

ScorEdit

version 3.6 for Windows 98/XP/Vista/7

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ScorEdit v 3.6 for Windows

Conditional Editor for Score

A Score editor which will allow the user to change values by a certain amount IF certain criteria are true has long been sought after. ScorEdit now gives you this facility and makes it easy to apply edits to a list of files. The staff optimizer/unoptimizer first seen as Scortimize is included as a specialised form of conditional editing. New features to version 3 include the Beam Angle adjuster and the library of procedures to run on Score-created Postscript files. Also included is a Report feature which allows recording of the details of all macros and settings in the program thus providing a quick way to access the right macro from large libraries. Version 3.6 offers compatibility with Winscore, including an optional Explorer-style filelist window supporting long filenames and Optimize/Uoptimize functionality supporting up to 200 staves and Recto stave position features. It also allows long names for macros and steps and provides a rename function to simplify the process of updating the old short names of previous versions.

Installation

1) Run the file SCOREDIT SETUP.MSI and follow the prompts. To run ScorEdit, click on the ScorEdit3 icon from the desktop or the Start menu.

You should now see the program main screen. To check the Project Directory click on the g icon on the toolbar underneath the program menu. If the Project Directory is blank, click on the list box down arrow and select the Destination which appears. Click OK to return to the main

screen.

You are now ready to do some work.

Using ScorEdit

Conditional editing is carried out by creating and/or running a Macro (the format is different than that of Score macros) on a list of Score files. Macros are themselves made up of a series of one or more Steps, similar in effect to the separate command strings you can put into a Score Macro. We will now create a Macro called "STAFFSZE", which sets up a fairly pointless operation but one that nonetheless shows the basic principles. We will then apply it to a list of Score files. Either click on the leftmost toolbar button, or click the Actions menu item and select Edit. The Select Macro window appears. You will see a list of existing macros on the left side. You may select one of these now and either run it, or edit it further. We, however, will create a new one. Click on the New Macro button. You will be prompted for a name. Type in "STAFFSZE". The Edit Macro window appears. Here you will see a list of existing steps with which you can make up a macro. You may select any of these now by placing them in the Steps in Macro List Box. Alternatively, you may create a new step. Click on the New Step button. You will again be prompted for a name. Type in "STAFFSZE". The Create New Step window appears.

This window allows you to type in the actual conditional statements which will be applied to your files. To do this you must follow the rules of syntax as laid down below and which you can access by clicking the Syntax button at the top right of this window. To create the step STAFFSZE, type 8 in the Code No. box so that the step only affects staves. In the Conditional statement type

`2 == 1 || (2 >= 3 && 2 <= 6) || 2 > 8`

The number before the two equals signs or the >=, <= or > signs is your parameter number and the number after the signs is its current value. The signs are called operators. If you are well up on computer programming languages you'll probably already know that the double equals sign means "if the first value is equal to the second" rather than "the first value equals the second". Similarly the other operators ask the questions

> = "if <parameter> is greater than (>) or equal to (=) <value>"
< = "if <parameter> is less than (<) or equal to (=) <value>"
> "if <parameter> is greater than <value>"

The vertical double equals sign (||) and the double ampersands (&&) are used to link more than one conditional test together.

|| is the OR sign - either the test before it OR the one after must be true for the whole statement to be true.

&& is the AND sign - both the test before AND the one after must be true for the whole statement to be true. Use of brackets () allows this idea to be extended into more complicated nested statements. The sub-statement within the brackets is always tested first. The whole sub-statement within a pair of brackets must be true before the rest of the statement is read.

So for our sample statement, the syntax will be read as:

if parameter 2 is greater then or equal to 3 AND parameter 2 is less than or equal to 6, (sub-statement in brackets read first)
OR if parameter 2 is equal to 1, OR if parameter 2 is greater

than 8.

I hope that you can see that this Step is setting up to operate on staves whose numbers are 1, 3, 4, 5, 6 and all numbers from 9 onwards.

In the Operation box type 500 1. This syntax is identical to that used in Score's own command syntax, meaning increase the value of parameter 5 by 1. The difference is that this operation is only carried out if the conditional statement is true.

Type the following into the Step Description box as a visual reminder of what the Step does.

Increases the staff size for staves 1, 3, 4, 5, 6 and staves above 8 by one unit.

Click the OK button. The Edit Macro window returns as the active window and the step is added to the Available Steps list box. Click on its name in the box. You will notice that its description appears just above the Macro Description box. Then click on the >> button to add it to the Steps in Macro box. Type the following into the Macro Description box below

-

SCOREDIT TUTORIAL: Increases the staff size of certain staves

Click on OK. The Select Macro window returns and the macro STAFFSIZE is added to the Macro list. Click on its name in the box. You will notice that its description appears in the lower part of the window.

Click on OK. The Create Filelist for Conditional Editing window appears. You should now run the Macro created on

any file(s) which has 9 or more staves. The sample file CLAR1.PAG in the \MUSDAT directory would suffice. Change drive and/or directory to where your Score files are held. Do this by use of the Directories and Drives List Boxes (see below). When you select the correct directory your Score files should be displayed in the File Select Selection Box.

You may change the type of files displayed using the List Files of Type Selection Box i.e. if your files are .PGE files change the List Files of Type Selection Box to display .PGE. Once the correct files are displayed you must add them from the File Select Selection Box to the Filelist Selection Box. There are numerous ways to do this (see File Select Selection Box below) but probably the usual manner is to click the top file of the group, shade (drag down) all the files required and click the Add Files Push-button. Click on OK to accept the selections.

Edit will now display the message

'Running conditional macro <MACRO> on file <Filename>, step
<STEP>'
as it is processing. When it finishes it displays

'<num> files edited. Finished.'

If you need to cancel the operation at any time, click on the right mouse button or hit any key on the keyboard. A window will appear asking whether you wish to cancel the operation. Answer by clicking either the YES or NO button.

The resulting files have the same filename as the source files but with the extension .EDI. Load SCORE and call up one of the *.EDI files. You will notice that staves 1, 3, 4, 5, 6 and 9+

have a larger size than the others (by one Score unit). Now that you have learnt the basics of using the Conditional Editor, take a look at the Macros included with ScorEdit, many of which you will find useful in your day-to-day Score work. A list of these and what they do follows overleaf.

You can change the file extension for files produced using the conditional editor. The Edit Options window includes other settings which you can change, including allowing long names for macros and steps. See the Detailed Description of functions below for full details.

Macros included with ScorEdit

DYOFFSET Run this macro to offset dynamics from their usual p3 position. There are 3 steps included in this macro, the first offsetting narrow dynamics by -.5 units, the second offsetting medium width dynamics by -1 units and the third offsetting wide dynamics by -1.5 units.

ESPRESS This is an example macro showing how to use the text manipulation facility. It replaces all occurrences of *espr:* in times italic with *espress*.

FONTCHNG This is an example macro showing how to use the text font manipulation facility. It changes Times Roman text strings to Helvetica, Times Bold to Helvetica Bold, Times Italic to Helvetica Italic and Times Bold Italic to Helvetica Bold Italic, thereby maintaining type styles through the change of font.

HALFVALS Showing the extent of ScorEdit's capabilities, this macro halves both the values and the appearance of notes

and rests in a file, and even halves the time signatures. Remember to run the AD99 command from Score after using this macro. This will adjust and remove any unnecessary note flags.

SLURCURV Extremely useful, this macro makes sure no tie or slur end- or mid-points rest on stave lines.

STMLEN This macro provides a programmable alternative to using STM in Score. Many users prefer only to reduce stem length by 1 unit in double-stem passages. You can edit this macro to use any value you like.

TREMS This macro replaces the annoying horizontally beamed tremolos with diagonal ones, at the same time reducing their width.

VERSDOWN This macro allows all the text and dashes of verse text to be moved down from the vertical position -4 to -6. Extend it yourself by changing the vertical positions and adding extra steps for multi-verse passages.

CUEBRACK This macro creates cue-size tuplet brackets with a small number in between (over cue notes only). It demonstrates use of the INS and COMP keyboards, and expressions.

TUPFONT This macro changes the font of the number in tuplet brackets. This also demonstrates use of the INS keyboard and expressions.

Other macros are also now included which may be of use. Please check the macro library.

Syntax for Fields in the Create Step Window

Code No(s).

Any SCORE Code numbers can appear here separated by spaces eg. 16 4 3. You may also use 99 or blank to involve all Code numbers.

Conditional Argument.

The basic syntax is <Parameter No> <operator> <Value> and any number of these single arguments can be combined together by using And/Or operators and pairs of brackets. For instance the following statement

$$(5 == 4 \ \&\& \ 7 != 3) \ || \ (5 <= -4 \ \&\& \ 7 > 30.25)$$

means if parameter 5 is equal to 4 AND parameter 7 is not equal to 3, OR, parameter 5 is less than or equal to -4 AND parameter 7 is greater than 30.25. Each statement within the brackets must return TRUE for the conditional argument to be continued and the following Operation to be implemented.

Parameter No should be an integer between 1 and 19.

Operator can be any of the following:

==	is equal to
!=	is not equal to
<	is less than
>	is greater than
<=	is less than or equal to
>=	is greater than or equal to

Value can be any floating point number.

And/or is either && (AND)

or || (OR)

Brackets. Any number of pairs of brackets may be used. Nested brackets are also allowed.

Parameter No. can also be between 1000 and 19000 in which

case the second number (Value) now becomes a second Parameter no. You may use this with any of the above operators to test whether two parameters are equal, not equal etc.

Parameter numbers can be utilized specifically by preceding a number with P (eg. P3). Also, a parameter Value can be an expression using one or more parameter numbers or values. In this case the complete Value expression must be enclosed within a pair of brackets. Expressions can be useful if you want to compare parameters which are not equal; for instance if $P4 == (P5-3)$.

There are at present two special keywords available in Conditional Argument. [Keywords always use square brackets to contain any arguments]

 TXT[text substring] [also available in Operation]

 This keyword can be used only if the Code No is 16 (alone). It can be used to search for any substring within an item text string (including font numbers). You may use it in combination with other conditional arguments in any order. Check the output from the special text and font buttons at the bottom of the Edit Step window.

 COMP[parameter] [also available in Operation]

 This keyword allows a parameter of the current item to be compared with a parameter in any other item in the file, allowing the possibility of multi-item conditions. The following example shows two different ways it can be used.

 if (2 == COMP(2) && COMP(1) == 8) [if p2 of current item is equal to p2 of compared item AND compared item's Code no (p1) is equal to a stave]. COMP cannot be used within a parameter value function (although this is allowed in Operation).

 Any Value, P number or COMP can be preceded by the Modulus operator %, or the Integer_part Modulus operator

#, in order to specify the remainder of the value or the integer_part of the value respectively. For instance p5 of Code 1 notes is used for stem direction and accidental, but the decimal points are used for the offset of the accidental. You can isolate the offset value by specifying %P5 instead of P5, which would give you the entire value of parameter 5. Similarly you can isolate the integer_part which holds the stem direction and accidental by specifying #P5.

eg. %5 > 0.235 && %5 < 0.245 tests for modulus values of P5 between 0.235 and 0.245. With floating point numbers it's often necessary to test for a range rather than an absolute value.

Operation.

Two syntax styles are allowed; the first is equivalent to SCORE's own syntax <Parameter No> <Value> eg. 5 4; the second allows an Operator between eg. 5 += 4. More than one operation can be listed as in SCORE separated by a space eg. 5 4 4 += 3 etc.

Parameter No should be an integer between 1 and 19. 100 can be added to the Parameter No to indicate that Value is added to the current value of parameter. In this case an operator is not allowed, syntax being the same as SCORE's ie. 500 4. 1000 can be added to the Parameter No in which case Value becomes a second Parameter No to whose value the first will be set to. In this case also an operator is not allowed, syntax being the same as SCORE's ie. 5000 4.

Operator can be any of the following:

- + = Value is added to current value of Parameter (the same as 500 4)
- = Value is subtracted from current value of Parameter (the same as 500 -4)
- * = Value is multiplied to current value of Parameter

\= Value is divided into current value of
Parameter

Value can be any floating point number. Also, as in Conditional Argument, parameter numbers can be utilized specifically by preceding a number with P (eg. P3). Also, a parameter Value can be a expression using one or more parameter numbers or values. In this case the complete Value function must be enclosed within a pair of brackets.

There are at present four special keywords available in Operation. [Keywords always use square brackets to contain any arguments]

DEL

Typing this word on its own will delete the current item if the conditional statement is true.

INS [a, b, c, d, ...]

Typing this word on its own (together with its arguments, separated by commas and enclosed in parentheses) will insert a new item if the conditional statement is true. Its arguments represent the parameters of the new item. They can be simple integer or floating point numbers, or, if preceded by the letter P, can utilize the corresponding parameter value of the current item. Expressions can also be used in the parameter placeholder; this is especially useful for manipulating multiple parameter values of the current item. For example

INS [4, P2, (P3+4), (P4-4), 22.5, (P6-P3)/2]

[You may use the keywords TXT and COMP as arguments within this keyword]

TXT[text substring]

Please refer to TXT in Conditional Argument above. It can be used here to replace a substring within an item text string. It can be used as a parameter in INS, in which case only the first four parameters need appear preceding it. ie

INS[16 1 1 0 TXT[Andante]] .

COMP[parameter]

Used as COMP in the Conditional Argument above, although here only in the Value position, here it can be used to copy the value of another item's parameter into the current item, eg. 4 COMP(4). You may use COMP as part of a parameter value expression. You may also use COMP within the INS command, where it can stand alone or as part of an expression.

The Modulus operator % and Integer_part Modulus operator # can also be used in Operation. Their use is as in Conditional Argument above, but they can only be used as part of the Value to which the Parameter No will be set to, eg. 5 = (#P5 + ((%P5)*1.15)) multiplies 1.15 to the modulus value of P5 and adds it to the integer_part of P5.

Staff Optimizer/Unoptimizer

Removing unwanted staves is a cumbersome and time-consuming task in Score. First you must delete the unwanted staves, then you must move all the staves above down to the new position, then you must adjust barline lengths and make sure that text and symbol items applying to all staves are not deleted in the process. ScorEdit automates this process making it easy to create optimized scores. As well as this, ScorEdit allows you to optimize your score to reinsert missing staves from a template so that, for instance, the score can be run through the PAGE program.

OPTIMIZE

Either click on the toolbar button second from the left end, or click on the Actions menu item and select Optimize. The Create Filelist for Optimization window appears. This works

in the same way as the Create Filelist for Conditional Editing window (see page 6 above). Select the files you wish to optimize and click OK to accept the selections. ScoreEdit will now display the message

Optimizing <filename>
as it is processing. When it finishes it displays
<num> file(s) optimized. Finished.

If you need to cancel the operation at any time, click on the right mouse button or hit any key on the keyboard.

The resulting files have the same filename as the source files but with the extension .OPT. Load SCORE and call up one of the *.OPT files. If there were any blank staves in the source file (i.e. staves with no notes in) they will have disappeared in the optimized file and other staff positions, barline lengths, text and symbol items will have been adjusted.

There are numerous Options which can be applied to the Optimize process, the most notable being the ability to bring up a Staff Select window so you may select the staves to delete (including staves with notes on them). See the Detailed Description of functions below for full details.

UNOPTIMIZE

Either click on the toolbar button third from the left end, or click on the Actions menu item and select Unoptimize. The Create Filelist for Unoptimization window appears. Once again, this works in the same way as the Create Filelist for Conditional Editing window (see page 6 above). Select the files you wish to unoptimize and click OK to accept the selections. The Choose template for Unoptimization window appears. Select a Score file to be used as a template for the unoptimization process. Follow the rules below to create a

template file in Score.

- a) A template should have all staves that are required in the unoptimized files. These staves should have the correct instrument numbers as they appear in the source files.
- b) A template should only consist of staves, left-hand barline - bracket - brace combinations, initial clefs, and any text for instrument names to the left of the staves. If you create a template file from an existing full score file, remember to delete everything else other than these items, otherwise the music from the template file will also be transferred to the resultant unoptimized files on the staves that they are missing.
- c) Make sure that your template stave's left- and right-hand ends correspond closely to the left and right ends in your source files, otherwise Scortimize will be unable to adjust the ends to match each other.
- d) Give your template file a .TPL extension for easy implementation in ScorEdit, although other extensions are supported.

Click on OK to accept the template file. ScorEdit will now display the message

Unoptimizing <filename>
as it is processing. When it finishes it displays
<num> file(s) unoptimized. Finished.

If you need to cancel the operation at any time, click on the right mouse button or hit any key on the keyboard.

The resultant files have the same filename as the source files but with the extension .UNO. Load Score and call up one of

the *.UNO files. If any staves were missing from the source file they will have been inserted complete with bars' rests, and staff position, barline lengths, text and symbol items will have been adjusted. There are numerous Options which can be applied to the Unoptimize process, the most notable being the ability to bring up a Staff Select window so you may select the staves to insert (including replacing staves which have notes with bar's rests). See the Detailed Description of functions below for full details.

Beam Angle Adjuster

The beam angles created automatically by the Score program do not always satisfy the discerning engraver. Although there is a parameter in Score to adjust general beam slant it is up to the individual to manually adjust each beam to adhere to engraver beaming rules. This can be a time-consuming business, made more complicated by the fact that many engravers have their own ideas on what these beam rules ought to be. The ScorEdit Beam Angle Adjuster both automates the process of setting good beam angles and is flexible enough to allow each user to set their own preference of angles for any note combination that appears.

There are numerous ways to set up beam angle preferences. You can type in each note group position and its corresponding beam angle into the beam library, a one-off time-consuming task; or you can set the program to read through your Score file and prompt you when it finds a beam group which is not in the library, a somewhat more efficient scenario. However probably the easiest and most efficient method is to record the beam angles from a set of existing Score files. In order to use this method you must already have

a large volume of files which you know have the correct beam angles. ScorEdit includes a set of files

BUPE01.MUS - BUPE48.MUS	(Eight note up beams)
BUPS01.MUS - BUPS48.MUS	(16th note up beams)
BUPT01.MUS - BUPT48.MUS	(32nd note up beams)
BUPG01.MUS - BUPG48.MUS	(Grace note up beams)

BDNE01.MUS - BDNE48.MUS	(Eight note down beams)
BDNS01.MUS - BDNS48.MUS	(16th note down beams)
BDNT01.MUS - BDNT48.MUS	(32nd note down beams)
BDNG01.MUS - BDNG48.MUS	(Grace note down beams)

which include practically every pitch combination in up and down stems and in all beam categories. We will now use these to record our beam library. The beam angles have been adjusted to what the author believes are satisfactory positions but you may edit them in Score to produce your own results.

To use this method you must first set the Beam Angle Adjuster into Record mode. Either click on the toolbar button second from the right end (B), or click on the Options menu item and select Beam Settings. Check the setting *Replace angles in library with those in file*, then click OK. In this mode ScorEdit will still create output files but they will usually be the same as the input file (the exception is if you have more than one beam angle for the same group of notes in which case this mode acts as a means of checking the consistency of beam angles).

Either click on the toolbar button fourth from the left end, or click on the Actions menu item and select Set Beam Angles. The Create Filelist for Setting beam angles window appears. Once again, this works in the same way as the Create Filelist for Conditional Editing window (see page 6 above). Select the files from which you wish to record the beam angles (in this

case the supplied files, which may take some time to complete!) and click OK to accept the selections. ScorEdit will now display the message

Setting beam angles in <filename>
as it is processing. When it finishes it displays
Beam angles set in <num> file(s). Finished.

If you need to cancel the operation at any time, click on the right mouse button or hit any key on the keyboard.

Open the Beam Settings window and this time click on the Set Beam Angles button. When this opens it will display in tabular form all the note groups and beam angles found in the files you have processed. The angles are divided into eight categories selectable from the Beam Direction Listbox at the top. You can edit the settings at any time. See the [Detailed Description of functions](#) below for full details.

Each row of the table displays the vertical position of the left note, most significant middle note and right note connected to the beam, followed by the vertical left and right beam endpoints. The most significant middle note is the one that forces the beam away from either the left or right notehead or both. If the middle note is not significant the value will have a < (less than) or > (greater than) sign to its left, dependent on whether it is an up or down beam, to signify that this beam angle will be used for all note groups with middle note less than (or greater than) the value given. If the beam spans only 2 notes it will be set to this value. In the case of grace note beams, the note positions will always be displayed with 100 added to match the parameter 4 of the notes as they are displayed in Score.

NOTE: For down beams the highest significant left and right notes have a p4 of 15. All notes of this value or above are treated as the same value >14. For up beams the lowest

significant left and right notes have a p4 of -1. All notes of this value or below are treated as the same value <0.

The resulting Score files from this operation have the same filename as the source files but with the extension .BIM. You can check them in Score but you should find they are identical to the input files.

NOTE: ScorEdit includes DAT files created from the default set of Beam MUS files. Just change the Global Project Directory to BEAMS to use these, or copy them to your own working directory. (See Setting the Project Directory below.)

You are now ready to process new files though the Beam Angle Adjuster. First of all open the Beam Settings window and uncheck the setting *Replace angles in library with those in file*. Then check the setting *Allow "Beam angle does not exist" dialog*. Now when you process new files the angles will be adjusted to match those in the Beam Angle library. If ScorEdit finds an angle which does not exist in the library it will prompt you and ask you whether you wish to add a setting to the library. Alternatively you can cancel out of this in which case the beam group will remain unchanged. Once you are sure your beam library is complete you can uncheck the option *Allow "Beam angle does not exist" dialog* in which case no prompts will be given and only angles that exist in the library will be adjusted.

There are numerous other Options which can be applied to the Beam Angle Adjuster process, the most notable being the Beam Angle Rules for horizontal beams. See the Detailed Description of functions below for full details.

Run Multiple Tasks

All the previously documented individual functions can be combined into one "super-macro" by using the Run function.

Select from a combination of Optimize or Unoptimize, Set Beam Angles and your favourite Edit macro which incorporated all the individual steps you need to use, and you can do all macro editing tasks in one pass. Once you have selected which functions to want to use, the usually dialogs and messages as for the individual functions will appear. Output files for this function default to .RUN, but the file extension can be changed from the function's main dialog box.

Creating Reports

As ScorEdit increases in functionality and as your own use of the program produces ever increasing numbers of Macros and Steps it is important and useful to have a means of finding the Macro or Step that will do the task you want. ScorEdit's Report creation facility allows you to list all data relating to the program so that you can easily find what you are looking for.

Either click on the toolbar button sixth from the left end, or click on the Actions menu item and select Create Report. The dialog that appears allows you to select the data you wish to list, and is split into five categories - Macros, Steps, Macros used by each Step, Beam Angles and Options. Check all the boxes and click OK. If you have checked Macros or Steps or both, the Report function will then offer you a chance to select which (if not all) Macros or Steps you wish to list in the report. The full Report is prepared and is then displayed in Notepad. From here you can print out a copy for your reference. You will notice that Macros and Steps are listed in alphabetical order and show Code, Argument and Operation as well as their text Description. Macros used by each Step is useful if you need to check if a step is used by more than one macro before editing it. It also shows steps that are redundant,

that is, not used by any macro, in order to ascertain whether they can be removed. Beam Angles for all the eight categories of Beam are listed and there are six sets of Options for Edit, Optimize, Unoptimize, Beam Angles, Crop Marks and Item Count. You will also notice that ScorEdit only lists the data appearing in the current Project Directory (see the section Setting the Project Directory below). This allows you to keep separate reports for different projects.

Your report file is named SCEDRPT.TXT for future reference.

Creating an Item Count

It is also possible to create an item count on multiple files by using the Item Count function. This function will list the number of staves, items and parameters in the selected files. It will then continue by displaying the number of items and parameters of each of the 18 code numbers. The only option in the Item Count Options is *Don't include blank staves in stove count*. If this is checked, the count will calculate the number of staves without the blank ones (ie those without any notes) and will display underneath the stove count of the number of blank staves that have not been included.

Setting the Project Directory

You may recall that when you first installed ScorEdit you went into the Global Options window to check the Project Directory setting. This setting can remain untouched. However if you work for more than one publisher or composer you may well find that they all have different demands and different house styles. The Project Directory setting allows you to create different libraries for different purposes. For instance you could have the same set of Macros in two different Project Directories and adjust the settings in

the macros. Similarly you could have two completely different beam angle libraries.

Either click on the toolbar button seventh from the left end, or click on the Options menu item and select General Settings. You should see the current Project Directory displayed. To create a new directory click on the New Project Button and type a name of eight or less characters. Click OK and your new directory is added to the Project Directory Listbox as a subdirectory of the original Project Directory. (It is not possible to create Project Directories in any other location.) Select the new Project Directory from the listbox and click OK. Now when you select Edit, the Macro display will be empty. Either create a completely new set of Macros, or make copies of the existing ones using Windows Explorer or the like. The same goes for Beam Angles or Crop Marks. The current Project Directory is always displays on the right side of the Status Bar.

Editing Functions for Postscript Files

ScorEdit includes four useful functions to process Score-created Postscript files (don't try to run them on other program's Postscript files as they may well cause problems).

1) Add Crop Marks

Crops marks provide your printing company with the corner points of your page thereby allowing the printer to position the image correctly in a publication.

To add crop marks you should first set up their position and other settings. From the side toolbar, select the bottom button to open the Crop Mark Settings window (alternatively select Crop Mark Settings from the Options menu). The Paper Size listbox contains the most usual sizes. When you select one,

the x and y values in the Bounding Box parameters are filled in for you. You can reverse these values by toggling the Portrait and Landscape buttons. If you wish ScorEdit to centre your image on the page for you, check the setting *Align with Bounding Box in file*. However there will be many instances where you will want to set the position manually, in which case you should follow the procedure outlined in the Detailed Description of functions below. You should also be aware that it is possible set the Bounding Box to the size of the page but with no crop marks. This is also outlined below.

User settings of crop marks can be saved and retrieved using the Load and Save As buttons. This is useful if you have custom page sizes, or you manually set the position of the marks.

The whole EPS file and its crop marks can be offset to print in a different position by adding values to the Translate Origin fields. These works in a similar way to the Offset values in the Score print menu.

Click OK to accept the crop mark settings. Either click on the top button of the side toolbar, or click on the Actions menu item and select Postscript Actions - Add Crop Marks. The Create Filelist for Adding Crop Marks window appears. Once again, this works in the same way as the Create Filelist for Conditional Editing window (see page 6 above). Select the files you wish to process and click OK to accept the selections. ScorEdit will now display the message

Adding crop marks to <filename>

as it is processing. If the setting *Rename file to Score filename* ≠ *EPS* is checked in Crop Mark Settings, ScorEdit will also display

renaming <filename> to <filename>.EPS

When it finishes it displays

Crop marks added to <num> file(s). Finished.

If you need to cancel the operation at any time, click on the right mouse button or hit any key on the keyboard.

You will need to print the output EPS files on paper larger than the width of the crop marks in order to see them ie. Print A4 pages on A3 paper. Alternatively, you can view the file in the Ghostview postscript interpreter. You can run your EPS files through this function as many times as it takes to get the crop marks right. ScorEdit will automatically remove the previous set of marks before adding a new set.

2) Remove Crop Marks

Use this function to remove crop marks previously added by the Add Crop Marks function. This function will not remove crop marks added using another program.

Either click on the second from top button of the side toolbar, or click on the Actions menu item and select Postscript Actions - Remove Crop Marks. The Create Filelist for Removing Crop Marks window appears. Once again, this works in the same way as the Create Filelist for Conditional Editing window (see page 6 above). Select the files you wish to process and click OK to accept the selections. ScorEdit will now display the message

Removing crop marks from <filename>
as it is processing. When it finishes it displays
Crop marks removed from <num> file(s).
Finished.

If you need to cancel the operation at any time, click on the right mouse button or hit any key on the keyboard.

When you print the output EPS files now, their crop marks will no longer be there.

3) Rename Postscript Files

If the Score files that you are processing into EPS files have a variety of different filenames it is not possible from Scorlas or from the Score print menu to keep these names intact for the EPS files. For instance, PIANO01.PAG followed by VOCAL01A.PAG would end up as PIANO001.EPS followed by PIANO002.EPS, since you can only specify the first EPS filename of a set. The original Score filename is however maintained within the EPS file and this ScorEdit function salvages it and renames the file with an EPS extension.

Therefore from now on it is not important how you name your EPS files in Score - just set the first filename to 001.EPS at all times. Then open ScorEdit. Either click on the third from top button of the side toolbar, or click on the Actions menu item and select Postscript Actions - Rename to Score name. The Create Filelist for Renaming EPS Files window appears. Once again, this works in the same way as the Create Filelist for Conditional Editing window (see page 6 above). Select the files you wish to process and click OK to accept the selections. ScorEdit will now display the message

Renaming file <filename>, renaming to <filename>
as it is processing. When it finishes it displays
 <num> file(s) renamed. Finished.

If you need to cancel the operation at any time, click on the right mouse button or hit any key on the keyboard.

Please remember that if your directory already includes a file named the same as your output filename, ScorEdit will be unable to run the rename procedure. You should either move or delete the offending file.

4) List Fonts Used in Postscript Files

If you print a lot of EPS files, or you receive EPS files from other Score users you may not be aware of which text fonts to download to your printer before printing. ScorEdit allows you to create a list of the fonts used in a set of EPS files which you can then print out for reference.

Either click on the fourth from top button of the side toolbar, or click on the Actions menu item and select Postscript Actions - List Text Fonts. The Create Filelist for Postscript Font List window appears. Once again, this works in the same way as the Create Filelist for Conditional Editing window (see page 6 above). Select the files you wish to process and click OK to accept the selections. ScorEdit will now display the message

Recording text fonts needed in <filename>

as it is processing. When it finishes it displays

<num> file(s) processed creating font list. Finished.

and a Notepad window appears displaying all the fonts used.

If you need to cancel the operation at any time, click on the right mouse button or hit any key on the keyboard.

The Notepad file is automatically saved as FONTLIST.TXT for future reference.

5) Alter Bounding Box in Postscript Files

There are occasions where you may want to alter the bounding box of an EPS file - for instance if you want to fit a certain space in a document, or in situations where large font characters to the right or left of the image space overrun the bounding box that Score sets. You can alter the bounding box

efficiently by using this function.

Either click on the fifth from top button of the side toolbar, or click on the Actions menu item and select Postscript Actions - Alter Bounding Box. After you have selected files as for the other EPS functions, the Alter Bounding Box dialog appears displaying the bounding box of the first file as it appears in that file. You can edit the four values in two ways.

1) You can type a new absolute value for any or all of the four values.

2) You can type one of the operators +, -, * or / followed by a number.

+ <number> adds <number> to the original value

- <number> subtracts <number> from the original value

* <number> multiplies the original value by <number>

/ <number> divides the original value by <number>

Select OK to run the operation and call up the dialog for the next file. Select OkToAll to run the operation on all the remaining files in the list. If the latter is chosen, and you have given absolute values, these will be copied to all the remaining files in the list. If you want to alter just one or two of the fields and leave the other values unchanged use the operator number +0 in the non-changing fields.

The Load and Save As buttons at the top of the dialog allow you to save and recall your favourite settings. Saved files are given a .BBX extension.

Detailed Description of Functions

Menu - Actions - Edit / leftmost button of top toolbar

Function creates, edits and runs Conditional macros on a Score file. (see above)

Menu - Actions - Optimize / 2nd from left button of top toolbar

Function removes blank or unwanted staves from a Score file. (see above)

Menu - Actions - Unoptimize / 3rd from left button of top toolbar

Function inserts missing staves into a Score file from a template. (see above)

Menu - Actions - Set Beam Angles / 4th from left button of top toolbar

Function adjusts beam angles to settings in the beam angle library. (see above)

Menu - Actions - Run Multiple Tasks / 5th from left button of top toolbar

Function combines previous actions into a single macro. (see above)

Menu - Actions - Create Report / 6th from left button of top toolbar

Function creates a text file listing all Macro, Step, Beam Library and Program Settings data. (see above)

Menu - Actions - Postscript Actions - Add Crop Marks / top button of side toolbar

Function adds crop marks to Score-created EPS files. (see

above)

Menu - Actions - Postscript Actions - Remove Crop Marks /
2nd from top button of side toolbar

Function removes crop marks appended by the Add Crop Marks function. (see above)

Menu - Actions - Postscript Actions - Rename to Score name / 3rd from top button of side toolbar

Function renames Score-created EPS files to their original Score filename with an EPS extension. (see above)

Menu - Actions - Postscript Actions - List Text Fonts / fourth from top button of side toolbar

Function lists all text fonts used in a set of Score-created EPS files. (see above)

Menu - Actions - Postscript Actions - Alter Bounding Box / fifth from top button of side toolbar

Adjusts the four bounding box values in a set of Score-created EPS files. (see above)

Menu - Options - Global Settings / 7th from left button of top toolbar

Used to set the Project Directory, and to create new Project subdirectories.

1) Project Directory. The program will only display Macros, Steps and Beam library files which appear in this directory.

2) New Project button. Click here to type a name in no more than eight characters for a New Project subdirectory.

3) Use Explorer-style Dialog. Check this to display the newer Explorer-style filelist window in all the main functions. This supports long filenames and is compatible with Winscore.

Menu - Options - Edit Settings / 8th from left button of top toolbar

Used to select options used during the conditional editing process.

1) Remember the last macro used (Default = ON). If this is selected, the Select a Macro Window will highlight the last macro used in any one session.

2) Prompt for each item before Operation is made (Default = OFF). With this option switched on the program will ask you whether you want the Operation to go ahead on each item where the conditions are true.

3) Allow dragging in Selected Steps list box (Default = ON). If this is selected the order in which steps are read in a macro can be altered by dragging them to a new position in the Selected Steps list box in the Edit Macro window.

4) Recognize Winscore extended parameters 20 to 30 (Default = ON). With this setting activated, the syntax checker will not come up with an error when you use these parameter numbers, which are only meaningful in Winscore.

5) Limit macro/step name length to 8 characters (for

compatibility with Dos Score) (Default = OFF). ScorEdit now allows long names for macros and steps (with use of spaces and other punctuation that are compatible with the Windows file system). Uncheck this item if you want compatibility with previous versions of ScorEdit which only supported names up to 8 characters.

6) Extension to use for edited files (Default = EDI). The three-letter extension appearing here is added to the filename on any Edit operation and replaces the file's existing extension.

Menu - Options - Optimize Settings / 9th from left button of top toolbar

Used to select options used during the optimize process.

1) Delete single stave braces. [p5=8] (Default = ON). If this is selected, when after staves are deleted and barlines adjusted a curly brace is left encompassing only a single stave, it will be deleted.

2) Delete single stave brackets [p5=9] (Default = OFF). If this is selected, when after staves are deleted and barlines adjusted a bracket is left encompassing only a single stave, it will be deleted.

3) Delete single stave square brackets [p5=10] (Default = ON). If this is selected, when after staves are deleted and barlines adjusted a bracket is left encompassing only a single stave, it will be deleted.

4) Show stave delete window on transcription (Default = OFF). If this is selected the Select Staves to Delete window will be displayed for each file in the list so you can decide exactly which staves are deleted. The window automatically checks the staves which have no notes, but you may change the selections for staves with or without notes.

5) Extension to use for optimized files (Default = OPT). The three letter extension appearing here is added to the filename on any Optimize operation and replaces the file's existing extension.

Menu - Options - Unoptimize Settings / 10th from left button of top toolbar

Used to select options during the unoptimize process.

1) Insert single stave braces [p5=8] (Default = OFF) If this is selected, when after staves are inserted and barlines adjusted, a curly brace from the template is left encompassing only a single stave, it will still be inserted into the file.

2) Insert single stave brackets [p5=9] (Default = ON) If this is selected, when after staves are inserted and barlines adjusted, a bracket from the template is left encompassing only a single stave, it will still be inserted into the file.

3) Insert single stave square brackets [p5=10] (Default = OFF) If this is selected, when after staves are inserted and barlines adjusted, a square bracket from the

template is left encompassing only a single stave, it will still be inserted into the file.

4) Show stave insert window on transcription (Default = OFF) If this is selected the Select Staves to Insert window will be displayed for each file in the list so you can decide exactly which staves are inserted. The window automatically checks template staves which are not in your file, but you may change the selections just to insert the staves you want.

5) Extension to use for unoptimized files (Default = UNO) The three letter extension appearing here is added to the filename on any Unoptimize operation and replaces the file's existing extension.

Menu - Options - Beam Settings / 11th from left button of top toolbar

Used to select options during the Set Beam Angle process, and to access the Beam Angle library

1).Set Beam Angles button Click on this button to access the ScorEdit Beam Angle Library.

2).Beam Angle Rules button Click on this button to set special rules for horizontal beams.

3) Replace angles in library with those in files (Default = ON) If this is selected, beamed note groups from the files processed will replace identical ones which exist in the Beam Angle Library. You should select this if you wish to record a new set of beam angles, or if you want to check your files for beaming consistency. You should unselect this if you want ScorEdit to reset the beams in the processed files to those that exist in the Beam Angle

Library.

4) Allow "Beam Angle Does Not Exist" Dialog (Default = OFF) If this is selected, the program will prompt every time a beamed note group is found in your file that does not exist in the library.

5) Treat value in p18 as grace beams (Default = ON) If this is selected, the program will treat beams with a value in parameter 18 as if they were grace beams and set them according to the values in the Grace Beam Library. Otherwise it will treat them as normal full size beams.

6) Don't process 64th notes (Default = OFF) If unselected, 64th note beams or smaller are set as for 32nd note beams but are offset by one vertical unit away from the noteheads for every extra beam above 32nds. If this option is selected, then 64th note beams are ignored by the Beam Angle Adjuster.

7) Extension to use for unoptimized files (Default = BIM) The three letter extension appearing here is added to the filename on any Adjust Beam Angle operation and replaces the file's existing extension.

Menu - Options - Crop Mark Settings / bottom button of side toolbar

Used to set values for adding crop marks.

1) Paper size list box (Default = A4) Provides a simple way to add values to the Bounding Box fields. There are six paper sizes available, A4, B4, A3, Letter, Legal and Ledger. Open the list box and select the size you

want.

2) Orientation buttons (Default = Portrait) Used in conjunction with the Paper size list box these buttons swap the values in x1/y1 and x2/y2 so that both Portrait and Landscape paper orientations can easily be made.

3) Bounding Box fields x1, y1, x2, y2 These hold the values which ScorEdit will use to set the bounding box for crop marks in the file. There are 72 units to the inch. For simple paper sizes it is easiest to fill these values by using the Paper size list box and Orientation buttons. For custom paper sizes you will need to fill these values in manually.

4) XOffset, YOffset increment buttons Use the XOffset buttons to nudge the values in x1 and x2 up (left button) or down (right button). Use the YOffset buttons to nudge the values in y1 and y2 up (left button) or down (right button).

5) Align with Bounding Box in file (Default = ON) If this is selected ScorEdit will centre crop marks around the existing bounding box in the EPS file. If not, the Bounding Box settings in this dialog will be taken as absolute coordinates, allowing you to place the image anywhere on the page you like.

6) Translate Origin x,y The image in the EPS file together with the crop marks can be moved around the page by the values in these fields in a positive or negative direction. This is similar to the Offsets setting in the Score print menu.

7) Crop Mark Length (Default = 22) You can adjust the length of the horizontal and vertical crop mark lines with this value. If you set a value of 0, ScorEdit will alter the size of the Bounding Box to the settings in this dialog but will not draw crop marks. This is useful for positioning a full page image in a DTP program and also for bypassing problems with large time signatures and other items in Score overstepping their original bounding box.

8) Crop Mark Thickness (Default = 0.5) Sets the line thickness (in pixels) of the horizontal and vertical crop mark lines.

9) Rename file to Score filename + EPS (Default = ON) Renames the file to the same eight letter name as the Score file it was printed from, together with an EPS extension.

10) Load button Load a user-defined crop mark setting file from the project directory.

11) Save As button Save the current crop mark settings to a file in the project directory for later use.

Menu - View - Show Toolbar

Clicking on this toggle function hides the toolbars. To display them again repeat the process. The toolbars are detachable by clicking on their parameter and dragging them into the main window. They can also be attached onto any side of the window by dragging them onto the desired side. They can be resized when they are detached by clicking and dragging on of their sides.

Menu - View - Show Status Bar

Works as for Show Toolbar above, but affects the Status Bar at the bottom of the window.

Menu - Help - About / Rightmost button of top toolbar

Used to display the program's About window which gives details of program version number and copyright details.

Select a Macro window.

Arrived at by starting the Edit function.

Macros List Box (top left)

Displays all available macros in the ScorEdit project directory

New Macro Push-button (below OK and Cancel)

Click on this button to create a new Macro. You will be prompted for a name, after which you will be presented with the Create Macro window.

Duplicate Push-button (below New Macro)

Click on this button to make a duplicate of the highlighted Macro. You will be prompted for a name, after which a macro of that name will appear in Macros List Box. The new macro will comprise the same steps and description as the original.

Edit Macro Push-button (below Duplicate)

Clicking on this button with a macro selected sends you to the Edit Macro window where you can edit the macro itself and the makeup of its steps. If no macro in the Macros List Box is highlighted this appears greyed out.

Delete Macro Push-button (below Macros List Box)

Clicking on this button with one or more macros selected deletes them from your disk drive. You are prompted Are you sure you want to delete <num> macros from disk? Hit YES to continue, NO to cancel. You may select multiple files for deletion in four different ways. See File Select Selection Box under Create Filelist for...windows.

Macro Description Area (bottom of window)

Selecting a macro displays a short description of it in this area, useful for tracking down the right one. If more than one macro is selected this area appears blank.

Create / Edit Macro windows

Arrived at by clicking New Macro or Edit Macro from the Select a Macro window.

Select a Step List Box (mid-left)

Displays all available steps in the ScorEdit library directory (usually C:\SCOREDIT)

Steps in Macro List Box (mid-right)

Displays steps included in the current macro. (The steps for the Macro must exist in the current ScorEdit library directory, otherwise they won't appear in this List Box)

New Step Push-button (top left)

Click on this button to create a new Step. You will be prompted for a name, after which you will be presented with the Create Step window.

Duplicate Push-button (below New Step)

Click on this button to make a duplicate of the highlighted Step. You will be prompted for a name, after which a step of that name will appear in Step List Box. The new step will comprise the same conditional values and description as the original.

Edit Step Push-button (below Duplicate)

Clicking on this button with a Step selected (from either List Box) sends you to the Edit Step window where you can edit the Step's parameters. If no Step in either List Box is highlighted this button appears greyed out.

Delete Step Push-button (below Select a Step List Box)

Clicking on this button with one or more Steps selected in the Select a Step List Box deletes them from your disk drive. (This button does not work with the Steps in Macro List Box). You are prompted Are you sure you want to delete <no.> steps from disk? Hit YES to continue, NO to cancel.

Step Description Area (below Delete button)

Selecting a Step displays a short description of it in this area, useful for tracking down the right one. If more than one step is selected this area appears blank.

Description of Macro Edit Box

Type in a description for your Macro in this box. The text you type will appear in the Macro Description Area of the Select a Macro window when it is selected.

>> Push-button

Click on this button to add multiple files from the Select a Step List Box to the Steps in Macro List Box. Single Steps can be added by double-clicking in the Select a Step List Box.

<<Push-button

Click on this button to remove files from the Steps in Macro List Box (i.e. from your Macro). If the setting *Allow Dragging in Selected Steps List box* is checked you will only be able to select one file at a time for this purpose.

Create / Edit Step window

Arrived at by clicking New Step or Edit Step from the Create / Edit Macro window.

Code No(s) to affect Edit Box.

Type in the SCORE code no(s) that your Step will affect.

Conditional Argument Edit Box

Type in a conditional argument for your Step here. This argument must return TRUE if your Step's operation is to be performed. (Click on the Syntax Push-button for full details of what you can type here.)

Operation Edit Box

Type in the operation string your Step is to perform. (Click on the Syntax Push-button for full details of what you can type here.)

Arguments Push-buttons/Operations Keyword

Push-buttons

These buttons provide a shortcut method of typing in most of the available syntax operators and keywords

into the Conditional Argument and Operation Edit Boxes. ps. there is also a COMP3 keyword available for the braver among you, but there was not room on this screen to provide a shortcut button.

Search and Replace Fonts/Text Push-buttons

If your Step is to change one text font or replace one text substring with another, click on the relevant button. The dialogs that ensue allow you to type the fonts/text strings which are to be searched for and replaced by.

Syntax Push-button

Click on this button to bring up a useful helpscreen covering all aspects of the available syntax in the three Step window edit boxes. The help screen text is in a file called SYNTAX.TXT in your SCOREDIT directory. You may, if you wish, edit this text in a text editor (e.g. NotePad) to include your own comments and they will appear in this help screen.

Set Beam Angle window

Arrived at by clicking Set Beam Angles from the Beam Settings window.

Beam Directions List box

Holds the eight beam types which hold beam angle data, Up 8th, Down 8th (for single beam groups), Up 16th, Down 16th (for double beam groups, Up 32nd, Down 32nd (for three or higher beam groups), Up Grace and Down Grace (for grace beam groups). Select the beam type required to display its contents in the Beam Angles List below.

Read Only Check Box

If checked this sets the current beam type as read only and the contents of the Beam Angles List, Note position and Beam endpoints fields become disabled. This protects the beam type library from being written to during file processing with Adjust Beam Angles.

Note position Edit Boxes

These display the note position values of the currently highlighted row of the Beam Angles List where they can be edited. Left is the left end note position of the beam, Right is the right end note position, and Mid is the highest mid note of an upbeam or the lowest mid note of a downbeam between the Left and Right positions.

Positive or negative integer values are allowed as are the conditional operators < (less than) and > (greater than).

Beam endpoints Edit Boxes

These display the vertical beam end values of the currently highlighted row of the Beam Angles List where they can be edited. Left is the left vertical beam position (p4) and Right is the right vertical beam position (p5).

Floating point values are allowed. In the case of grace beams, type the absolute value of the left endpoint as ScorEdit will automatically add 100 to p4 when it processes your files.

Beam Angle List

This displays all the recorded note position and beam endpoint sets for the currently displayed Beam Direction type. Use the right scrollbar to scroll to the

bottom of the list, or the Page Up, Page Down, Up and Down Arrows to move around the list.

Add Push-button

Click on this button to add a new blank row to the currently displayed Beam Angle List. Values for this new row can be entered into the Note position and Beam Endpoint Edit Boxes.

Remove Push-button

Click on this button to delete the currently highlighted row in the Beam Angle List.

Set Beam Angle Rules window

Arrived at by clicking Beam Angle Rules from the Beam Settings window.

Sets beams horizontal according to the displayed rules.

1) As specified in Beam Angles dialog (Default)

ScorEdit will exclusively follow the beam angles recorded in the Beam Angle Library.

2) Always

ScorEdit will always set beams horizontal.

3) Only

ScorEdit will only set beams horizontal if one or both of the following options is checked.

a) If note direction changes within beam group.

b) If notes of the same pitch are repeated
(successively) within beam group.

With both 2) and 3) above ScorEdit first reads the

beam setting in the library (if any) and sets the new values, then adjusts the lower end of an upbeam or the higher end of a downbeam to be the same as the other end.

Create Report window

Arrived at by starting the Create Report function.

Various check boxes

Check any or all the available check boxes to have that element added to the report.

Make sure you have set up the correct Project Directory to list the data you require.

Select Macros/Steps windows

Highlight the macros/steps that you want in the report. You can drag select a group, select single files by clicking on them, or hold the Control key down and select multiple single files or with the Shift key as well select groups of inconiguous files. Use the Select All or Unselect All buttons to add/remove selection to/from all macros/steps.

Create Filelist for Optimization / Unoptimization / Conditional Macro Editing / Adjusting Beam Angles / Postscript Actions windows

Arrived at by starting the Optimize or Unoptimize functions , by selecting a macro from the Select a Macro window, by starting the Adjust Beam Angles function, the Run function or any of the four Postscript Action functions.

It is possible to have the old-style filelist window with separate file and directory trees, or the newer Explorer-style filelist window which combines files and folders into one display and supports long filenames. To switch on the

Explorer-style, go to Global Options and check the option Use Explorer-style Dialog. The descriptions below refer to the old-style filelist window.

Filename Edit Box (top left of Create Filelist screen)

Initially this displays a wild card file selection string, resulting in all files being displayed below. When a file or group of files has been selected in the Filename Selection Box, their names are displayed as a continuous string separated by spaces. To change a wild card file selection string select a new one from the File Select Selection Box, or shade the existing file selection and enter an alternative.

File Select Selection Box (just below Filename Edit Box)

Displays all files in the current drive/directory path which correspond to the wild card file selection string in the Filename Edit Box. Files may be selected in the File Select Selection box by the following methods:

- 1) Single selection. Double-click on a single file to add it directly to the Filelist Selection Box.
 - 2) Non-contiguous selections. Click on the first required file then, holding down the Ctrl key, click on each of the other files required.
 - 3) Group selection. Click on the first required file then, holding down the Shift key, click on the last file of the group.
 - 4) Group selection. Click and shade a group of files.
- N.B. With the last three methods click on the Add Files button to copy the selected files to the Filelist Selection Box.*

List Files of Type Selection Box (below File Select Selection Box)

Displays the most common wild card file selection types. The File Select Selection Box displays the current file selection. It defaults to *.MUS file type. Other options include *.JST, *.JUS, *.PGE, *.PAG, *.PT, *.OPT, *.UNO, *.EDI, *.BIM and *.* (All files). (For Postscript Actions it defaults to *.EPS with other options *.PS and *.*.) Click on the down arrow to the right to open the selection box, then click on your selection, using the scroll bars if necessary.

Directories List Box (top centre)

This displays the current directory tree. The directory path is displayed above, e.g. c:\score. Double-click on the directory you want to move to and the new directory name will be displayed at the top. Moving up the directory tree towards the root directory displays other subdirectories which may not necessarily appear in a sub-branch. The File Select Selection Box will be updated to show the contents of the new directory.

Change Drive Selection Box (below Directories)

Displays the current drive letter. If you wish to change drives, click on the down arrow to the right to open the selection box and click on your selection, using the scroll bars if necessary. The Directories Selection Box and File Select Selection Box will be updated to show the contents of the new drive.

Filelist Selection Box (below Change Drive and List Files of Type Selection Boxes)

This displays the list of files that will be saved to the filelist. To add files to the list select them from the File

Select Selection Box, or click on the Add Files Push-button. To remove files from the list select them by shading them in the Filelist, and click on the Remove Files Push-button.

Add Files Push-button

Click on this button to copy the files selected in the File Select Selection Box to the Filelist Selection Box.

Remove Files Push-button

Click on this button to remove files selected in the Filelist Selection Box.

Select Staves to Delete / Insert windows

Appears if Show stave delete/insert window on transcription is checked in the Optimize or Unoptimize Settings windows.

Staff 1 - 250 check boxes.

If one of these boxes is checked the operation to delete/insert will be made on it. Otherwise no action is taken.

OK Push-button.

Click on here to accept the settings in the Staff check boxes and go to the next file.

OK to All Push-button.

Click on here to accept the settings in the Staff check boxes BUT run through the remaining files in the list without bringing up the window again. (The remaining files use the default settings, NOT the settings of the window when you clicked OK to All.)

Beam Angle Does Not Exist window

Appears if Allow "Beam Angle Does Not Exist" dialog is

checked in Beam Angle Settings and if a note group in the file being processed does not exist in the Beam Angle Library. Information is given as to the beam type, left, middle and right notes, and you are asked whether you wish to add it to the library.

Yes Push-button

Click on here to call up the Set Beam Angles window in order for you to add the appropriate beam angle to the library.

No Push-button

ScorEdit will continue processing without making a changing the beamed group in question, until it encounters another beam angle that does not exist.

No To All Push-button

ScorEdit continues through all the remaining files in the list without bringing up this window again. (I.e. No adjustments are made to beam angles, unless they already exist in the beam angle library.)

Cancel Action window

Arrived at by hitting the right mouse button or and key on the keyboard during any Edit, Optimize or Unoptimize operation. Hit YES to cancel or NO to continue.

Enter Name for New Macro / Step windows

Arrived at by hitting the New Macro or New Step Push-buttons in the Select a Macro or Create / Edit Macro windows. Type in a name of your choice in not more than 8 letters and hit OK to continue.

Notes compiled by Stephen Gibson
Ararat Software 1996, 1998, 2000, 2002. 2009