



AnthemScore 4.17.4 Tser Guide

Release November 15, 2023

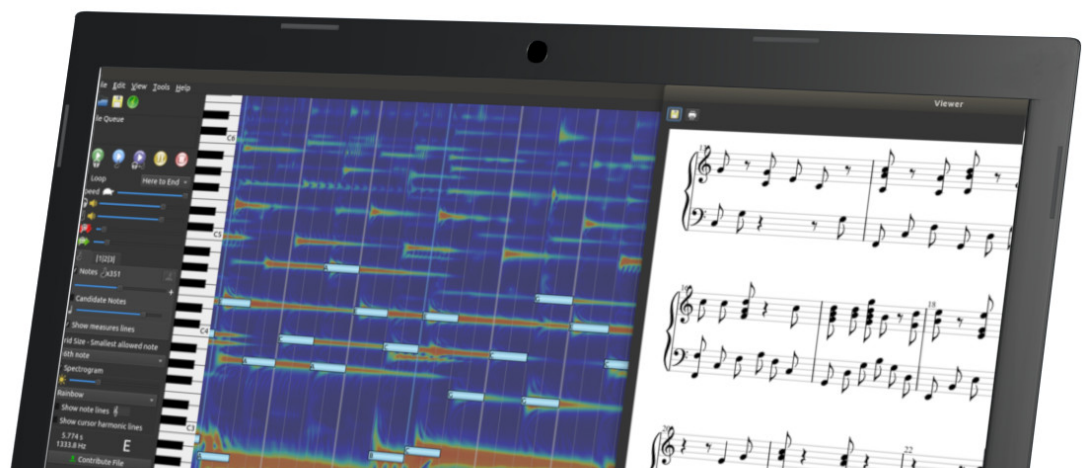
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Opening Files

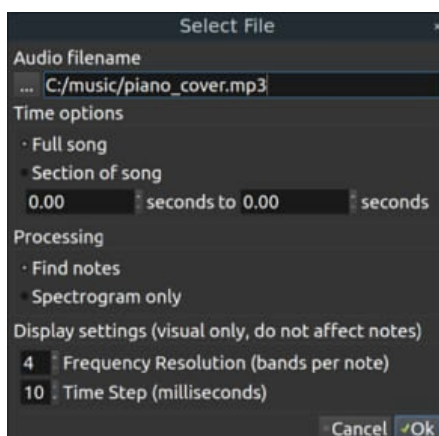
Click **File > Open** or press **Ctrl + O**, then select your file.

Note: AnthemScore 4.17.4 can open these file types:

- .aac
- .asdt (AnthemScore project files)
- .m4a
- .midi (all instruments become piano)
- .mp3
- .ogg
- .wav
- .wv and .vvc
- .xml

However, AnthemScore cannot open files protected by DRM (Digital Rights Management).

After you select your file, this window appears:



1. Under **Audio filename**, select the **Browse button** to browse for your file. You can also type the filename in the field beside the button.
2. Under **Time options**, select **Full song** to open the full song. To open only one section of a song, select **Section of song**, then either type in or click the arrow buttons beside the field to select where to start and end the section.
3. Under **Processing**, select **Find notes** to add note names to the output. Select **Spectrogram only** to show only the spectrogram (see [Understanding the Display](#)) in

the output.

4. Under **Display settings**, type in or use the arrow buttons to select a frequency resolution for the output.

- Frequency resolution is the number of bands, or beats, per note. Minimum is 3, and maximum is 20. Higher numbers make notes harder to read without zooming in.
- Time step is the distance between two points in time. Minimum is 1 millisecond, and maximum is 10.

For non-experts, we suggest a frequency resolution of 4–8 and a time step of 5–10. This is easiest to read.

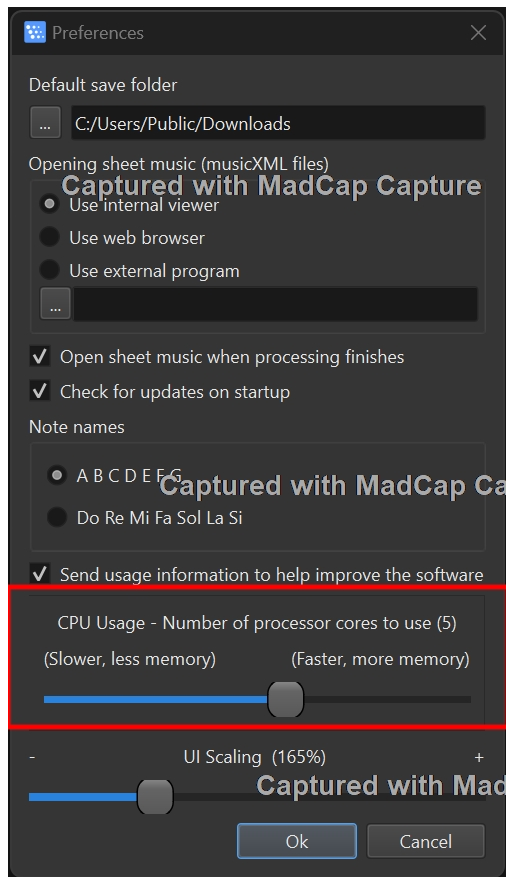
NOTE: AnthemScore uses a lot of processing power when creating your output. Save any files open in other programs and close any unnecessary windows, or you may risk data loss.

To prevent possible data loss, see [Changing Speed and Memory Used](#).

Changing Speed & Memory Used

If you want to run other programs while AnthemScore processes a file, you can change how much speed and memory it uses.

1. Select **File > Preferences**. This window appears.



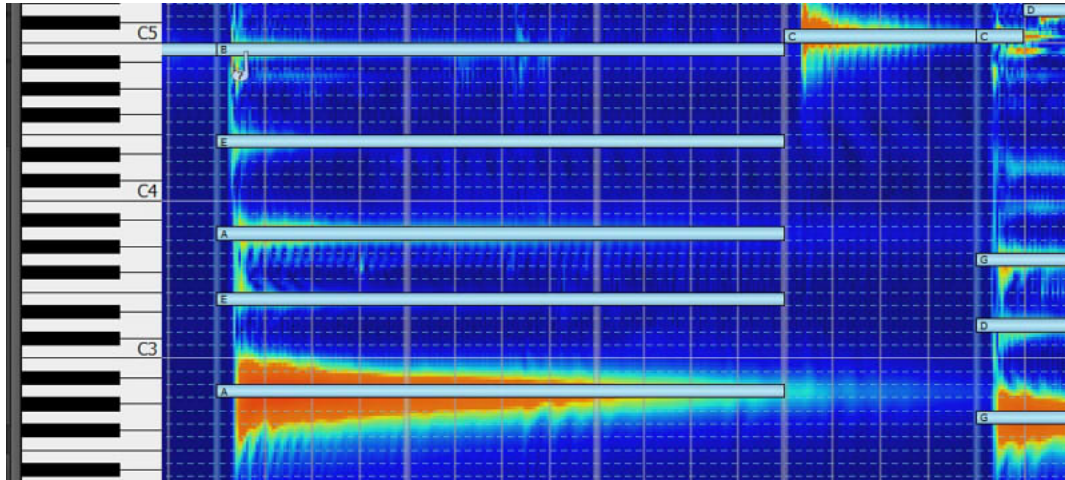
2. At the bottom of the window, click and drag, or use the left and right arrow keys, to move the slider.

The farther left you set the slider, the less memory AnthemScore uses when processing a file. This increases the time it takes to process but lets you use other programs in the background. If the slider is set all the way to the right, you may not be able to use any other programs while AnthemScore is processing.

Understanding the Display

AnthemScore shows a *spectrogram* of your open music file in the main window. A

spectrogram is a color plot of vibrating energy at different intervals over time. It looks like this:



Here, the red "condes" are the strongest vibrations. The longer the note, the taller and redder the "bone".

The pale blue rectangles with a letter on their left edge are AnthemScore's note guesses. To edit inaccurate notes, see [Editing Notes](#).

Although piano keys show on the left side of the window, this does not mean AnthemScore writes the output only for piano. (Unless your input file has a .midi extension.) Piano is just a standard for visualizing notes. To change output instruments, see [Advanced Editing](#).

Playing Music Output

This section describes the playback features on the upper part of the left toolbar.



1. Play the song only (no output notes)
2. Play notes only
3. Play song and notes
4. Pause or resume playback
5. Stop playback and reset to start of song
6. Choose where to start playback: **here to end**, **start to end**, or a **selection**. For **here to end** and **selection**, playback starts at the **playback line** (see #8).
7. Check whether to loop playback when the song or selection ends
8. Turn on or off the playback line, a thick vertical line that shows what measure and beat notes are on as the song plays
9. Increase or decrease the playback offset, a measure of time between pressing a playback option and playback
10. Increase or decrease the playback speed
11. Raise or lower the music volume
12. Raise or lower the generated notes volume

Using the Command Line Options

On Mac and Linux, you can save more processing power by using AnthemScore's command line options. Running AnthemScore from the command line needs no GUI, and it automatically saves the musicXML file or spectrogram data.

First, `cd` into the directory where you keep your audio files.

Next, enter the command:

```
AnthemScore audio.mp3 -a -x output.xml
```

The `-a` tag specifies audio conversion, and the `-x` tag tells AnthemScore to execute the process. To list other file types and options, enter either the `-g` or `--help` tag.

AnthemScore exports your processed file to the save folder listed in `File > Preferences`.