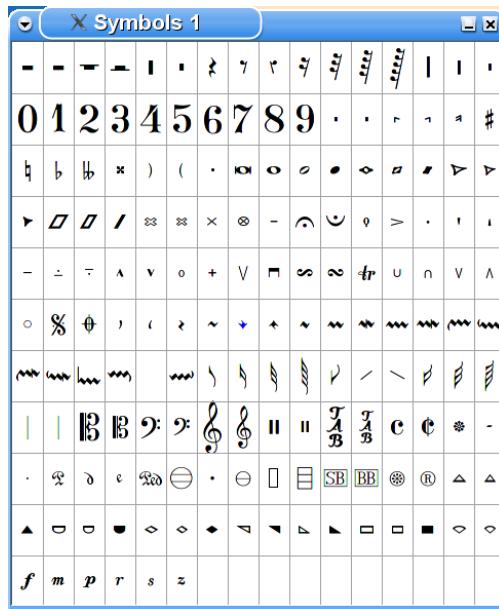


Abbildung 2.11 Feta-Symbols

2.10 Attributes

2.10.1 Unvisible

Most objects on the canvas can have the "invisible" attribute. Invisible objects use space in the layout but are invisible on screen and on printout. To be able to switch them back to "visible", there is a global mode "show invisible". In this mode all invisible objects are shown grayed out. They are still not visible in printout.

2.10.2 Color

For most objects on the canvas you can select a color. The objects are shown and printed in this color.

2.11 Navigation

Right

go to next note

Left

go to previous note

Alt+Up

go to next higher note in chord or lowest note in higher line

Alt+Down

select next lower note in chord or highest note in lower line

Alt+Ctrl+Up select highest note in chord
Alt+Ctrl+Down select lowest note in chord
Drag Canvas move note sheet on canvas

2.11.1 Zoom

The note sheet can be resized with this methods:

- after selecting the zoom tool (magnifying glass), the note sheet can be zoomed in with the left mouse key and zoomed out with the right mouse key. When you hold the keyboard shift key while clicking in zoom mode, the zoom tool stays selected.
- in the zoom pulldown menu you can select a zoom factor

2.12 Palettes

To insert a palette object:

- click on the palette object to select it. The cursor changes (arrow up).
- click on the note sheet to insert the palette object.

2.12.1 Copy + Paste

A fast method to copy objects:

- select an object
- click with middle mouse key on the destination location to insert a object copy.

2.13 Layout

2.13.1 Page layout

2.13.1.1 Page settings

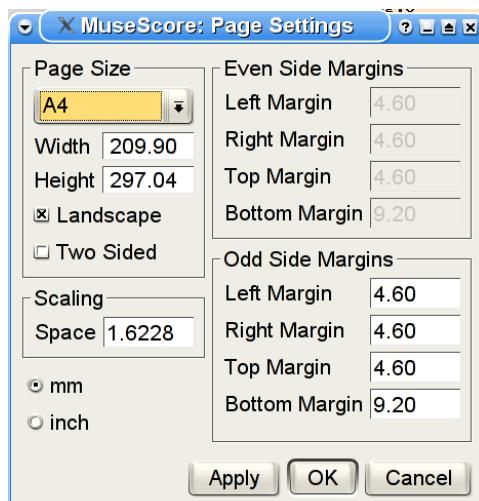


Abbildung 2.12 Page settings

2.13.2 Layout

2.13.3 Spacing

2.14 Styles

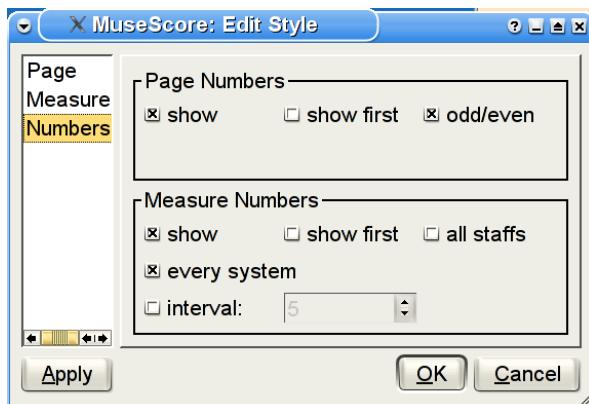


Abbildung 2.13 Style Editor

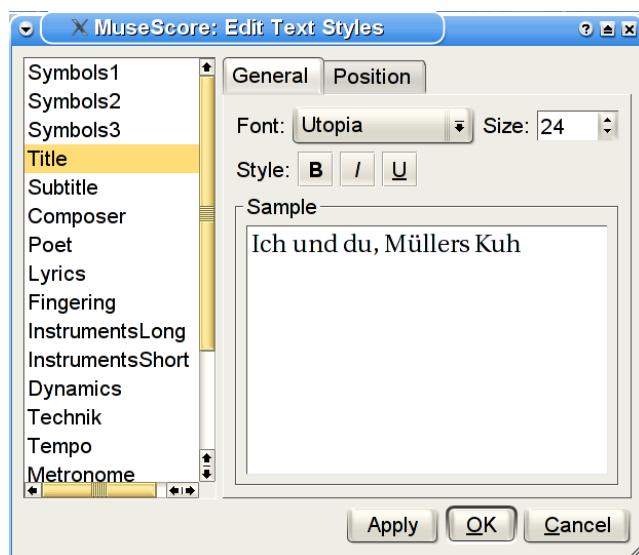


Abbildung 2.14 Text Style Editor: Styles

2.15 MuseScore File format

MuseScore saves a score in file with suffix `*.msc`. This is a normal text file in XML format. The file can be edited with a normal text editor. There is no formal description of the MuseScore file format (i.e. a DTD). The file format will change in the future (until there is a 1.0 release) and you should use MusicXML to archive scores.

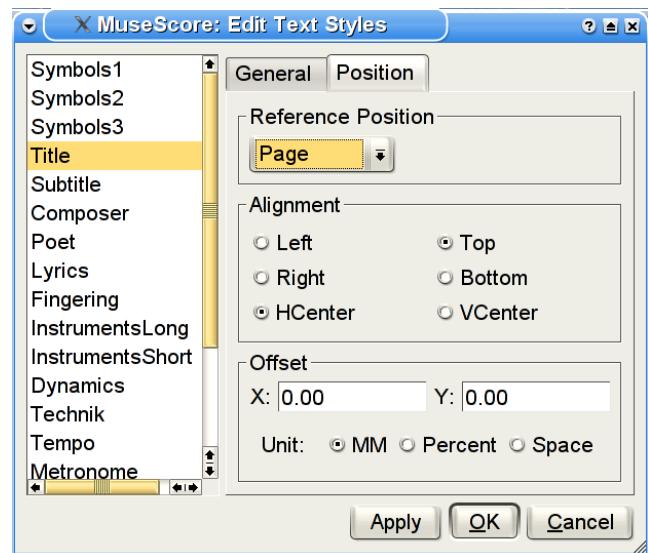


Abbildung 2.15 Text
Style Editor: Positions

3 Installation

3.1 Download

The latest MuseScore Version is available at <http://mscore.sourceforge.net>
 MuseScore is distributed as a compressed TAR file. After download it can be expanded with:

```
tar xvofj mscore-1.0.0.tar.bz2
```

This command creates a subdirectory mscore-1.0.0, with the expanded MuseScore source.

3.2 Requirements

Several linux distributions are splitting packets in an user and an developer part. To create MuseScore you need both parts.

- qt4 gui library version \geq 4.2.0
- ALSA version 0.9.0 or newer for midi input
- JACK audio server
- fluidsynth-1.0.0 and a suitable sound font
- gcc 3.4 or newer
- recommended: kde3 (MuseScore uses the KDE printer by default. Without KDE you have to configure your own print command.)

3.3 Compile

Compilation of MuseScore is done the standard way with `configure`, then `make` followed by `make install`. For last command you usually need to be super user.

3.3.1 Configure

Hint: configure works only from a X11 console.

```
cd mscore-x.x.x
./configure --prefix=/usr
```

(if configure does not find the qt libraries you can enter something like: `configure --with-qt-prefix=/usr/lib/qt3` which is reported to work with Mandrake)

If you have installed GNU Compiler \geq 3.4, then the translatin can be speed up by using precompiled headers. For this you have to configure like:

```
./configure --enable-pch
```

3.3.2 Make

```
make
```

compiles the sources and produces the executable file `mscore`.

Hint

between different C++ Compiler there are small differences in the ABI (Application Binary Interface) which may lead to trouble. MuseScore should be compiled with the same compiler as your Qt-Library.

3.4 Installation

```
su -c make install
```

this installs MuseScore.

4 Keyboard Shortcuts

\uparrow Shift

Alt+F File Menu
Alt+E Edit Menu
Alt+C Create Menu
Alt+N Notes Menu
Alt+L Layout Menu
Alt+S Style Menu
Alt+D Display Menu
Alt+H Help Menu

A	Note a
B	Note b
C	Note c
D	Note d
E	Note e
F	Note f
G	Note g

\uparrow A	add note a
\uparrow B	add note b
\uparrow C	add note c
\uparrow D	add note d
\uparrow E	add note e
\uparrow F	add note f
\uparrow G	add note g

1 Prime up

2 Sekunde up
3 Terz up
4 Quarte up
5 Quinte up
6 Septe up
7 Septime up
8 Oktave up
9 None up

\uparrow 1	Prime down
\uparrow 2	Sekunde dwon
\uparrow 3	Terz down
\uparrow 4	Quarte down
\uparrow 5	Quinte down
\uparrow 6	Septe down
\uparrow 7	Septime down
\uparrow 8	Oktave down
\uparrow 9	None down

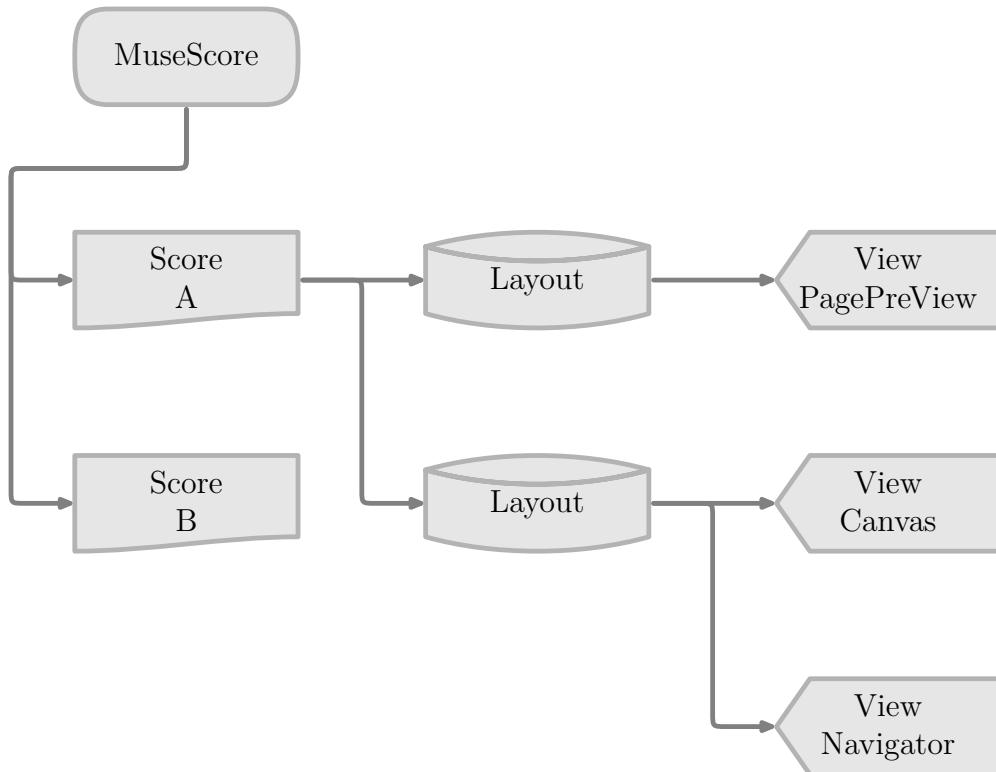
Right next note
Left previous note
Alt+Upselect higher note in chord
Alt+Downselect lower note in chord
Alt+Ctrl+Uphighest note in chord
Alt+Ctrl+Downlowest note in chord

5 Design & Implementation

5.1 Main Structure

MuseScore handles multiple documents (scores). The documents can selected with a tab bar. A global pointer points to the current selected score (`cs`).

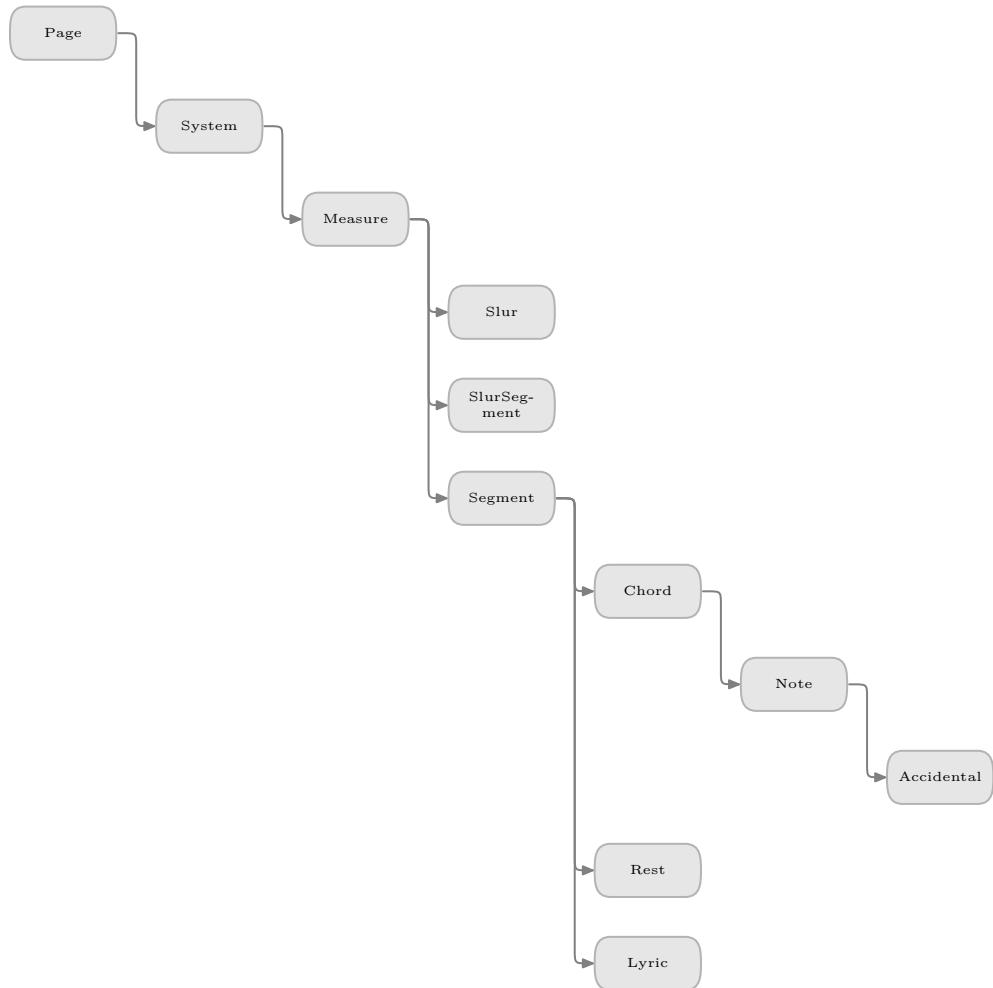
A **Score** contains data read from an `*.msc` or `*.xml` file. Think of it as a simple list of measures. The `layout()` procedure breaks this list into lines ans pages producing a **Layout** structure. The **Layout** can be viewed by a **Viewer** providing a magnification and horizontal und vertical offsets.



A **Score** can have more than one **Layout**. This is used in the **Page Settings** dialog for a page preview.

A **Layout** can have more than one **View**. The main view is called **Canvas** and can be used to view and edit the score. A second smaller **View** ist used by the **Navigator** widget.

5.2 Layout Object Hierarchy



6 Examples

6.1	Bilder einer Ausstellung – Promenade, Modeste Mussorgsky	28
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Bilder einer Ausstellung

Promenade

Modeste Mussorgsky

Musical score for piano, page 1, measures 1-5. The score consists of two staves. The top staff uses a treble clef and the bottom staff uses a bass clef. The key signature is one flat. Measure 1 starts with a dynamic *mf*. Measures 2-5 show various rhythmic patterns and harmonic changes between 2/4 and 6/4 time signatures.

Musical score for piano, page 1, measures 6-10. The score continues with two staves. The key signature changes to two flats. Measures 6-10 feature more complex harmonic progressions and rhythmic patterns, including eighth-note and sixteenth-note figures.

Musical score for piano, page 1, measures 11-15. The score continues with two staves. The key signature changes to three flats. Measures 11-15 show sustained notes and chords, with the bass line providing harmonic support.

Musical score for piano, page 1, measures 16-20. The score continues with two staves. The key signature changes to one flat. Measures 16-20 feature eighth-note chords and sustained notes, creating a rhythmic pattern.

Musical score for piano, page 1, measures 21-25. The score continues with two staves. The key signature changes to one flat. Measures 21-25 show eighth-note chords and sustained notes, continuing the rhythmic pattern established earlier.

Musical score for piano, page 1, measures 26-30. The score continues with two staves. The key signature changes to one flat. Measures 26-30 show eighth-note chords and sustained notes, concluding the piece with a sense of resolution.

Inventio 1

1

BWV 772

J.S.Bach

Musical score for Inventio 1, BWV 772, page 1. The score consists of two staves: treble and bass. The treble staff starts with a dotted half note followed by eighth-note pairs. The bass staff has eighth-note pairs. The key signature is A major (no sharps or flats). Measure 1 ends with a repeat sign and a bass clef change.

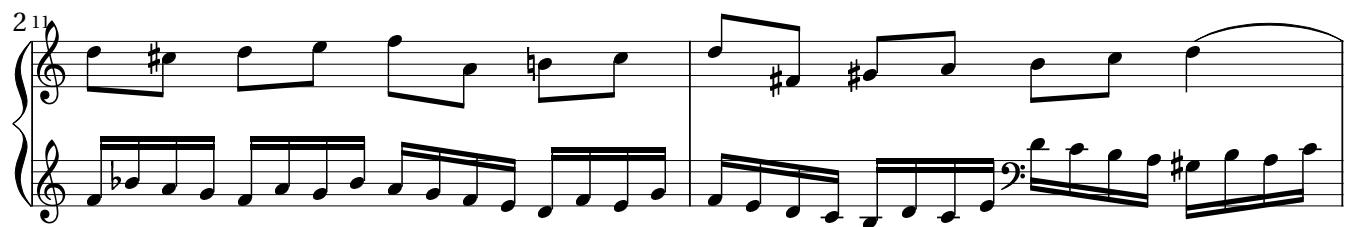
Continuation of the musical score for Inventio 1, BWV 772, page 1. The treble staff shows sixteenth-note patterns. The bass staff shows eighth-note patterns. The key signature changes to E major (one sharp). Measure 3 ends with a repeat sign and a bass clef change.

Continuation of the musical score for Inventio 1, BWV 772, page 1. The treble staff shows sixteenth-note patterns. The bass staff shows eighth-note patterns. The key signature changes to E major (one sharp). Measure 5 ends with a repeat sign and a bass clef change.

Continuation of the musical score for Inventio 1, BWV 772, page 1. The treble staff shows sixteenth-note patterns. The bass staff shows eighth-note patterns. The key signature changes to E major (one sharp). Measure 7 ends with a repeat sign and a bass clef change.

Continuation of the musical score for Inventio 1, BWV 772, page 1. The treble staff shows sixteenth-note patterns. The bass staff shows eighth-note patterns. The key signature changes to E major (one sharp). Measure 9 ends with a repeat sign and a bass clef change.

21



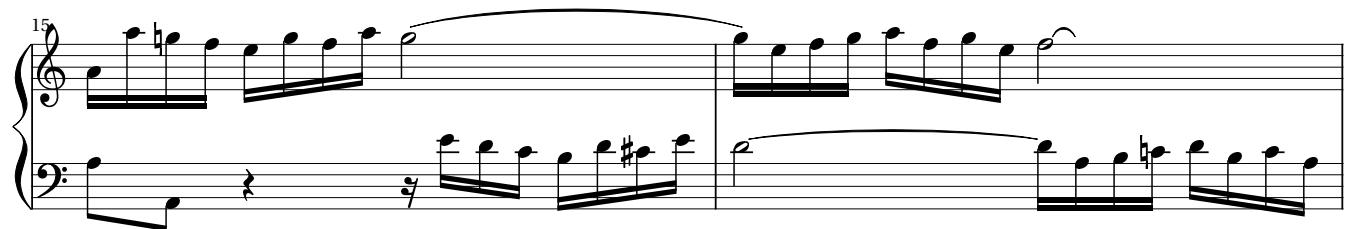
Musical score page 21. The top staff shows a treble clef, a key signature of one sharp, and a common time signature. The bottom staff shows a bass clef, a key signature of one flat, and a common time signature. The music consists of eighth-note patterns.

13



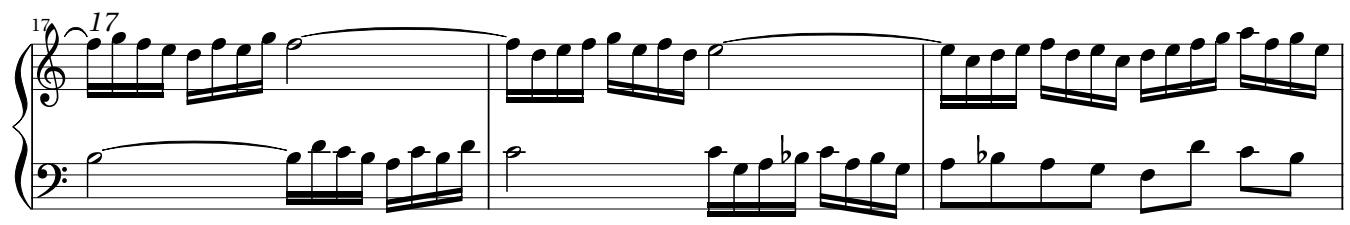
Musical score page 13. The top staff shows a treble clef, a key signature of three sharps, and a common time signature. The bottom staff shows a bass clef, a key signature of three sharps, and a common time signature. The music consists of sixteenth-note patterns.

15



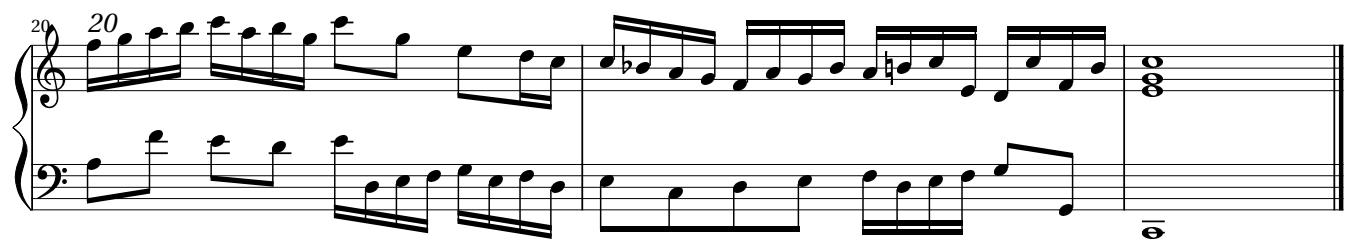
Musical score page 15. The top staff shows a treble clef, a key signature of one sharp, and a common time signature. The bottom staff shows a bass clef, a key signature of one sharp, and a common time signature. The music consists of eighth-note patterns.

17



Musical score page 17. The top staff shows a treble clef, a key signature of one sharp, and a common time signature. The bottom staff shows a bass clef, a key signature of one sharp, and a common time signature. The music consists of eighth-note patterns.

20



Musical score page 20. The top staff shows a treble clef, a key signature of one sharp, and a common time signature. The bottom staff shows a bass clef, a key signature of one sharp, and a common time signature. The music consists of eighth-note patterns. A measure repeat sign is shown at the end of the page.

Inventio 6

1

BWV 777

J.S. Bach

The music is for two voices (treble and bass) in 3/8 time, A major (three sharps). The score consists of six staves of music, numbered 1 through 27. Each staff contains two measures of music. Fingerings are indicated above the notes, such as '3' or '1' over a note. Measure numbers are placed below the bass staff at the end of each staff.

1
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27

Sheet music for piano, page 10, measures 231-232. The music is in 2/3 time and G major. The left hand plays a bass line with eighth-note chords. The right hand plays a treble line with sixteenth-note patterns. Measure 231 starts with a bass note followed by a sixteenth-note chord (B, D, F#) and a bass note. Measure 232 starts with a bass note followed by a sixteenth-note chord (A, C, E).

A musical score for piano, featuring two staves. The top staff is in treble clef and the bottom is in bass clef. Both staves have a key signature of four sharps. Measure 35 begins with a forte dynamic. The right hand plays eighth-note pairs (1 3) over a sustained bass note, while the left hand provides harmonic support. Measure 36 continues this pattern, with the right hand moving to a new position. Measure 37 shows a transition, with the right hand playing eighth-note pairs (3 3 1) over a sustained bass note. Measures 38 and 39 continue this pattern, with the right hand moving to a new position. Measure 40 concludes the section with a final eighth-note pair (3).

A musical score for piano, featuring two staves. The top staff is in treble clef and the bottom is in bass clef. Both staves are in A major (three sharps). Measure 40 begins with a sixteenth-note pattern in the treble staff, followed by eighth-note pairs in the bass staff. Measure 41 continues with eighth-note pairs in both staves, with various fingerings indicated above the notes.

Musical score for piano, page 10, measures 45-50. The score consists of two staves: treble and bass. The key signature is A major (no sharps or flats). Measure 45 starts with a sixteenth-note pattern in the treble staff. Measure 46 begins with a eighth-note followed by a sixteenth-note pattern. Measure 47 features eighth-note patterns in both staves. Measure 48 shows eighth-note patterns with grace notes. Measure 49 includes a sixteenth-note pattern in the bass staff. Measure 50 concludes with eighth-note patterns.

A musical score for piano, page 51. The top staff shows a treble clef, a key signature of four sharps, and a common time signature. The bottom staff shows a bass clef, a key signature of one sharp, and a common time signature. Both staves feature a series of eighth-note patterns. Fingerings are indicated above the notes: 1, 2, 4; 1, 3, 5; 1, 2, 4; 1, 3; 1, 3, 1; 2; 1, 2, 1. Below the notes, the corresponding fingerings are written: 1, 2, 4; 2, 1; 4; 2, 3, 1, 2, 3, 5; 1, 3, 5; 1, 2, 1.

Musical score for piano, page 58, measures 5-9. The score consists of two staves. The top staff is for the right hand (treble clef) and the bottom staff is for the left hand (bass clef). Measure 5 starts with a dotted quarter note (F#) followed by eighth-note pairs. Measure 6 begins with a sixteenth-note pattern. Measures 7-9 feature rhythmic patterns with counts 3, 1, 3, 3, 1, 3, 4, 3, and 5 respectively. The key signature is A major (three sharps), and the time signature is common time.

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